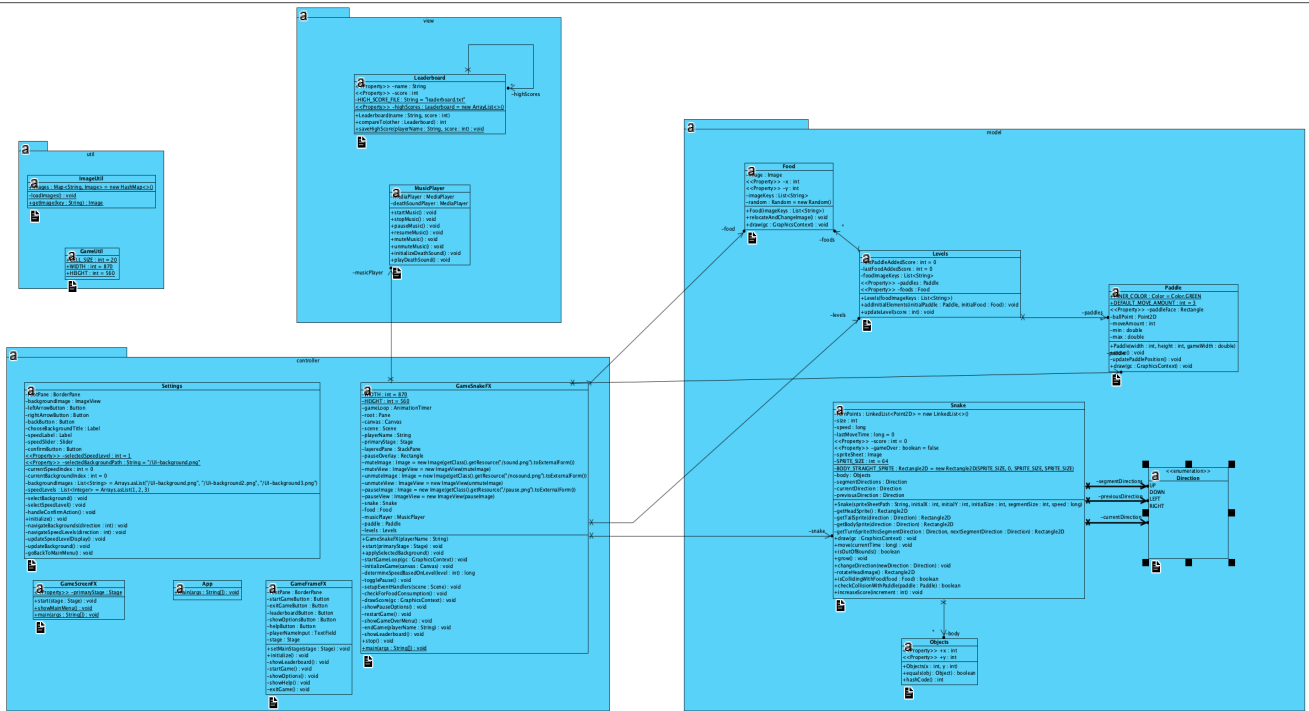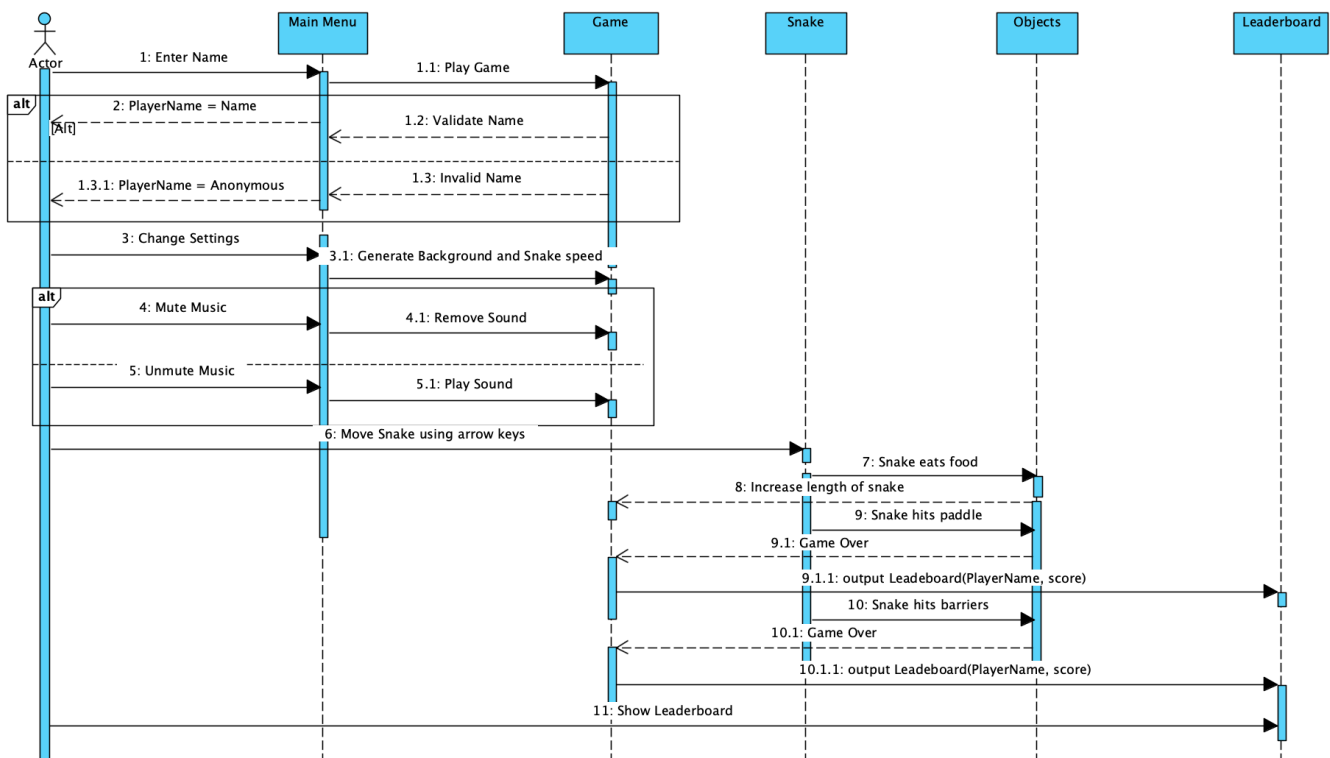# High-Level Class Diagram

Sequence Diagram:

Rationalised (why and where) : Utilising a sequence diagram is rationalised by its ability to clearly depict the sequence and timing of interactions between distinct classes during certain use case scenerios, such as game play and leader board updates. It is especially useful in situations when the sequence of events is critical to the system's functionality, such as the in-game decision-making like when to end the game. The diagram aids in the early detection of potential defects or bottlenecks making it easier to troubleshoot stages of the system development.