



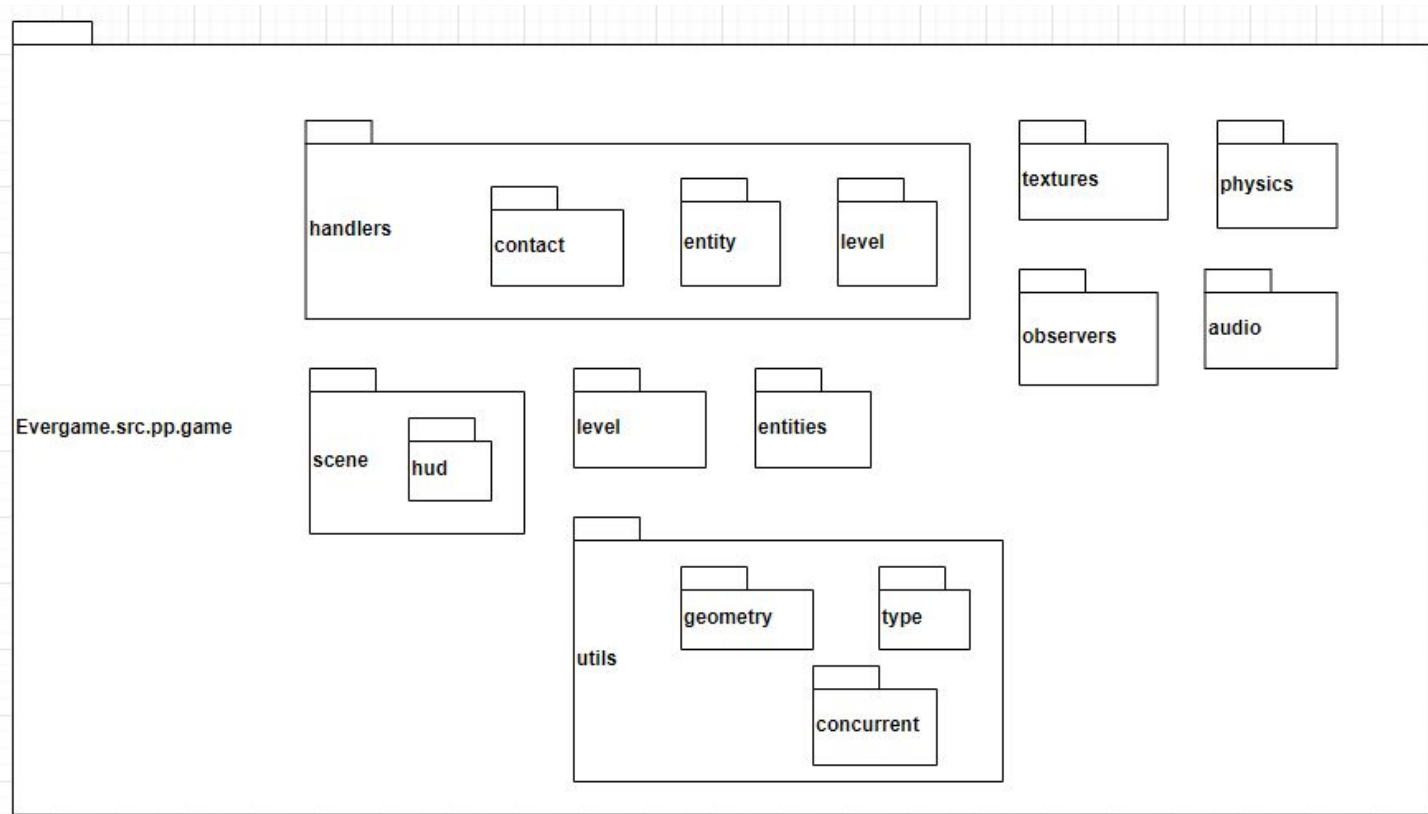
# SENG 401 - Presentation 2

Group 11

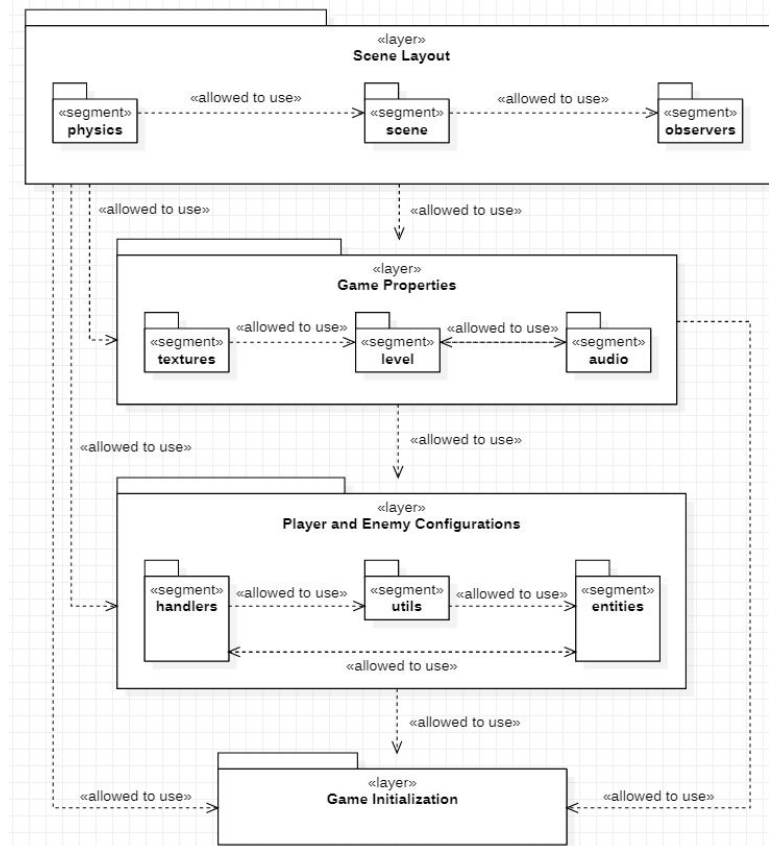
Jay Chuang, Duan Le, Youssef Maksoud, Hunter Coles, Vu