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Maces and Talons

Hnefatafl

# Background, Analysis and Process

# Design

# Implementation

Single player game

Multiplayer game

Client

Server

Security

Client Id and user id cross checking

# Testing

Testing program on different devices

Testing server code with different scenarios

Testing game scenarios

Single player

Multiplayer

# Critical Evaluation 10% (1200 words)

# Annotated Bibliography

# Appendices