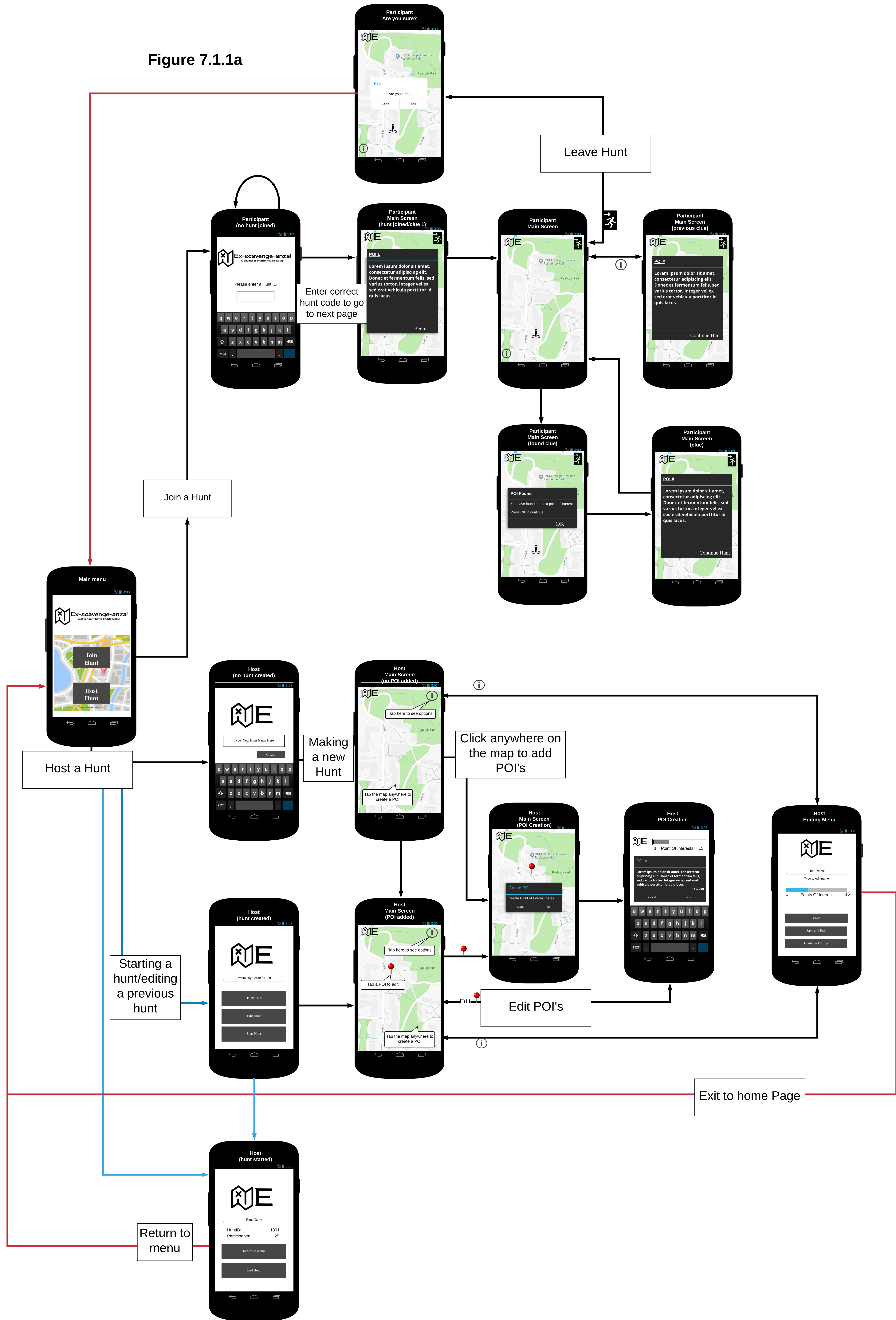
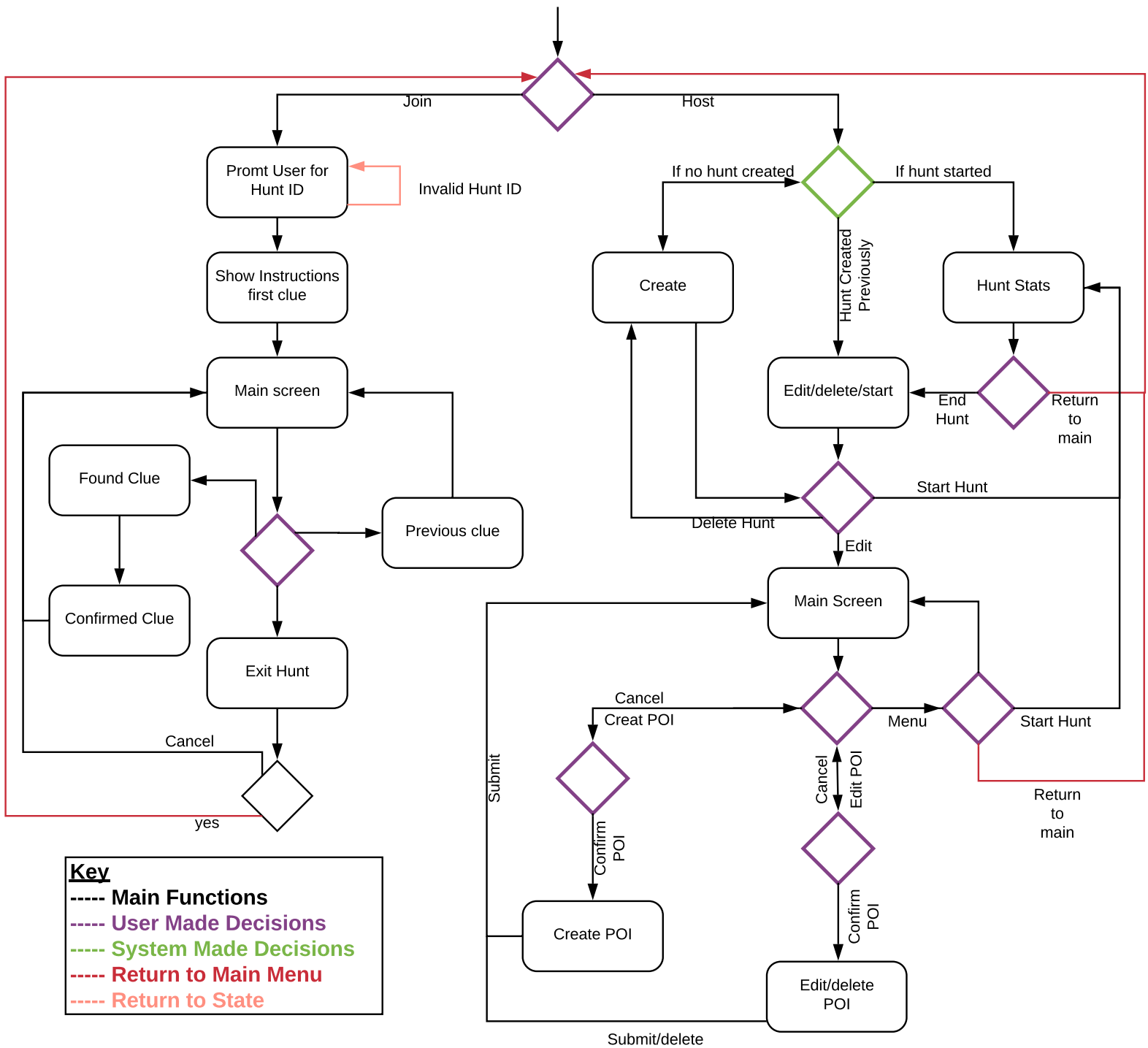
