

Rubikan Architecture

by

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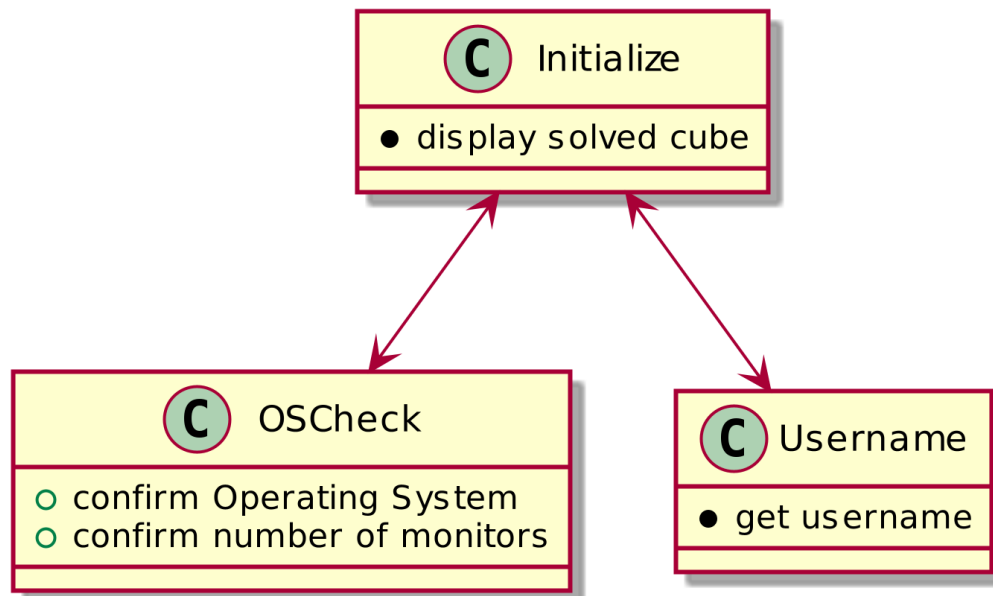
Nova Southeaster University

July 19, 2021

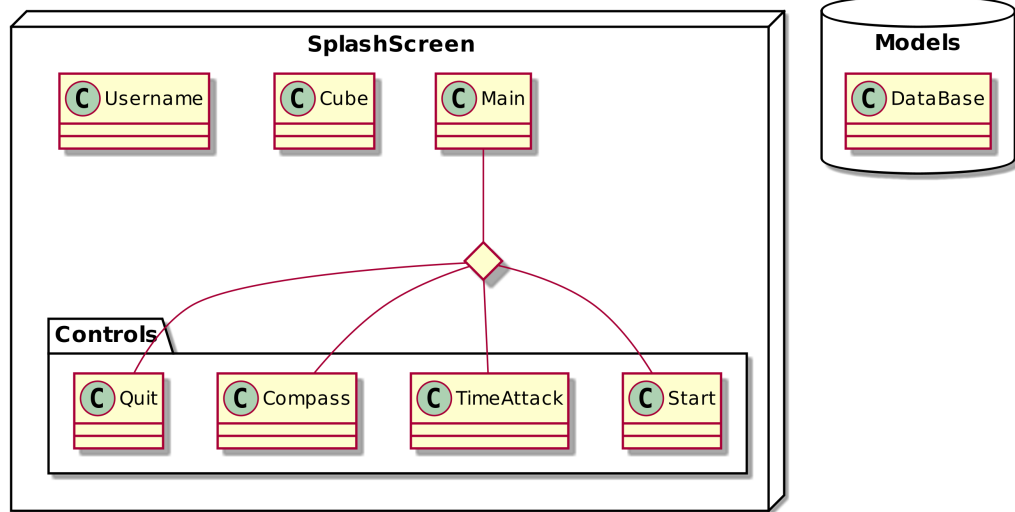
Architecture

I am using an Object-Oriented architecture that will contain four sections. The first section includes the opening of the application. The second section includes the main interface of the application. The third section includes the actions upon completing the game. Finally, the last section includes database actions in all database scenarios and uses the Data-centered architecture.

