

Program Flow Chart

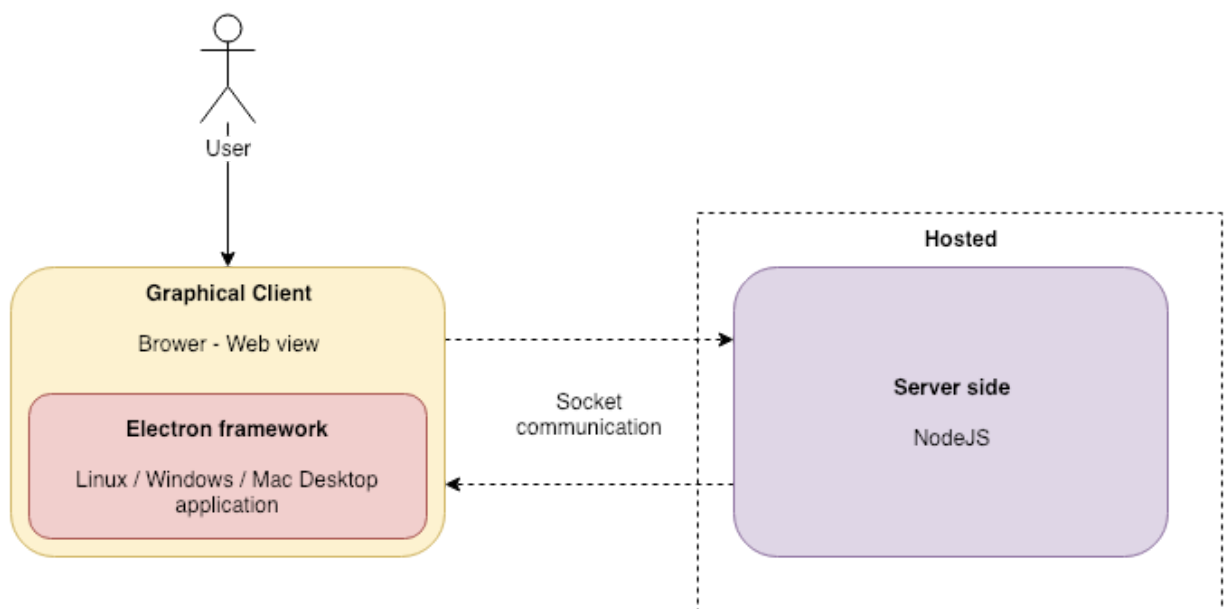
1- Client-server side representation

For the project architecture, we are using the client-server pattern.

The server is storing and managing resources such as room, user, messages and rounds. The server will run the battle engine and get all users when the administrator or the times end.

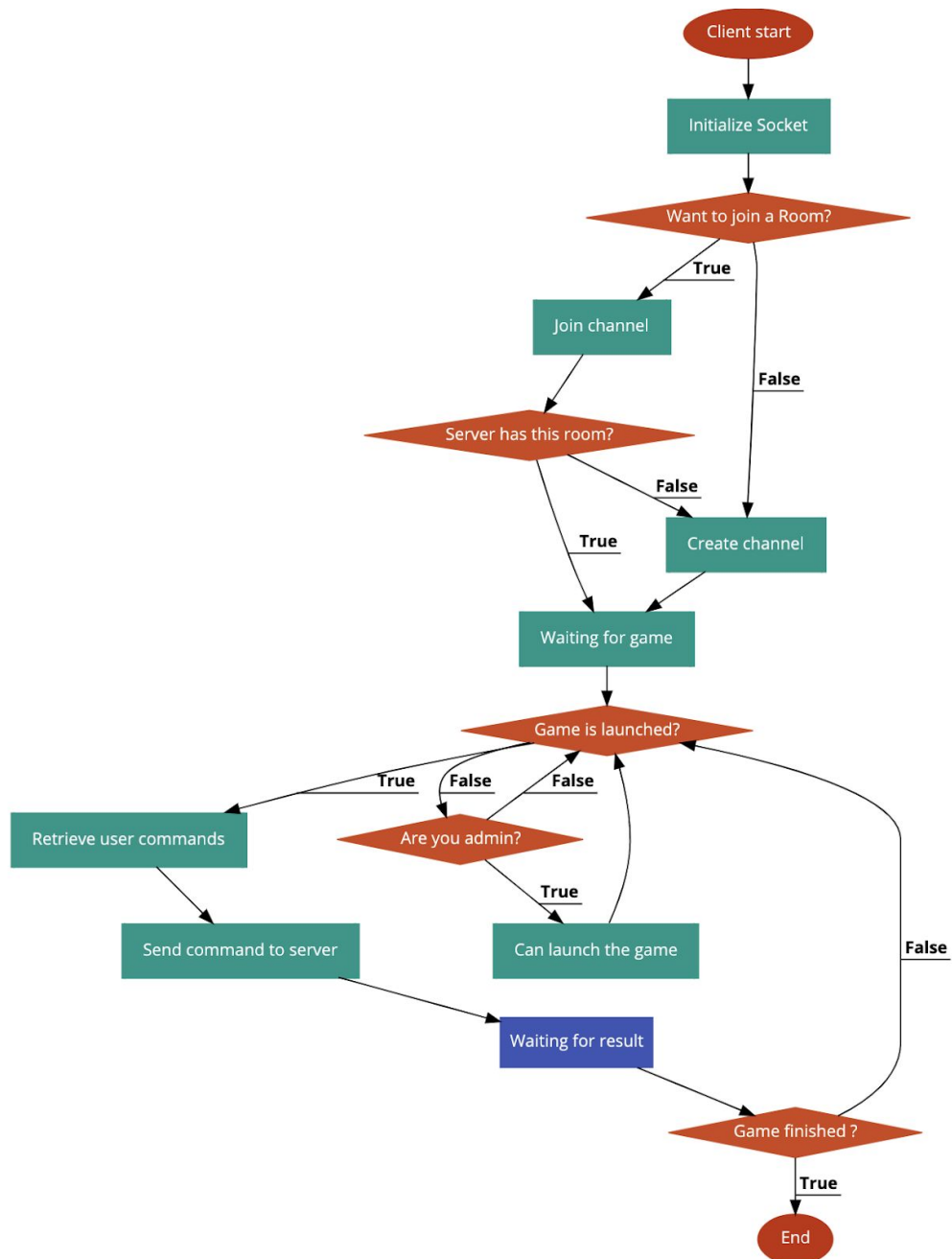
Each player is connected through the server using sockets. Player will send each move/action to the server and receives information about the battle, message, and announcements.

1.1- View representation



2- Client-side

2.1- Flowchart



3- Server-side

3.1- Commands representation



3.2- Server Flowchart

