

# The WS\_2017 Game

## The Programm Architecture

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### Abstract

This article describes the Program Architecture of the WS\_2017 Game, starting with a quick overview of all the pieces of software(components ?) involved. In the next three sections it goes in to grater detail about how the Client and Server side are constructed and how they communicate. There are some schematics that try to create a visual overview of some of the (components ?)

# **1 Quick over view of the Game Program**

WS\_2017 is a round based game that consists of a clients and a server which communicate through the WS\_2017 protocol.

**1.1**

**1.2**

**1.3**

## **2 Client side**

### **2.1**

### **2.2**

### **2.3**

## **3 Server side**

### **3.1**

### **3.2**

### **3.3**

## **4 Communication between Sever and Client**

### **4.1 Protocol**