Ha(Martin), Ayush Chaudhari, Cloud Chagnon

# EverGame - Non-ML

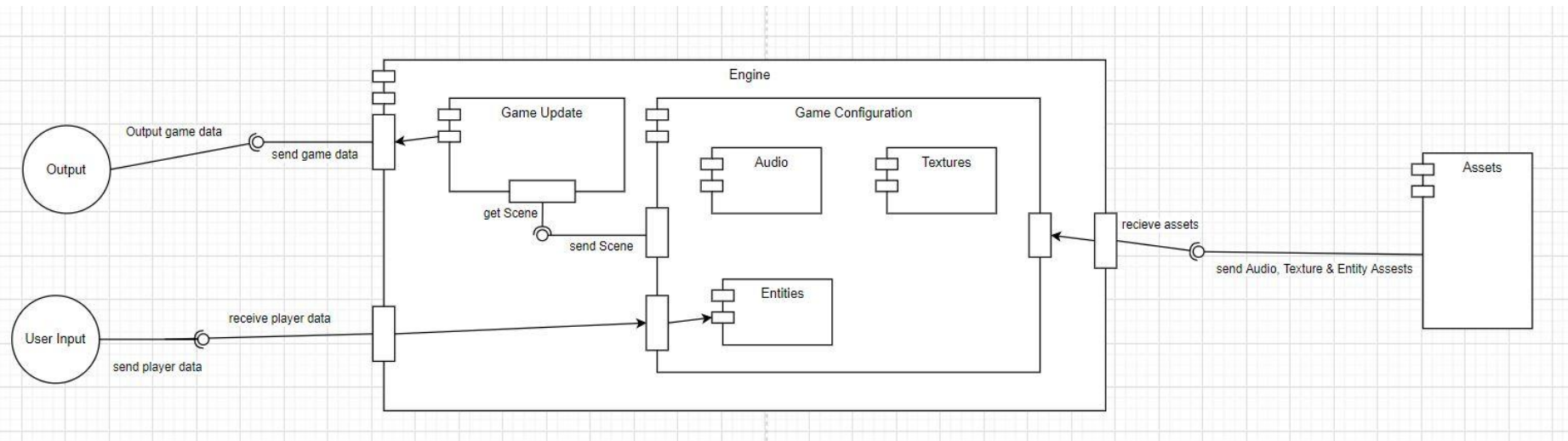
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Decomposition Style