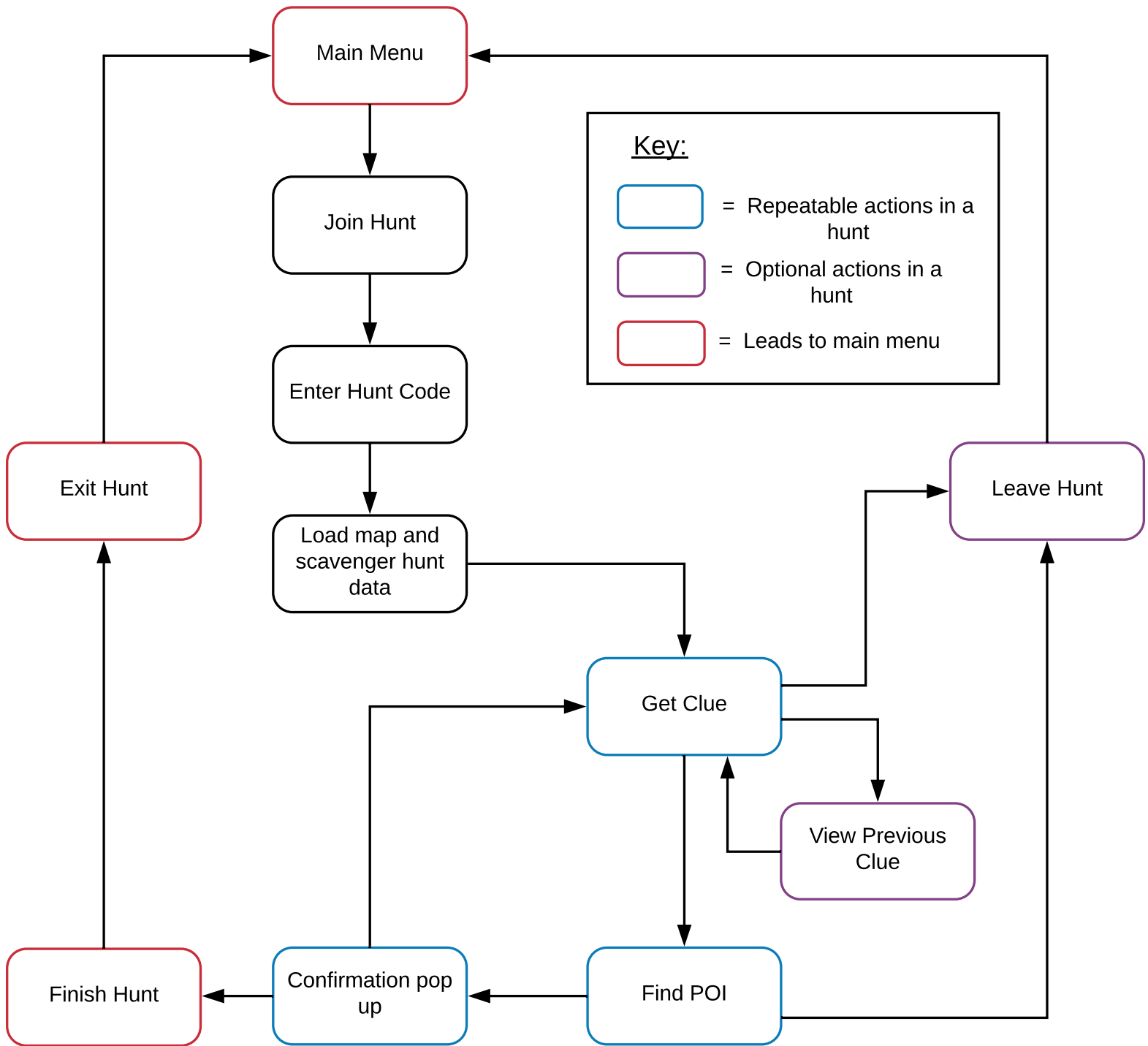
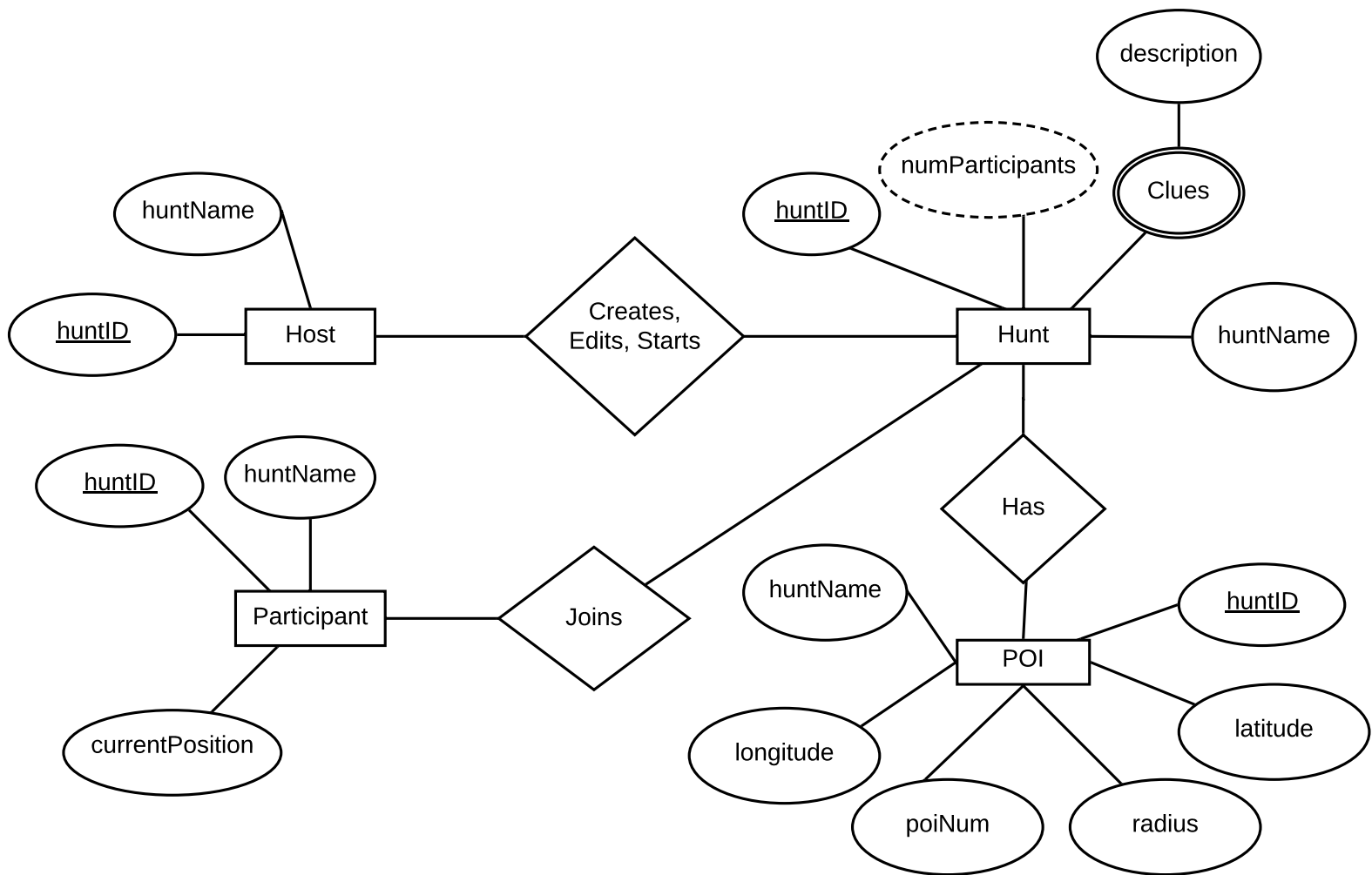


