

Tower Defence Game Architecture

By

Team 3

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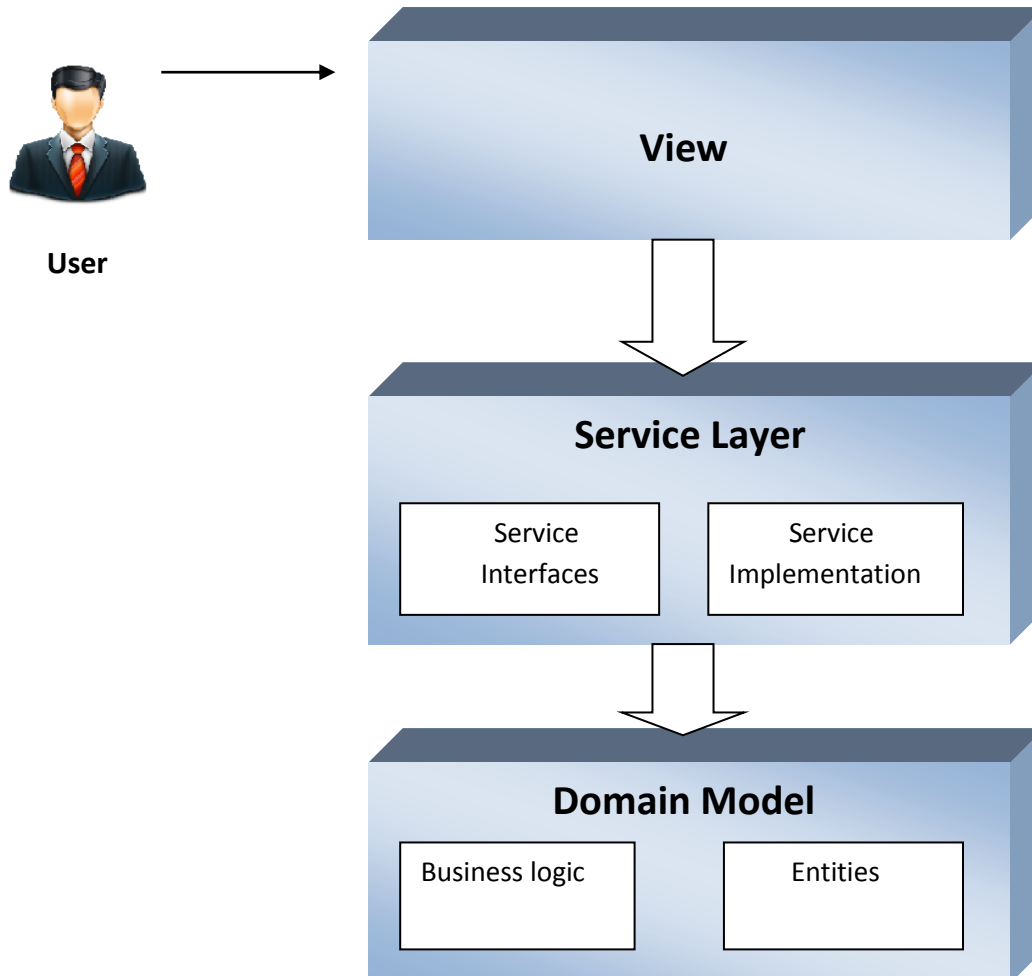
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1. Game Architecture

The project is being developed in 3 builds or releases. The 3 layered architecture is as shown below

a) Architecture Diagram



b) Description

- **Domain Model**

The model of the game controls the behavior of the application. The model directly manages the data, logic and rules of the application.

The model notifies its associated views and service classes (using observer design pattern) when a state change is initiated. This notification allows views to produce updated output to change the available set of commands.

- **View**

The view classes of the game render the model into a suitable form for visualization or interaction. Multiple views exist for a single model element of the game and rendered based on the game's state. When the model data of the game is modified, the view classes are notified about the state change and the view updates its presentation based on the model's state.

- **Service Layer**

The Service layer classes of the Game acts as the middle man of the application. Service layer defines an application's boundary with a layer of services that establishes a set of available operations and coordinates the application's response in each operation.