

To: Matthias Felleisen

From: Christian Hauser, Xiangxi Guo

Subject: System

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- Model
 - Lives in the Data tier.
 - The model holds the board state, and performs all of the actions needed to update the board state and advance to the next turn.
 - Represents the game board and rules (e.g. valid moves).
- View
 - Lives in the Client tier.
 - Provides a visual representation of the board state, and a way for a player to directly play the game.
 - It serves to facilitate debugging on the server side (with a local run) in addition to being a visual demo.
- Controller
 - Lives in the Logic tier.
 - Passes information between the client and the model via the communication component.
 - Governs the game loop and synchronizes interactions between the client tier and server.
- Communication
 - Lives in the Client tier.
 - Translates Json to a board state and vice versa and handles the tcp connections from the server to all of the different clients.
- System Relations
 - View receives the board state from the communication component, and then passes data through the communication and controller components to the model. It acts as a local client handler.
 - Communication tier acts as a JSON translator, as well as a remote client handler.
 - Controller passes information between objects on the client tier, and the model, and handles setting up the game, and taking turns.
 - Model holds information about the game, updates the state of the game and provides information about turn validity.