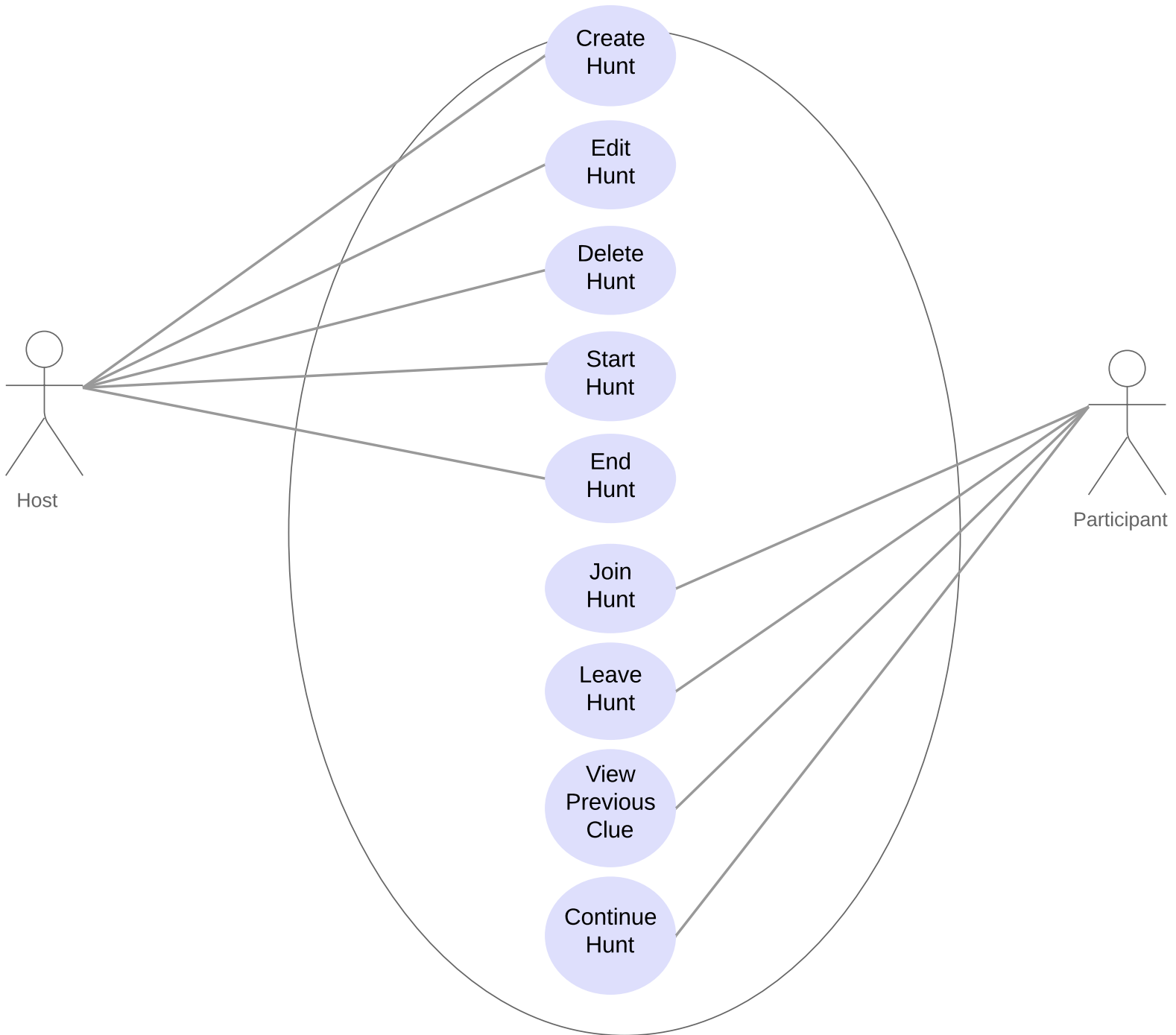
Figure 7.1.1a

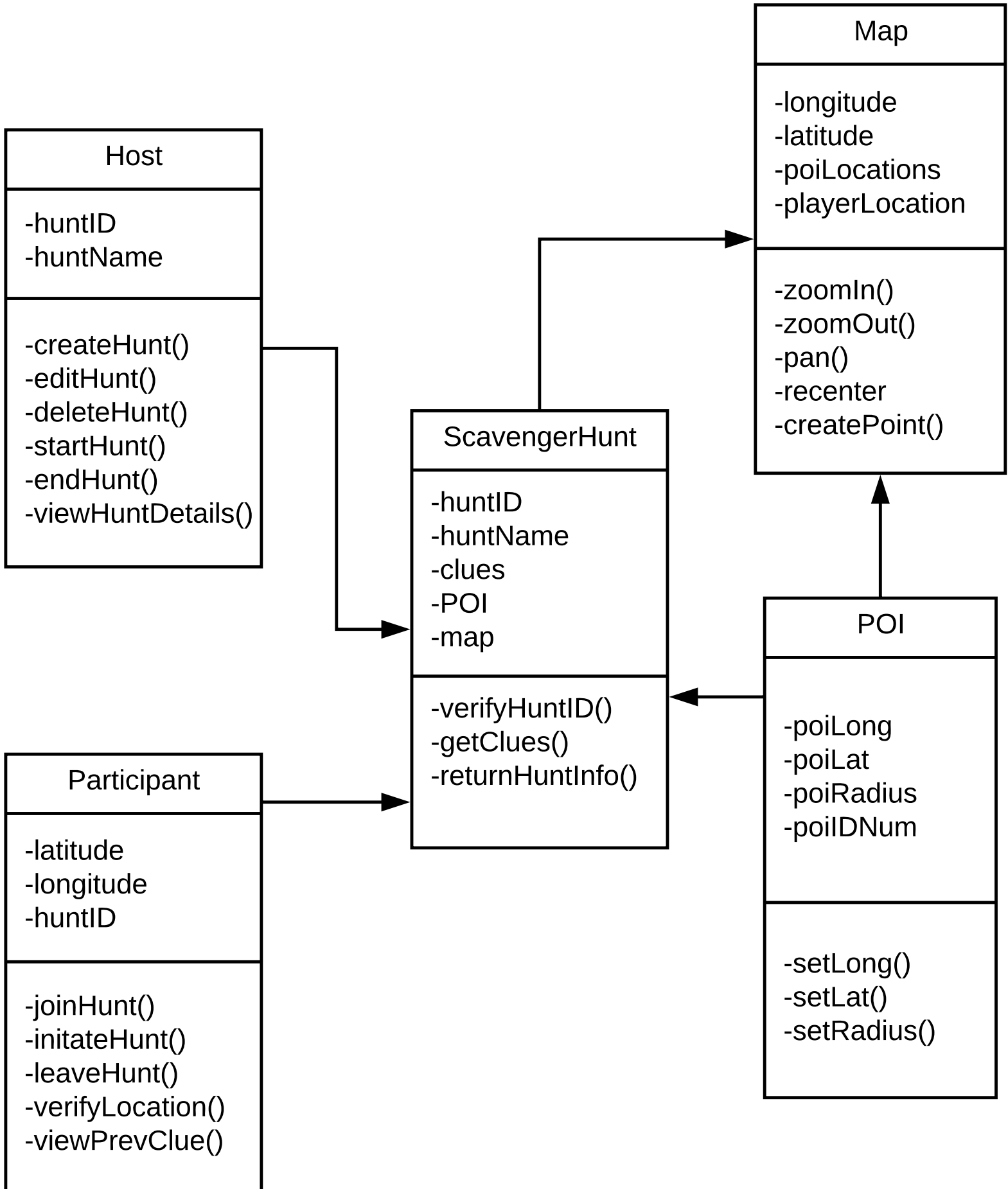


