We believe that the team that we inherited Project One from, used a 3 tier architecture approach. Their design has all three of the tiers required for the project to be 3 tier architecture. It has the presentation tier that is the board display for the user that shows the ships and the health of your ships as a user. Then there is the logic tier which registers clicks and checks if a target is a hit or a miss. If it is a hit it checks if the ship is sunk. If the ship is sunk, it checks if the game is over. Finally, the data tier is the collection of rectangle objects in the html files. These rectangles get accessed from the javascript file that works on the logic. It is also used for the display tier. The rectangles make up the ship board and the target board for player one and player two. Not just do the rectangles make up the board, they also store data. The rectangles are what actually store whether a square has been shot at. In addition it stores whether that target was a hit or a miss. In addition, the ship class accesses the rectangles to have data for the attributes of each ship. In fact each ship is just made up of the correct number of rectangle objects. Their project has all three tiers required for having a three tier architecture. So, we believe that the approach used by the first team is a strong fit to the 3-Tier Architecture.