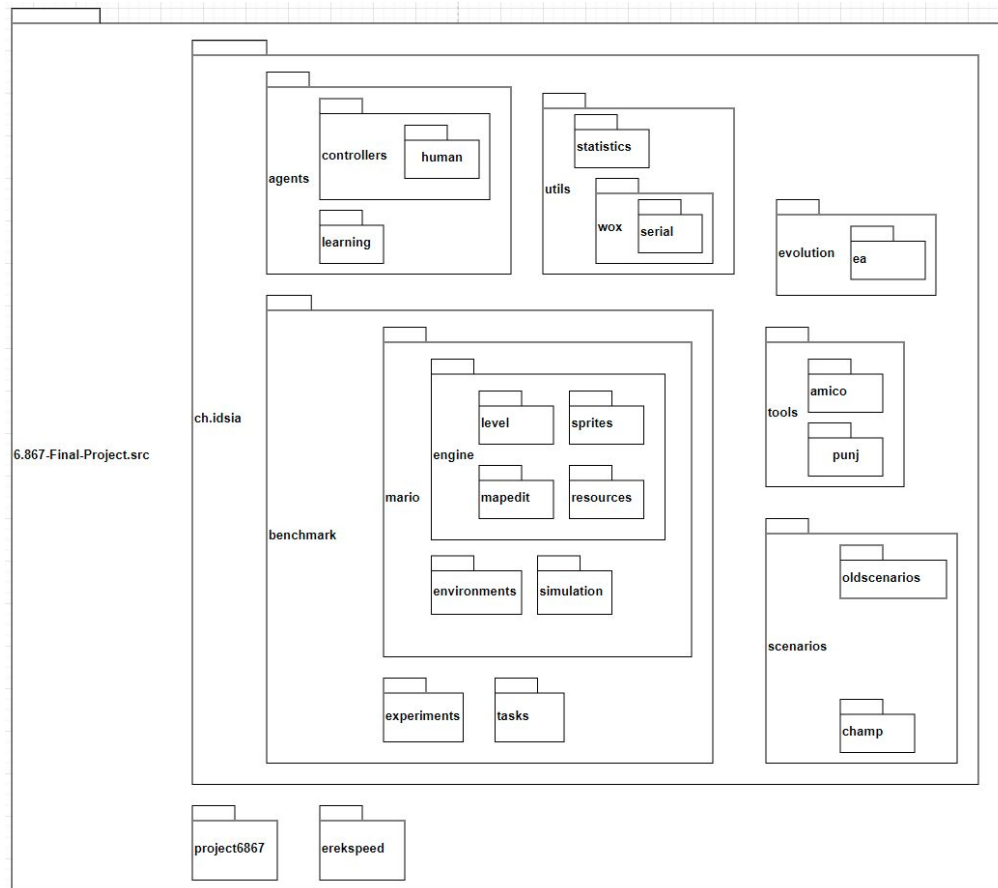
Layered Style



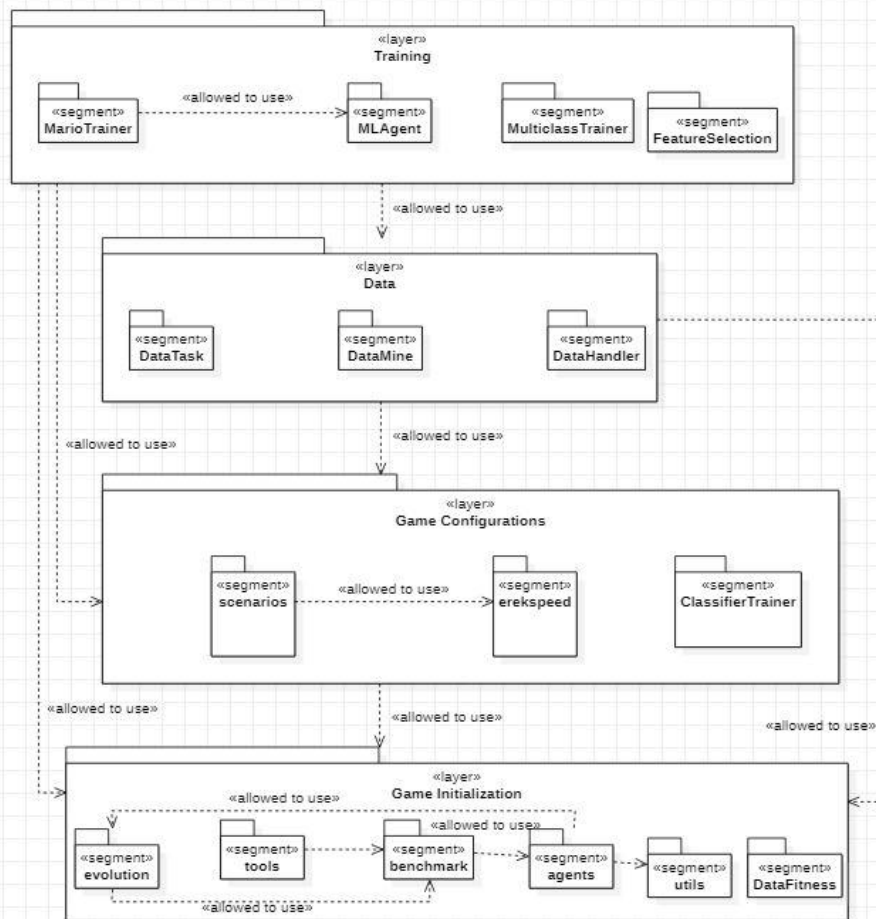
Data Flow Style

