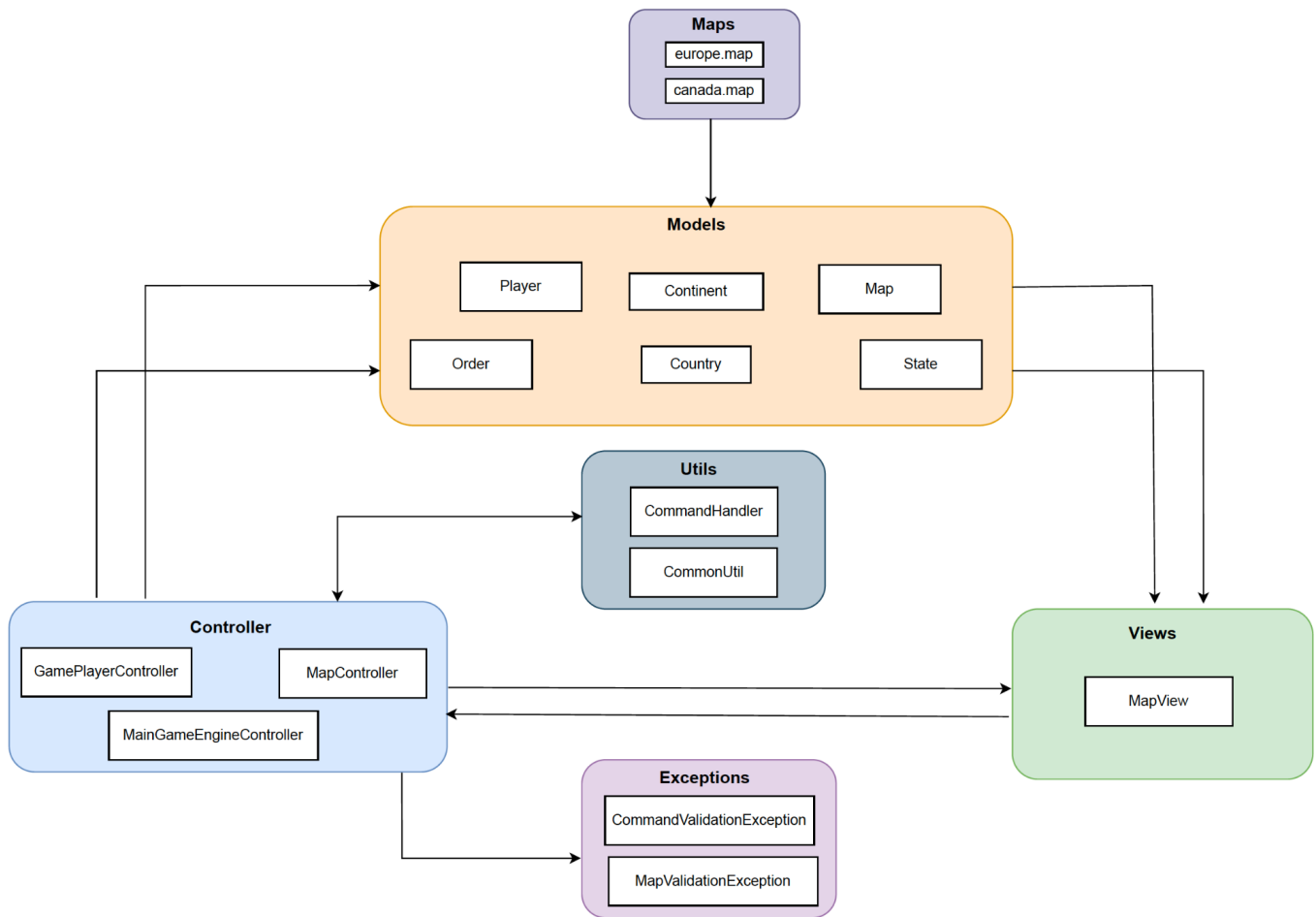# SOEN-6441 Advanced Programming Practices
Team U5 - Build 1

Architectural Design

1. Controller
- MainGameEngineController: This class oversees the central command-handling logic.
- GamePlayerController: Manages player-related actions and interactions in the game.
- MapController: Responsible for map-related operations and interactions.

2. Exceptions
- CommandValidationException: Handles command validation when an invalid command is entered.

- MapValidationException: Manages map validation commands when invalid commands are entered.

3. Logger
- ConsoleLogger: Logs messages to the console.
- Logger: Manages the centralized logging system for recording various events and messages within the application.

4. Models
- Continent: Manages continents and their associated bonus values, as well as their relationship with countries within.
- Country: Manages countries, their armies, and adjacent countries.
- Map: Oversees country and continent objects and validates map connectivity.
- Order: Handles order actions, source and destination countries, and army movements.
- Player: Manages continents, countries, orders, and armies for each player.
- State: Manages player and order objects, maintaining a list of pending orders.
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5. Utils
- CommandHandler: Handles commands
- CommonUtil: Handles the input files.

6. Views
- MapView: Displays the current map state during gameplay and the overall map during map editing.