

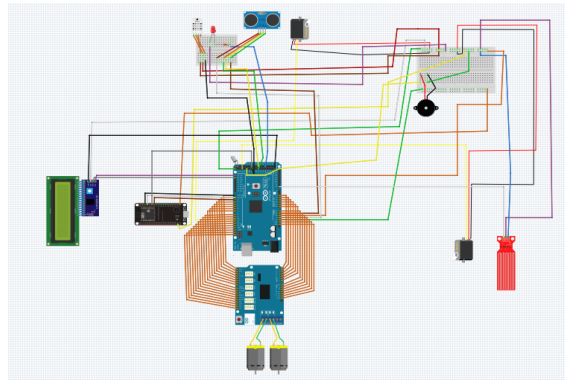
Software Engineering for Distributed and Interactive Systems.

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1 Introduction

//// summarise the project, list objectives, outlines the structure of the documentation.

2 Design



3 Implementation

4 Testing

5 Evaluation

6 Code quality/remarks

////this may get cut if needed as in more an non written task ////discuss multi and single core methods in a ReadMe file!!!

7 Demonstration

////film the video and then refer to it for the following subsections

7.1 Distribution

///Define what a distributed system is

7.2 Interactive

///Define what an interactive system is

7.3 Performance

8 Conclusion

9 Reference Library and appendices