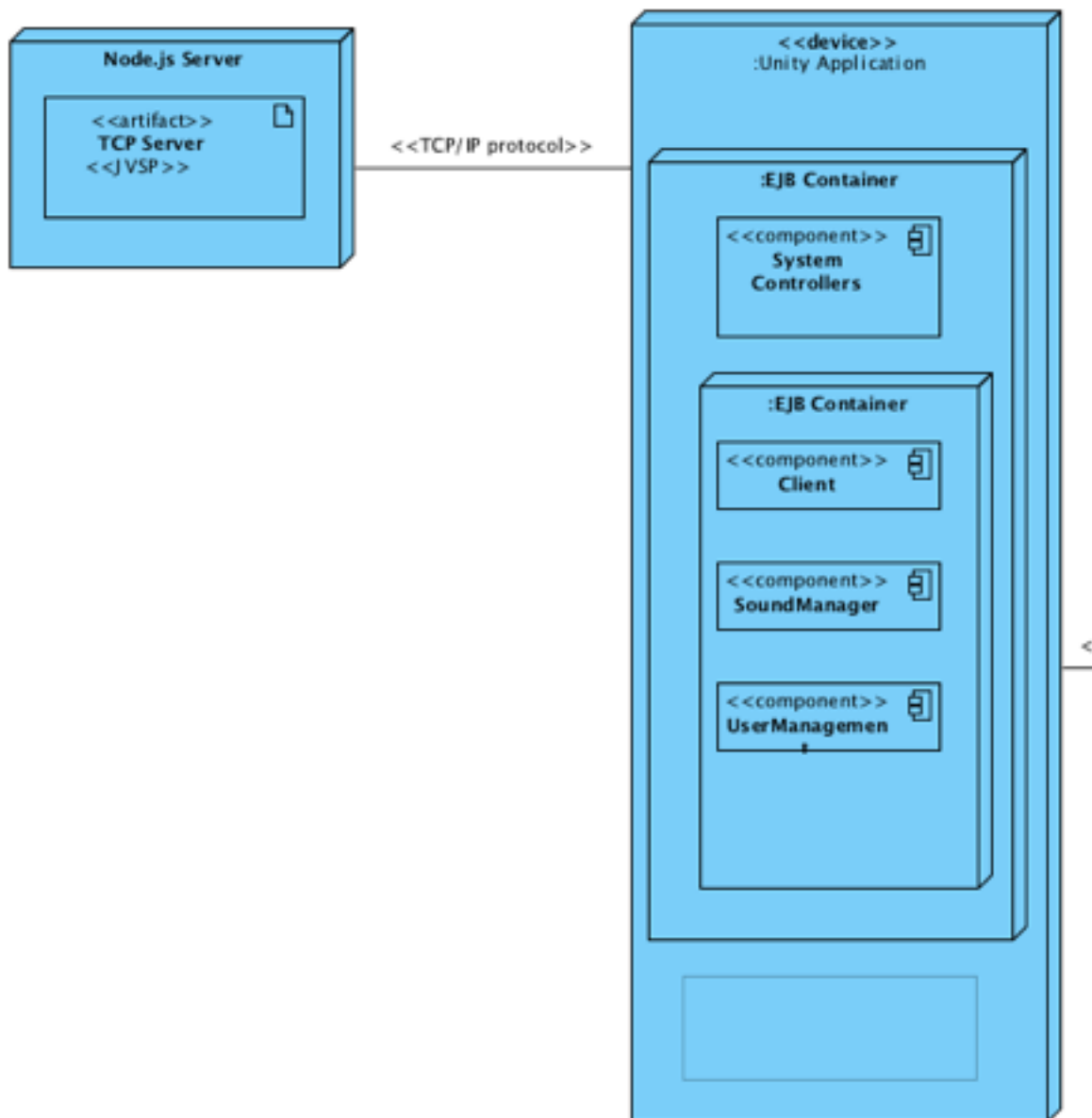


Deployment Diagram



Classes in Unity Application and It functions

Class Name	It's Functionality
User.cs	User.cs allows users to login to the system and make them call. At the same time, it captures microphone data which passes on the data to the NetworkBehaviour class to be sent to the server. It assigns header to the each data sent. At the same time the data packets received from the NetworkBehaviour.cs is all put together and pass onto the SoundManager.cs
NetworkBehaviour.cs	It creates socket connection to the server and start listening from the server of the on coming data packets asynchronously. It passes on the data packets to the User.cs class. At the same time it send data to the server asynchronously.
SoundManager.cs	Manages Sound Sources in the app, sending data to current sources, and creating new ones when needed.
TargetFrame.cs	Limits the frames per second of the app, so that the network behaviour is not overloaded with data.
SoundSourceBehaviour.cs	Class required for Sound Sources, so that they can display when they are playing data to the user
BackgroundBehaviour.cs	Class required for Backgrounds, so that they can have textures applied for them
BackgroundManager.cs	Monitors both backgrounds, and slowly fade & changes them