

Architecture Summary CP01B

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When our team was tasked with choosing an architecture style, we were able to successfully narrow it down to two system choices: interactive system, for its interaction capabilities and the event-driven system for its state-dependent, reactive behavior. In the end the style to choose was the interactive system.

First, in an interactive system the primary system style is a N-tier architecture style. In an N-tier style the system primarily interacts with one actor at a time and since our engine will just be accessed by either the user or an admin and not both simultaneously, the N-tier style seemed to be the correct choice. In addition, most of the interaction that takes place in our system will be a cause and effect type interaction. The user will attack and fight a monster (cause) and be rewarded with treasure and stats are created (effect) and outputted to the screen/scene. Another aspect of the N-tier architecture style is that all events arrive in a predefined order. Since the user will always need to: initiate a fight -> finish a fight -> be rewarded -> statistics reported, in that order, we can make the assumption that it is always a predefined order of events.

In conclusion, our team chose the N-tier architecture style to complement our interactive type system. We also chose it because the anticipated events arrive in a predefined order and lastly because the interactive type system is going to need to respond to the system events each time one is finished.