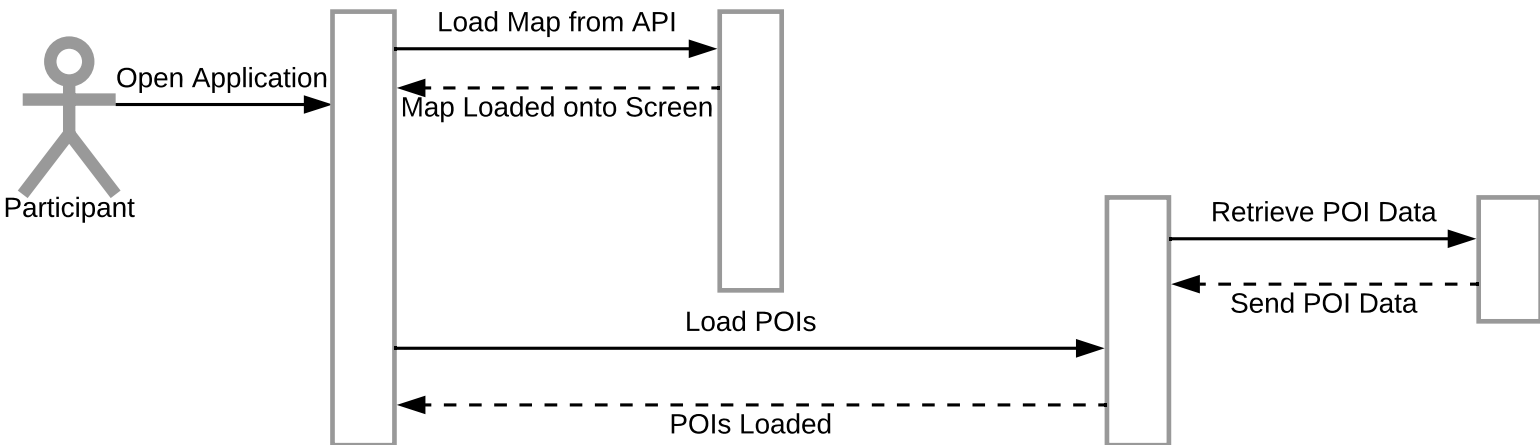
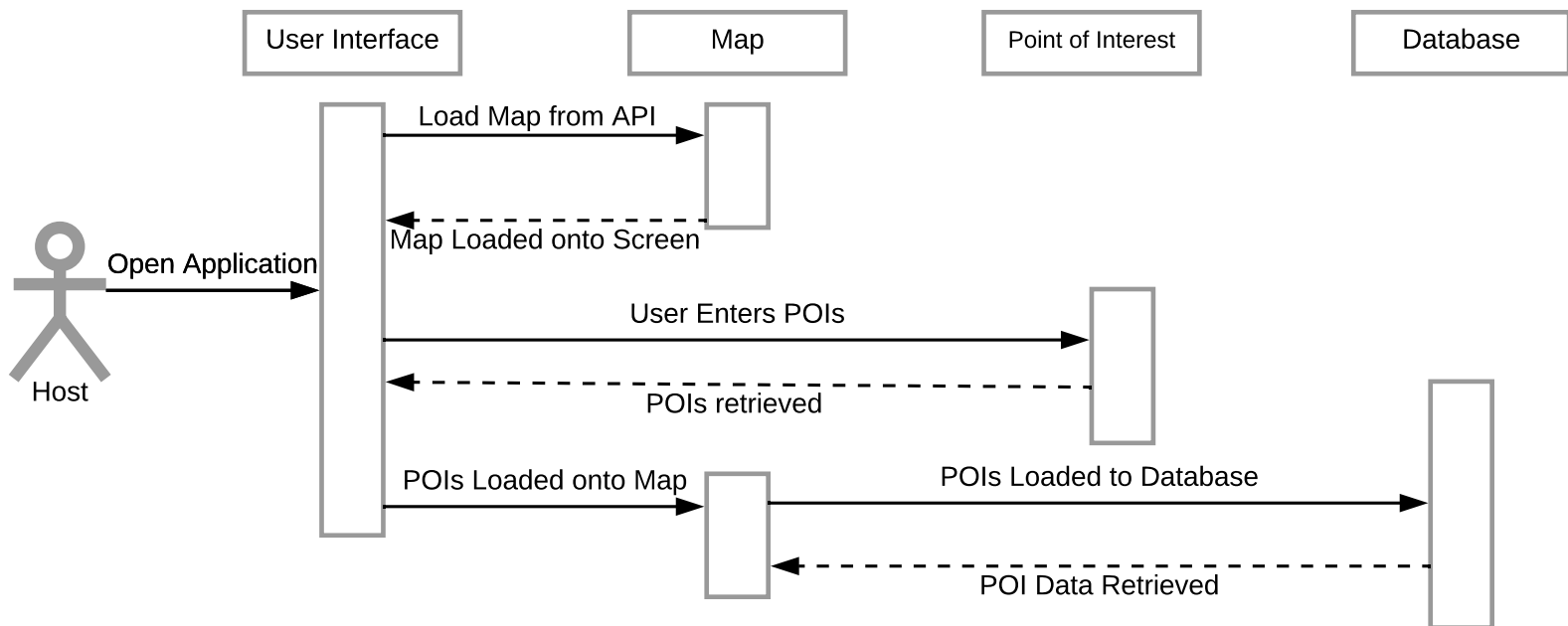












