**Projects:**

DiskWorld build 1 Artifact

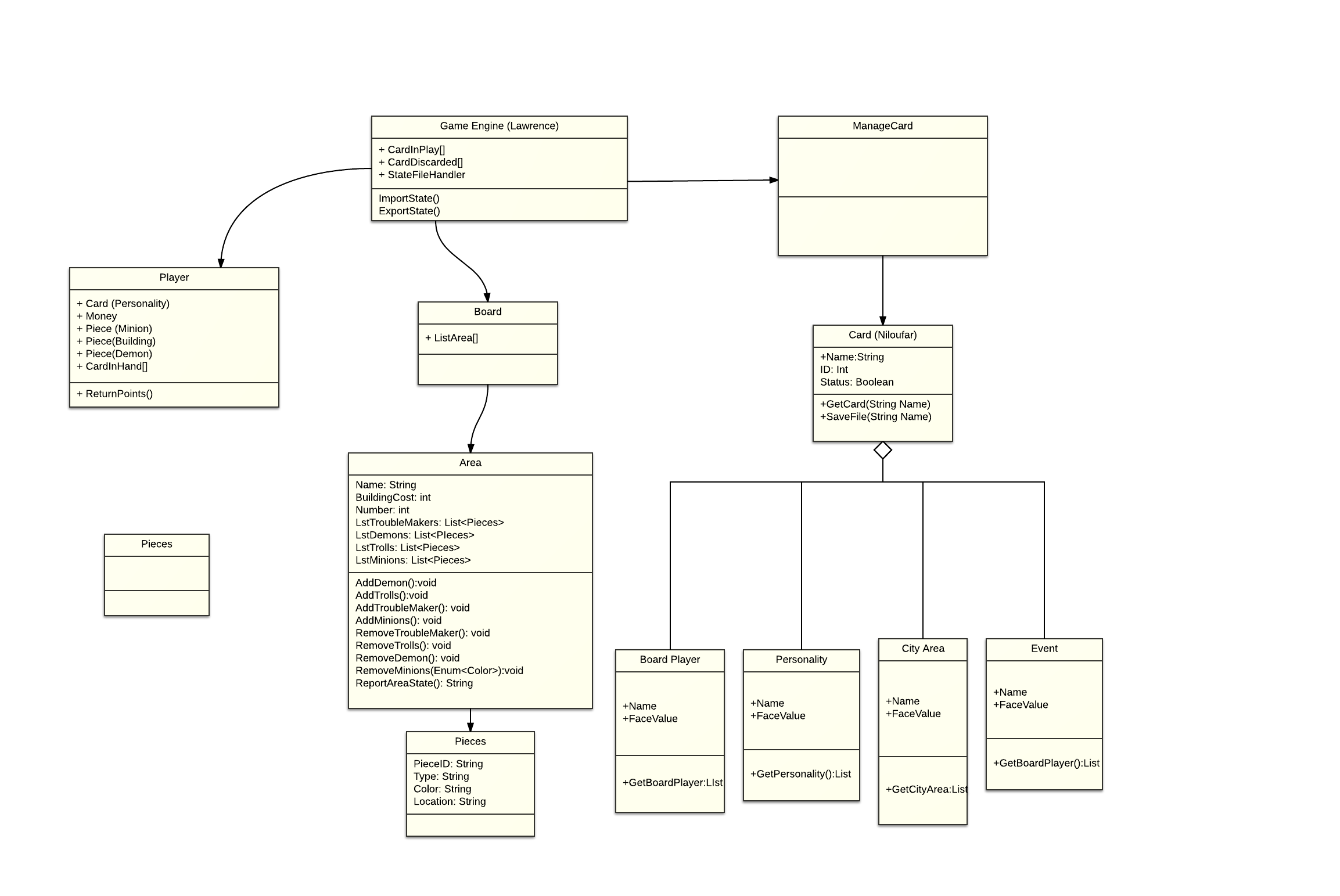
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**Due Date:**

February 5th, 2015

**Design Diagram:**

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Points we considered when doing the architecture:

Board

Card and GameManager:

Player

GameEngine