

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

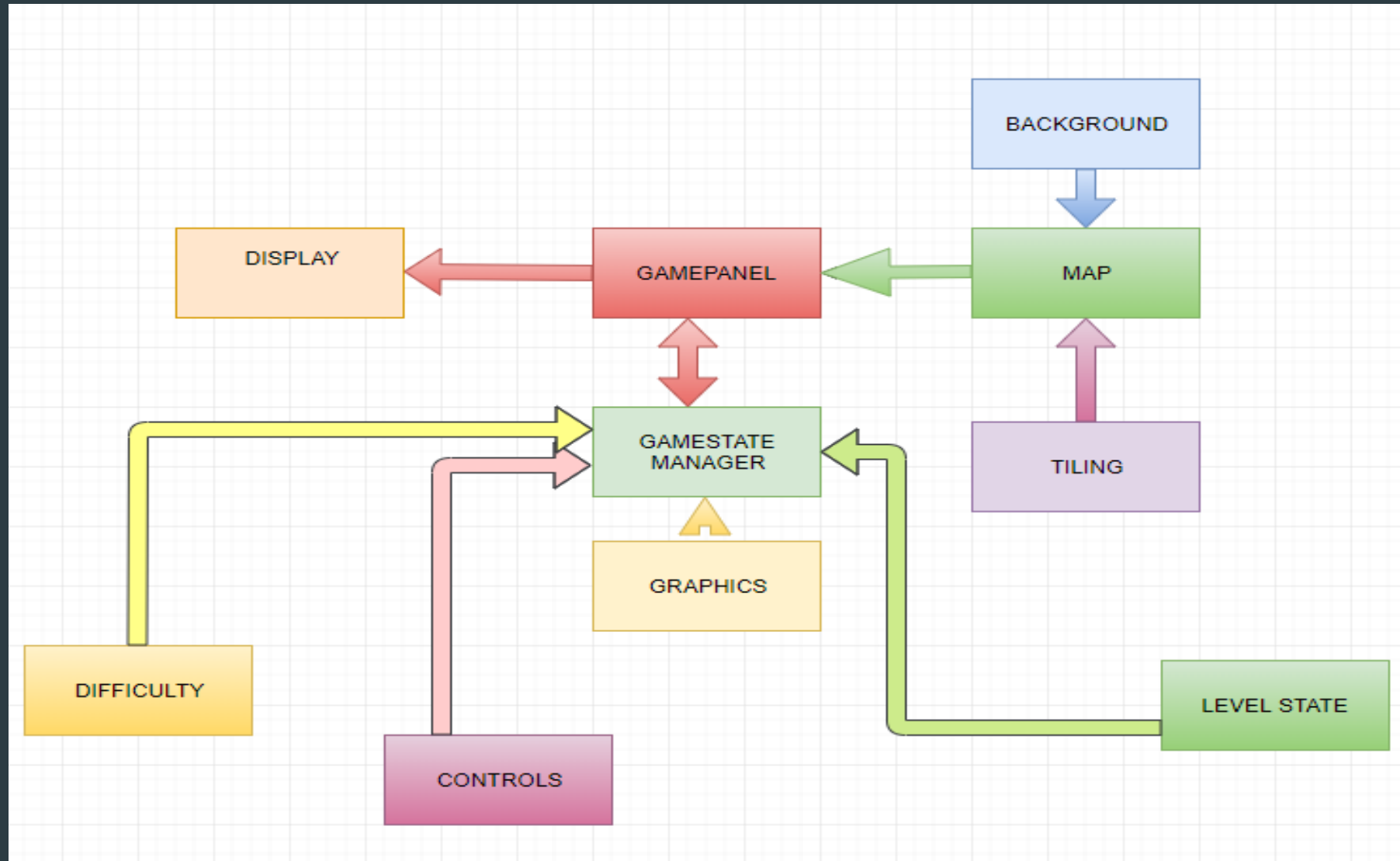
Key Architecture Drivers

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

Architecture Styles

- ▶ Publish/subscribe
 - Key logging
- ▶ Peer to Peer (Chosen one)
 - Components accessing each other
 - Components relying on one another to run

Architecture Diagram



Conclusion

- ▶ Peer to Peer Architecture style
- ▶ Risks
 - Scope accessibility
 - Cascading Failures
 - Permission accessibility