# 6.867 Final Project - ML

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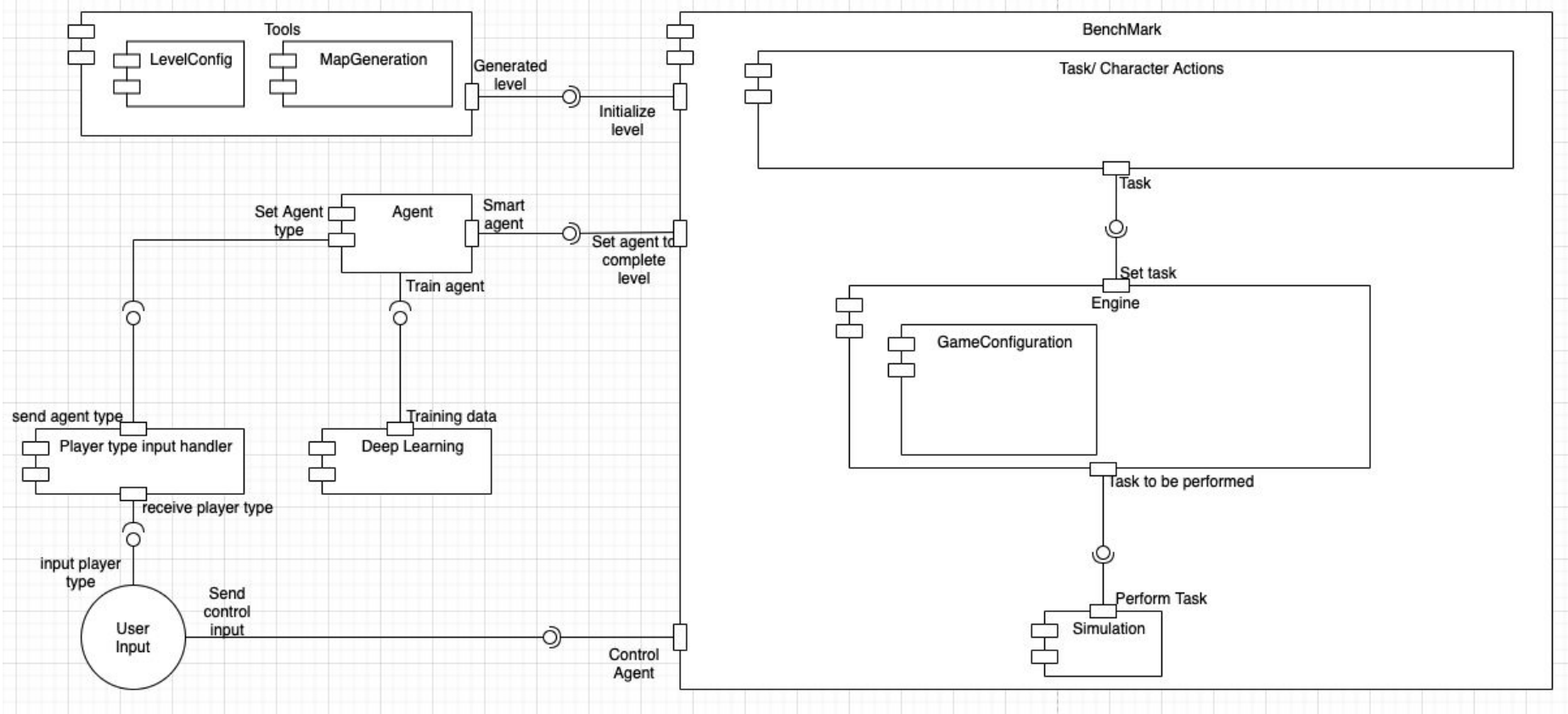