Front End

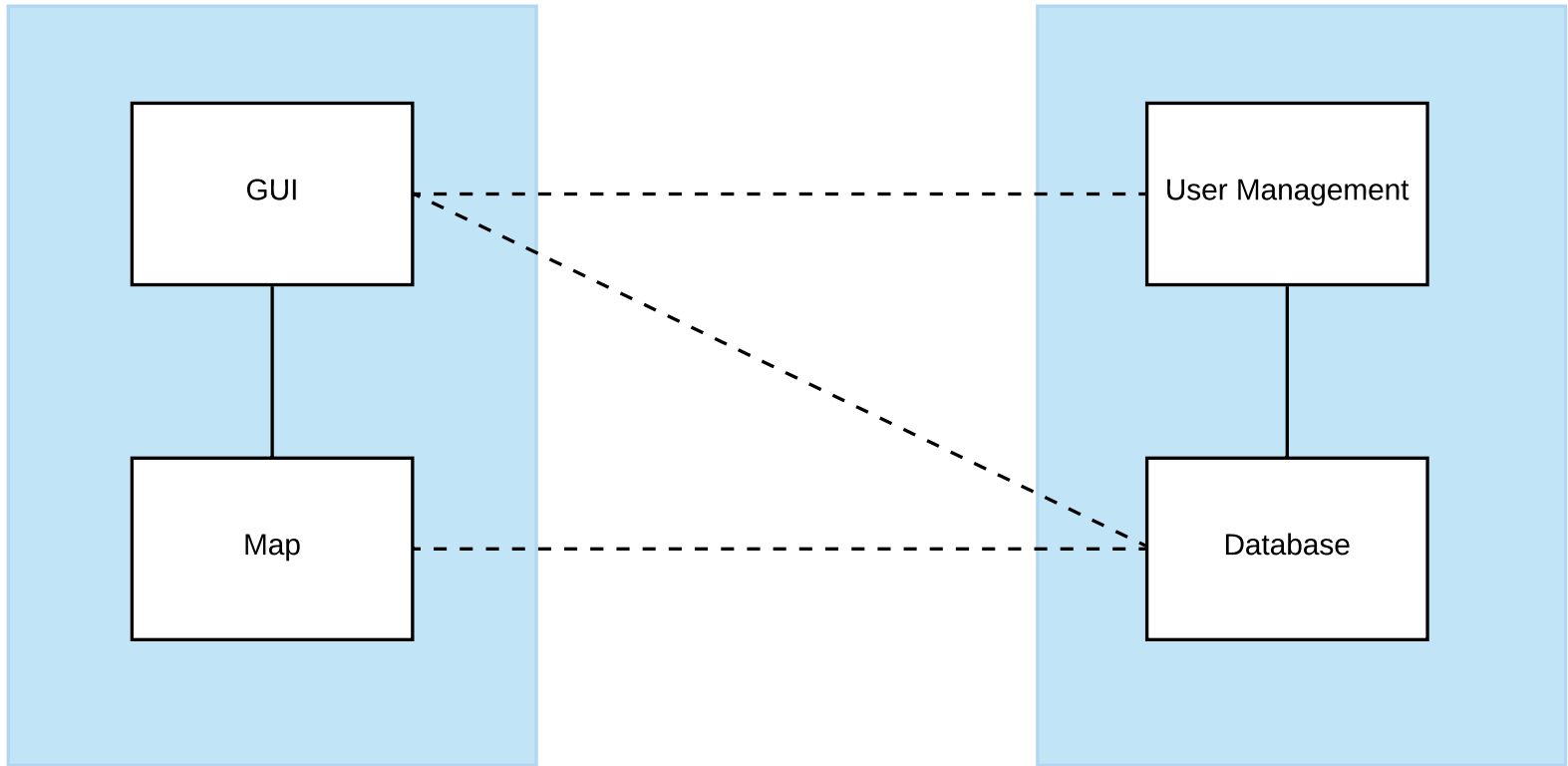
Back End

