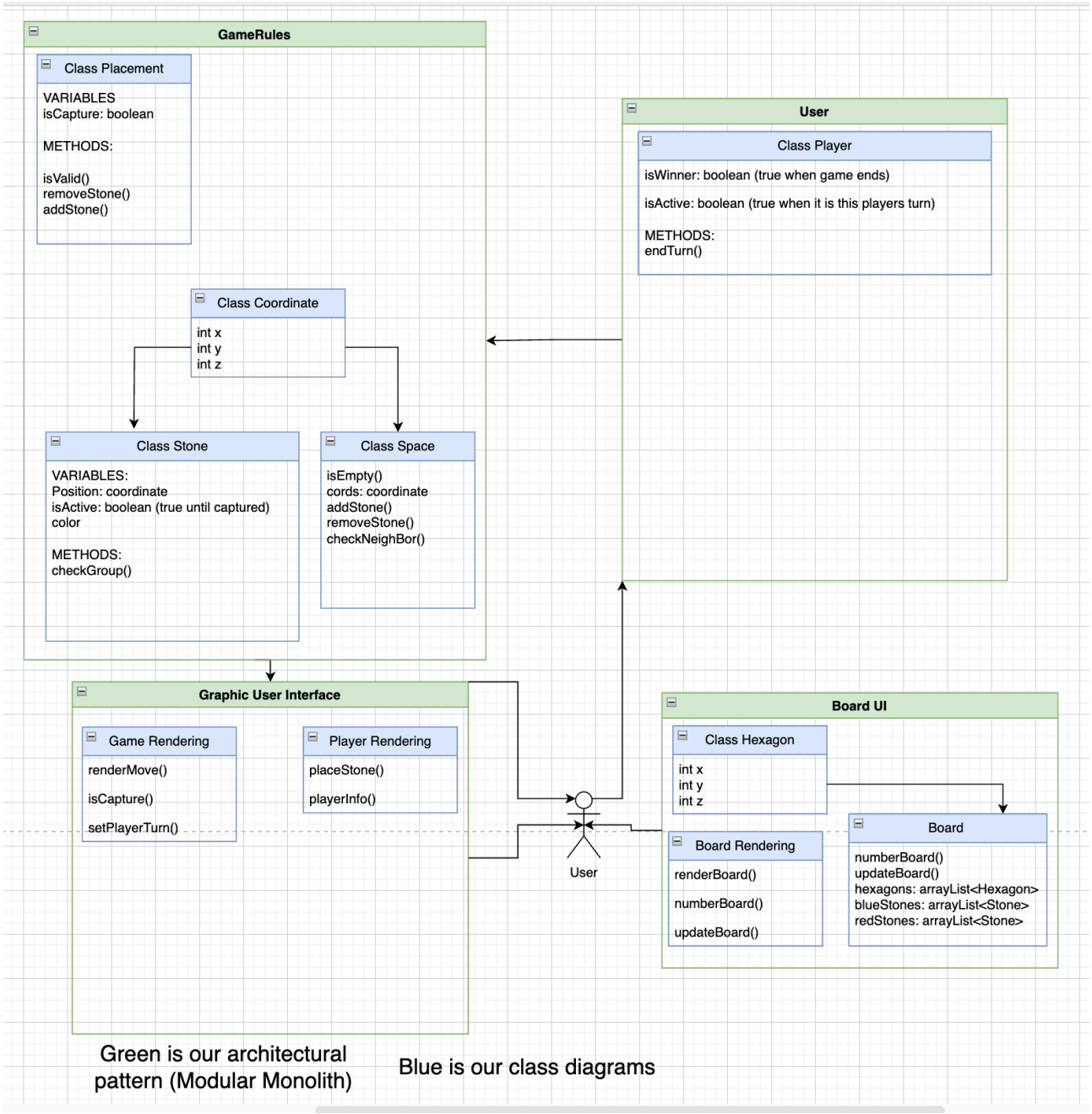
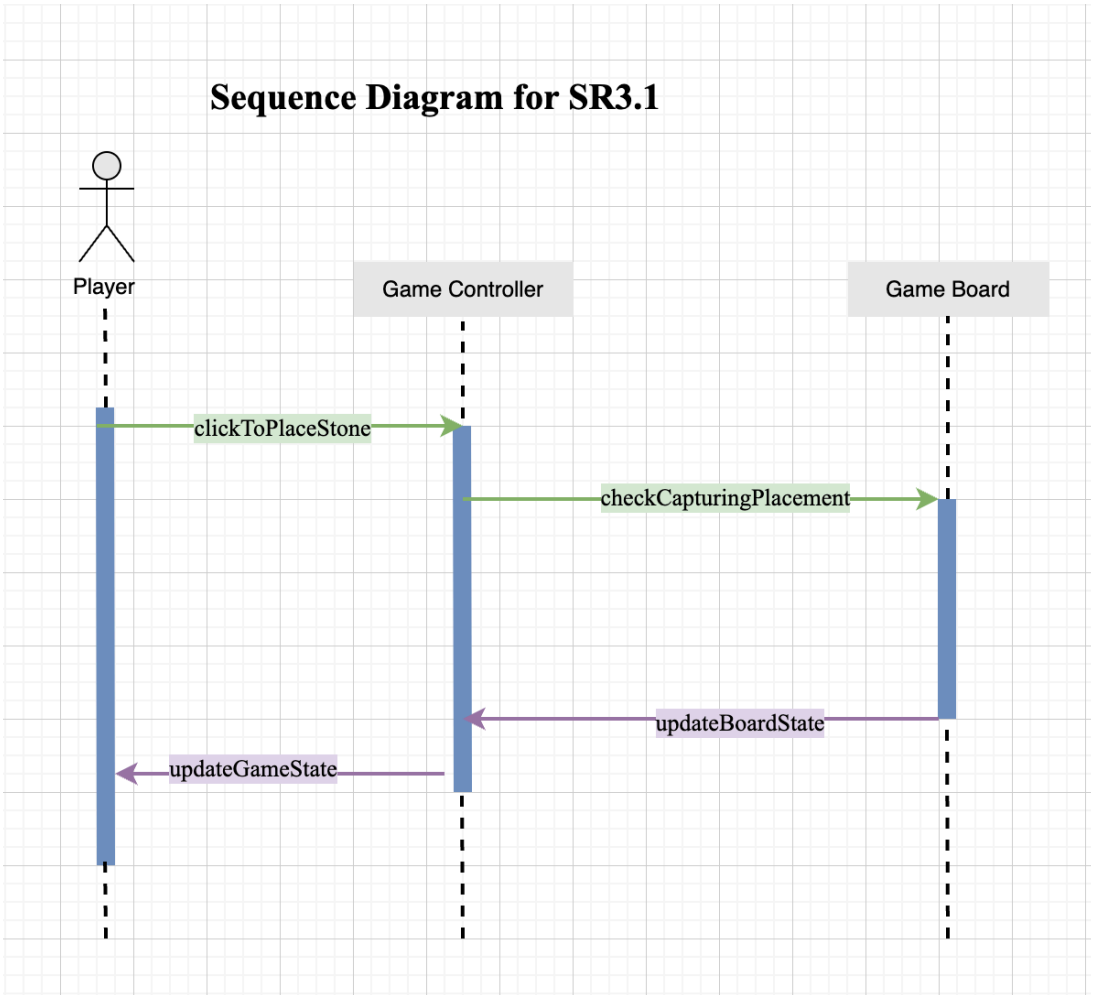
Software Architectural Design

Slowpokes



This is the class diagram for our project. By using the Modular Monolithic approach the program is all packaged together, but we are able to separate our modules into well structured classes with their own responsibilities in the program. Encapsulating these structures into organized modules allows for easier debugging and simpler development as we can deal with different modules separately.



This sequence diagram for the software requirement 3.1 to check if the players move is a capture placement. In the sequence diagram the player makes a move then the game controller will check the validity of the placement and if it is a capturing placement then the game board will update by removing the captured stones and place the stone of the players color on the clicked hexagon.. the game controller will then update the state of the game ie. Either keep the players turn or swap to the next player if there are no other valid placements for the current player.