**Discworld Ankh Morpork**

*Software Architecture Documentation*

**1.****Introduction**

**1.1****Purpose**

This document provides a comprehensive architectural overview of the Discworld Ankh Morpork board game, using a number of different architectural views to depict different aspects of the game. It is intended to capture and convey the significant architectural decisions which have been made on the system.

**1.2****Scope**

This Software Architecture Document provides an architectural overview of the Discworld Ankh Morpork. The Discworld Ankh Morpork is being developed by Group 7 – Advance Programming Practices in Concordia University to play the game on computer by 2 to 4 people.

This Document has been generated directly from the Discworld Ankh Morpork Analysis & Design Model implemented in \_\_\_\_\_\_\_\_\_\_\_\_\_\_.

**1.3****Definitions, Acronyms and Abbreviations**

Need to write.

**1.4****References**

Applicable references are:

Need to write.

**2.****Architectural Representation**

This document presents the architecture as a series of views; use case view, logical view, process view and deployment view. There is no separate implementation view described in this document. These are views on an underlying Unified Modeling Language (UML) model developed using -------------------------------.