Team 1
Git Clucked

Team Members:

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Project Overview

- Java based game
- Fighting Zombies and Zombie chickens
- Side Scroller
- Scaled enemy population
- Scaled difficulty
- Store and experience attributes
- Save States

Key Architecture Drivers

- Components relay on one another
- Data needs to be shared
- Components need to share and request data

Architecture Styles

- Publish/subscribe
  - Key logging
- Layering (Chosen one)
  - Components accessing each other
  - Components relying on one another to run
  - Each manager relies on the other managers to run such as the gamestate manager map manager

Architecture Diagram
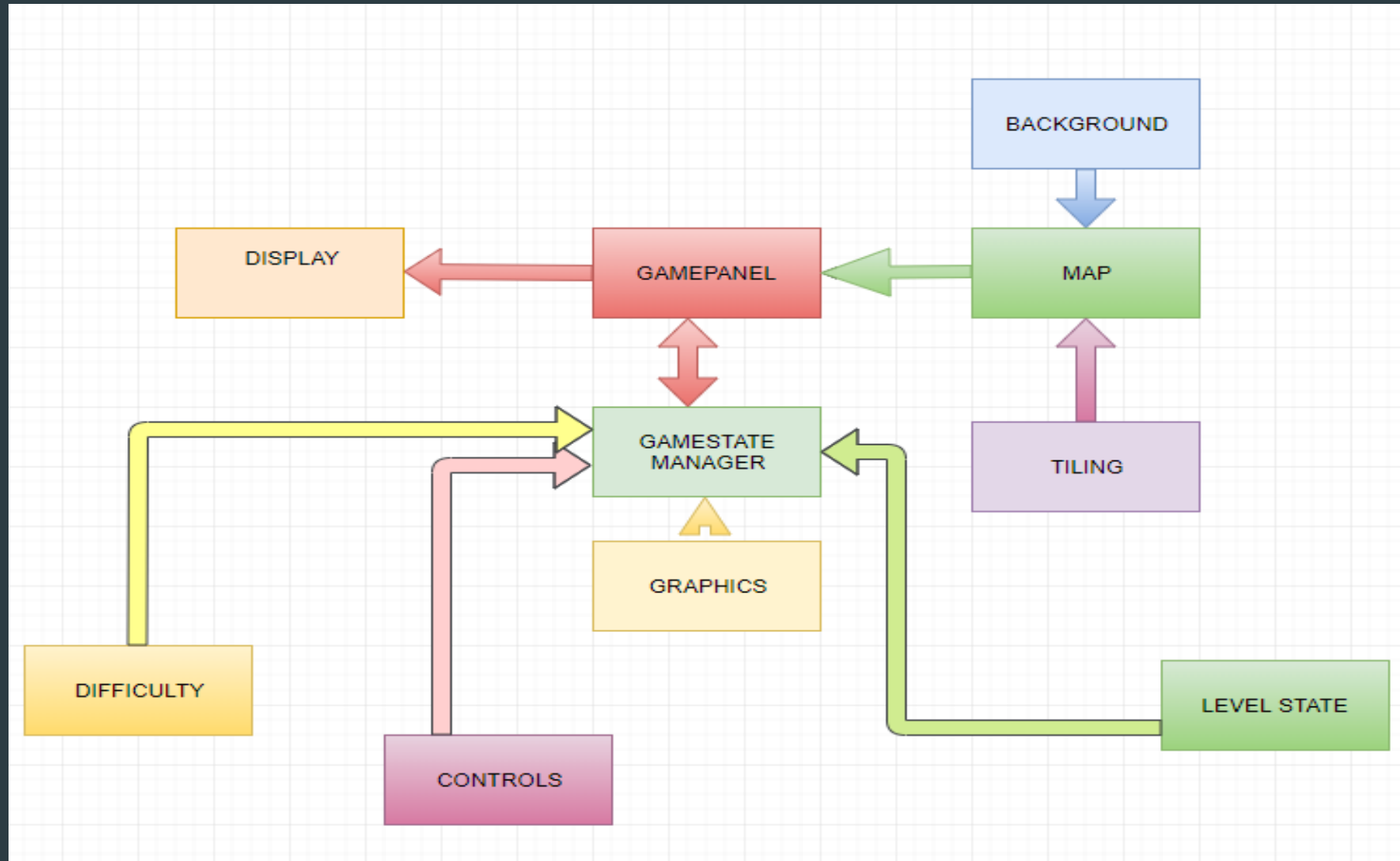
Conclusion

- Layering Architecture style
- Risks
    - Scope accessibility
    - Cascading Failures
    - Permission accessibility