GUI Design:

1. Our game has 3 main pages. One is the Join Game page. In this page, player can input the server IP to join current server’s game. Second one is Waiting Room page. Players are all waiting in this page until the game start. Last one is Playroom page. Players commit their orders in this page. Besides these, we have other pages like Watch Room page, Waiting Info page, Territory Info page and so on.
2. Every page is a single class and all of them are re-useable. All pages are connected based on the game logic.

OOD:

1. Single Responsibility: Every page class is only responsible for one function.
2. Design for Testability: Every class is independency with each other, so we can test them separately without effect from other classes.