1.4 Overview of Document

The next section, the Architectural Design, describes the architecture used by the Client and the resulting organization of its major components. Some of the components have architectures themselves, which are also described there. This is followed by the Detailed Design section, which provides class diagrams and a listing of interfaces for the classes that the Client is composed of so that it takes user input, maintains the model, displays the game and menus, and sends and receives Server messages.