Project 3 Software Architecture

The software architecture we chose for our prototype on Project 3 is Event Driven. We chose this because our game acts in a way that is similar to how this architecture works. For example, the message channels for our physical implementation are like a point-to-point communication where the user clicks on the map where he wants his troops to move to. Then an attack message gets displayed letting the users know that a certain area on the map is under attacked. As the user plays our game it interacts with them in an event style way where every action the user does triggers another component in our game that allows for attacking or a pop up message. As the users troops move across the map they will be informed every time they capture an area or when an area is getting attacked. When all the troops are gone they will disappear from the map and the other user will take over, this is like an event notification that gets triggered every time something happens. At the end of the game there is also a pop up message letting the users know who won. For the providers, we do not know the consumers of the event or if they exist, but it can be anyone who would like to play a war type game. We also have a legend on the side that shows what each icon is as they move across the map, so the user knows exactly what troops that they have left.