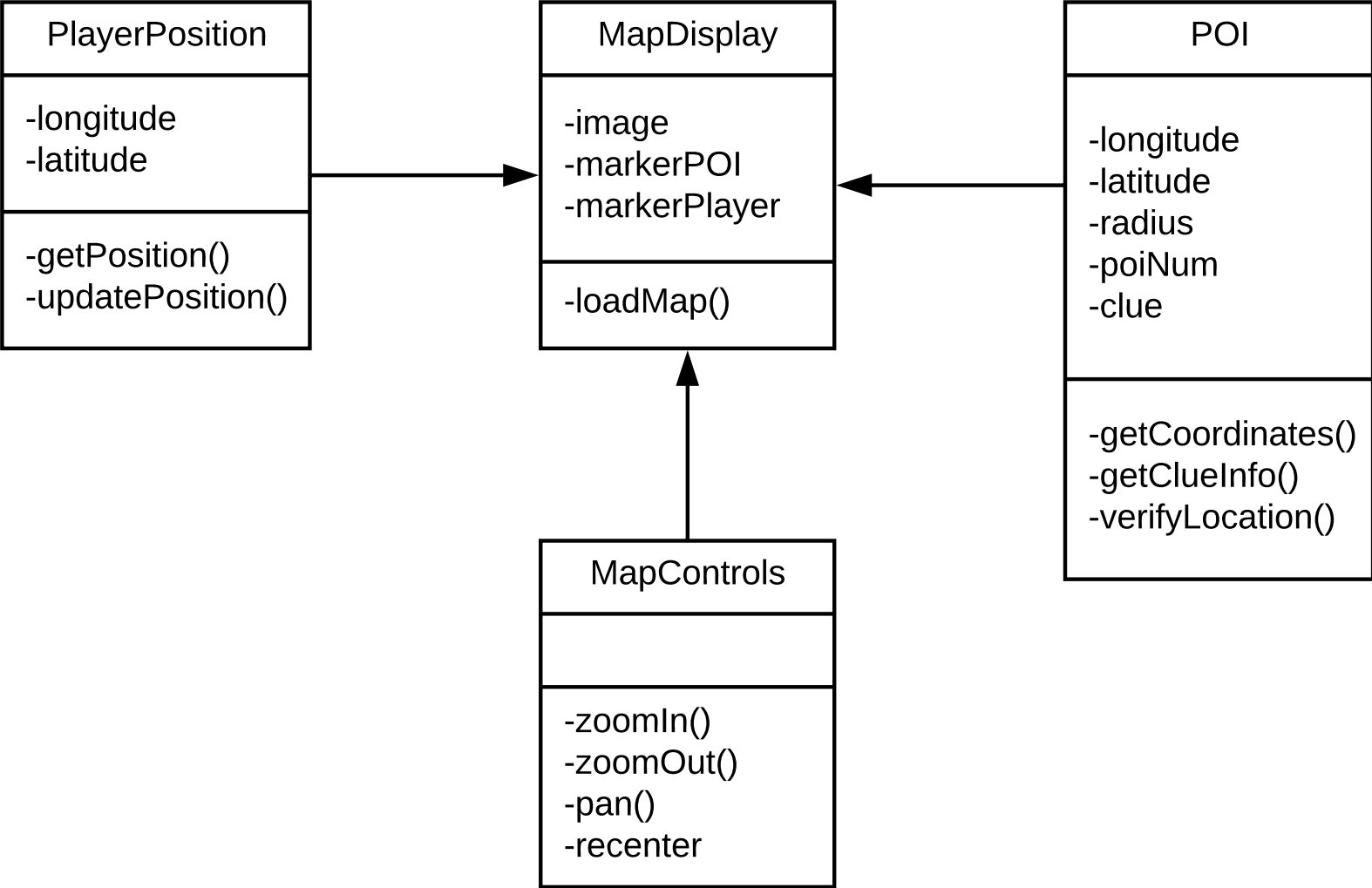
GUI

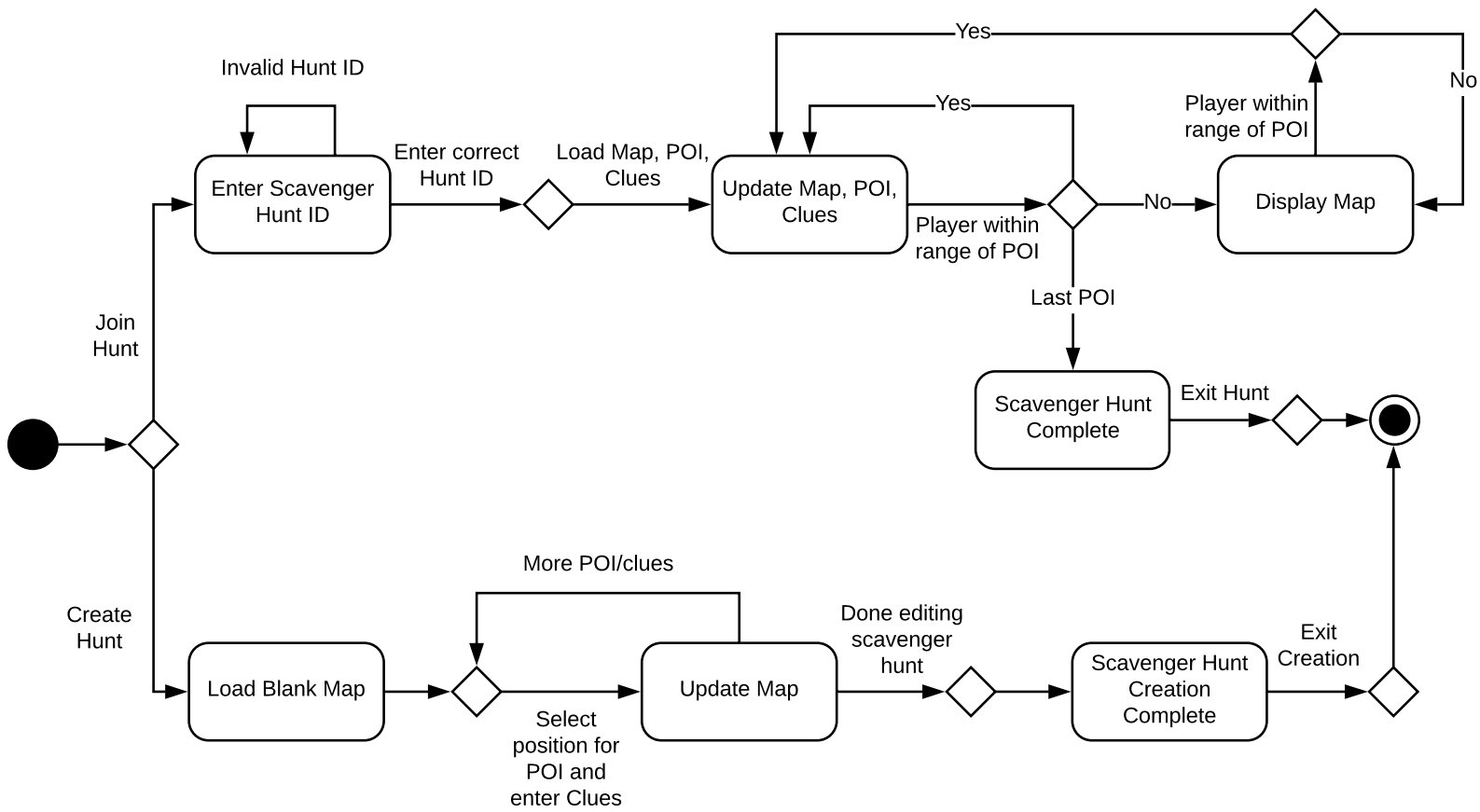
User Management

Map

Database







Host(local client)
+hunt +huntID +huntName +POI[]
+sendHunt() +getID() +updatePOI

Participant(database)
+ ingame = bool +numPart
+ updatestats() +getNumPart