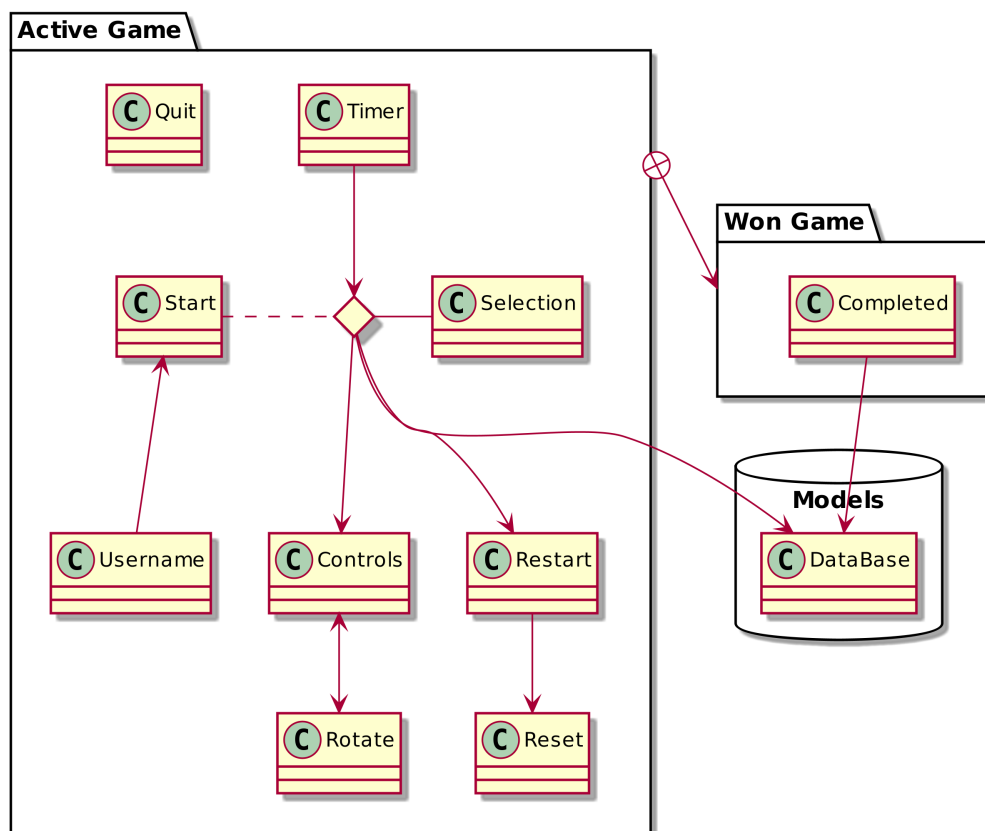
Startup



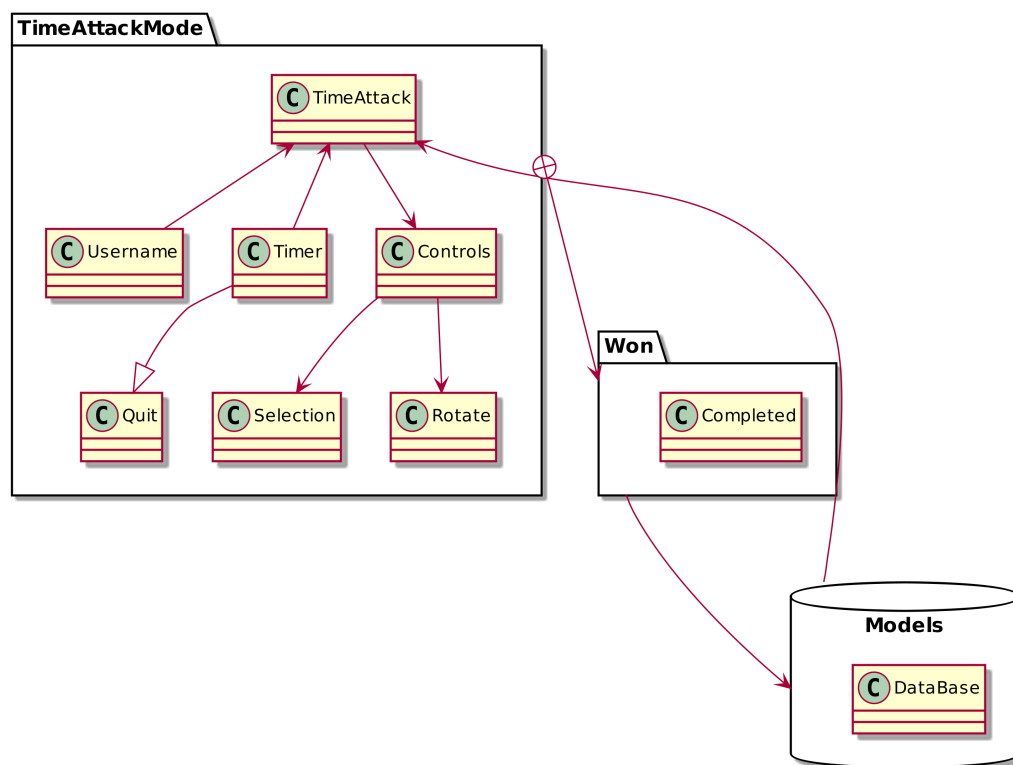
Standby State



Active State



Time-Attack State



Data-centered Architecture