Decomposition Style



Layered Style





Data Flow Style



## Comparison - General

EverGame

Multithreaded

Made for  
Android

Top-Down  
Shooter

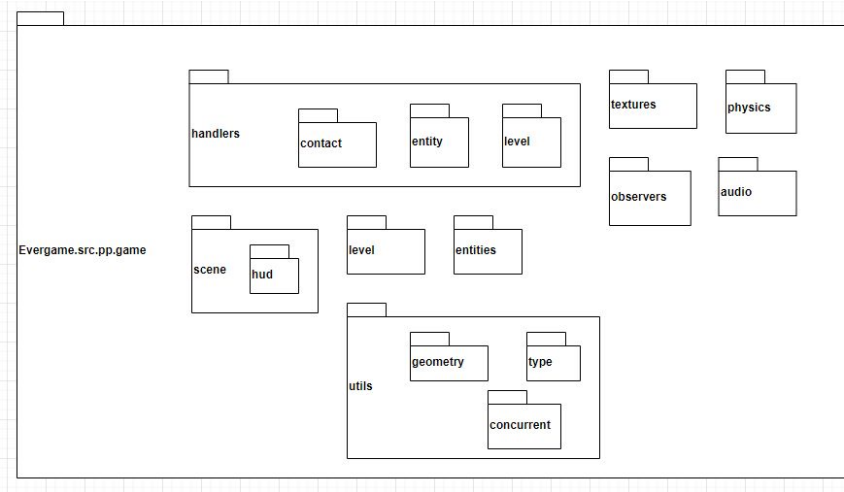
6.867 Final Project

Machine  
Learning

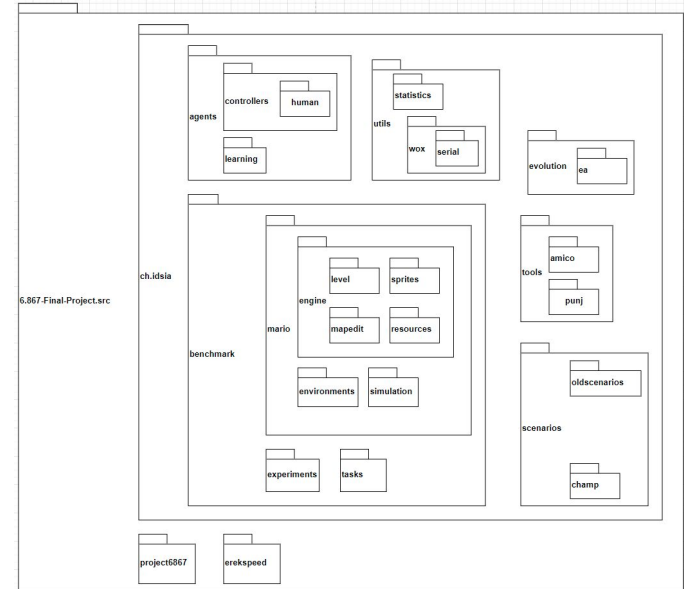
Made for PC

Platformer

# Architecture Comparison - Decomposition

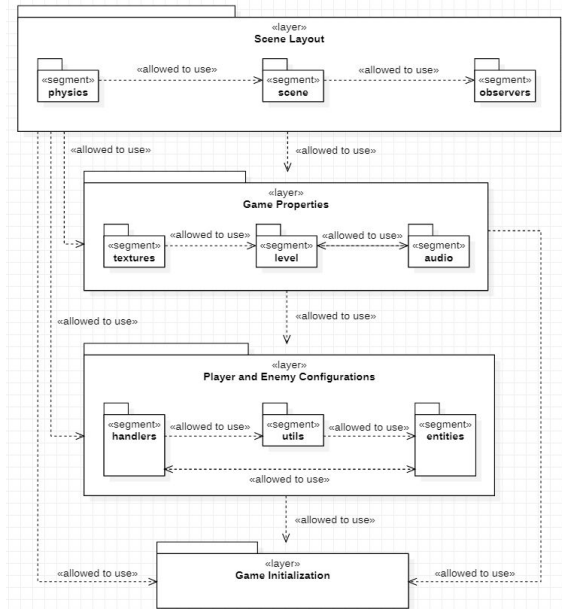


