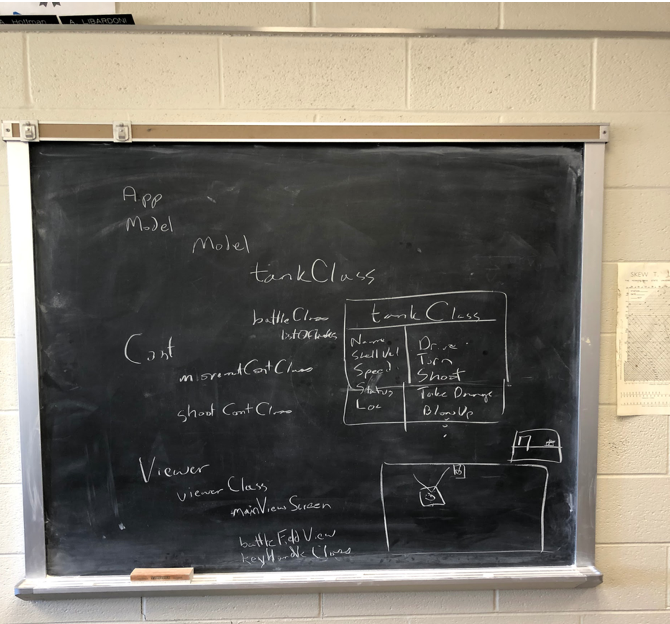
Jake White

jrw5949

**Project MVC architecture description**

The diagram below shows the general MVC structure I plan on implementing for my deliverable three. The program consists of three major classes for model, view, controller. My model class should contain a tank class that holds information about tanks such as location, name, speed, shoot velocity, ect. I will also have a class called battle class that will contain information about enemy tanks, shooting of enemies, and detect if any enemy or friendly tank is hit. Then in my controller I will have classes that pass information between the model and the viewer. The controller class is the integration or action that takes place with relationship to the viewer and model. One of those classes includes the shootCntlClass that will pass information about the position and status of bullet being shot. In my viewer I will have classes such as mainViewScreen that contain the view elements for the main menu and the graphical user interface. I also will have a battleFeildView class that will contain the view elements of the actual game. I will then have a tankSelectView where the view elements for the tank selection screen will be. The keyHandlerClass will send information that a key has been pressed onto the controller and controller will retrieve the data elements from the model to set the appropriate methods to determine what key was pressed to conduct the function for the tank application.

**MVC Class Structure**

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