**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.