EverGame

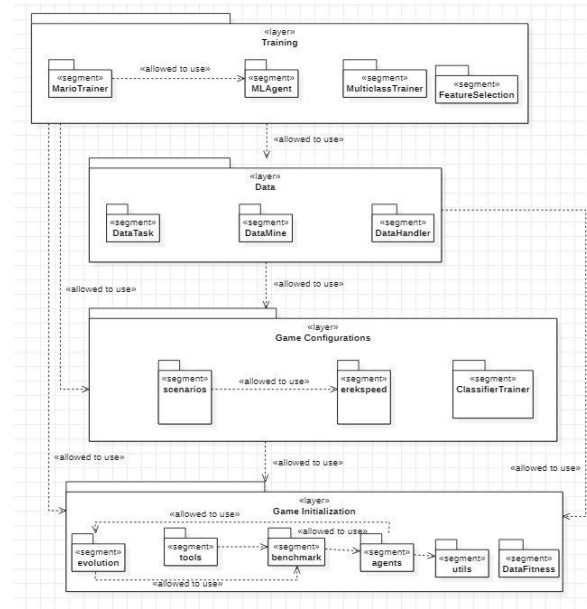


6.687 Final Project

# Architecture Comparison - Layered

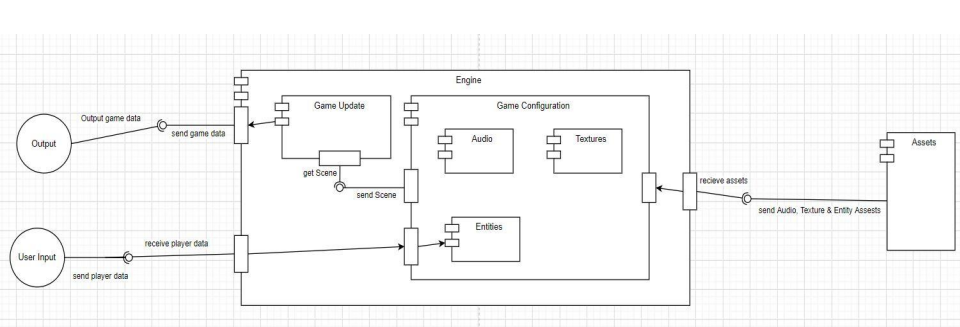


EverGame

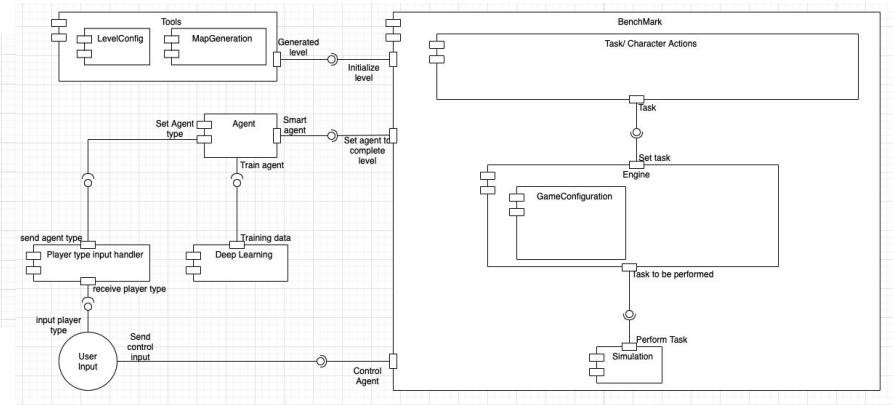


6.687 Final Project

# Architecture Comparison - Data Flow



EverGame



6.687 Final Project

# Questions

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