We decided that the project 1 team used a 3-tier architecture. The three tiers are composed of three different languages: HTML, CSS, and javascript. These languages combine to make two presentation tiers, one with HTML, and the other with CSS. These presentation tiers allow the logic tier, implemented with javascript, to be displayed to the user. For the presentation tier, they used HTML to utilize buttons so that the different phases of the game could be accessed. CSS was used along with HTML so that the displays could be styled according to the theme of the game. The buttons implemented with HTML were effectively used to enter into the logic tier of the program. In the logic tier of the program, many functions were used to move from different phases of the game as well as control game functions such as firing and changing turns. The tiers had back and forth communication due to the utilization of the buttons throughout the game. There is a strong aspect of both the presentation tier and the logic tier throughout the program. For every game event, there was some indication made through javascript, HTML, and CSS and the combination of the 3 tiers. All of the languages and tiers put together gave the game the benefit of being presentable and logical in all aspects of the program. The strong use of the presentation tier left little room for user error since it does not give the user the option for input. The 3-tier software architecture also allows features to be easily implemented or edited since there is independence among them.