Author: Logan Michels

Date: 10/25/2020

**EECS 448 Project 3 – Software Architecture**

Within the context of our chosen design paradigm (function-oriented design), the software architecture we chose for our prototype is a **3-tier architecture**. The 3 tiers that make up this software architecture are presentation, logic, and data. For the presentation tier, this would refer to the user interface we developed for the playing of the blackjack game. This would include components such as the styling of the cards and background, the buttons for different options, how the flow of the game is displayed to the user, etc. All these components that make up the presentation tier serve to translate specific tasks in a way that the user can easily understand. As for the logic tier, this refers to the mechanics of the blackjack game. This would include components such as the back-end mechanics of the game, card values, the conditions to win or lose the game, etc. All these components that make up the logic tier serve to execute the commands that the user inputs and process the data throughout the game so that it runs smoothly for the user. Finally, for the data tier, this refers to the storage of the data for the prototype. All our files are stored in our repository on GitHub, which is the central location of the prototype. After working on the prototype individually, we all pushed our work to the repository so that it can all be stored together. The purpose of the data tier with our prototype is simply to store and retrieve data from the repository. All 3 of these tiers work as independent modules, but they all work together as they are the core components of the prototype.