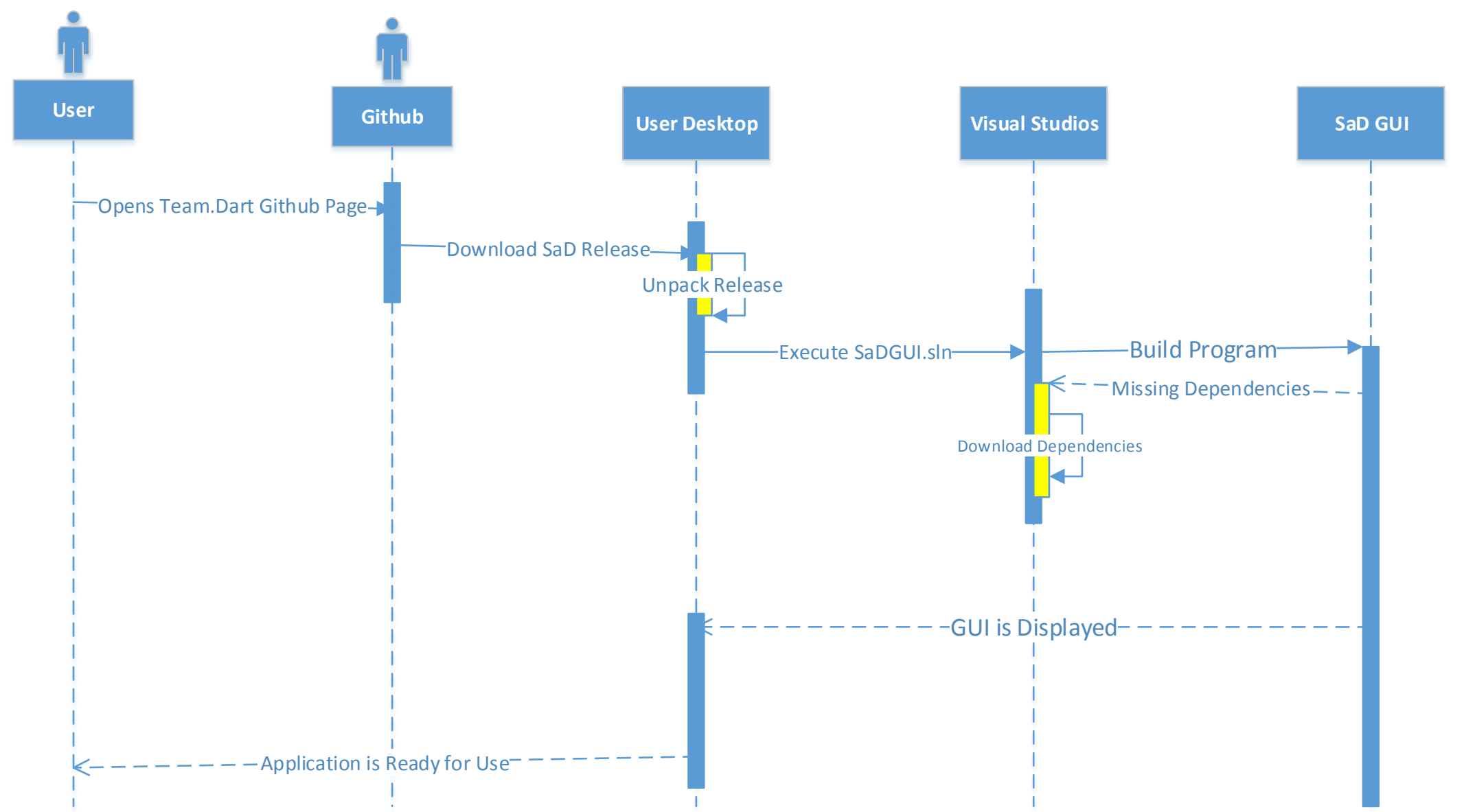
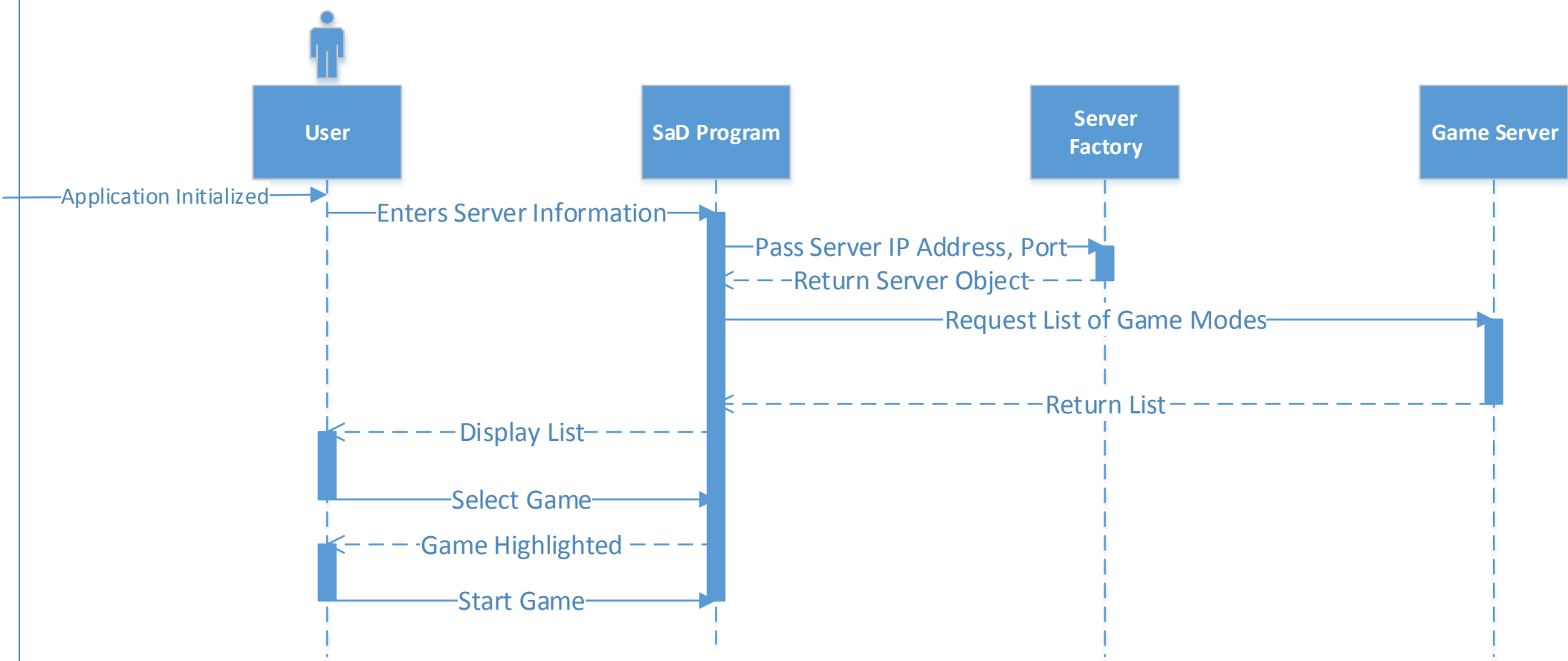


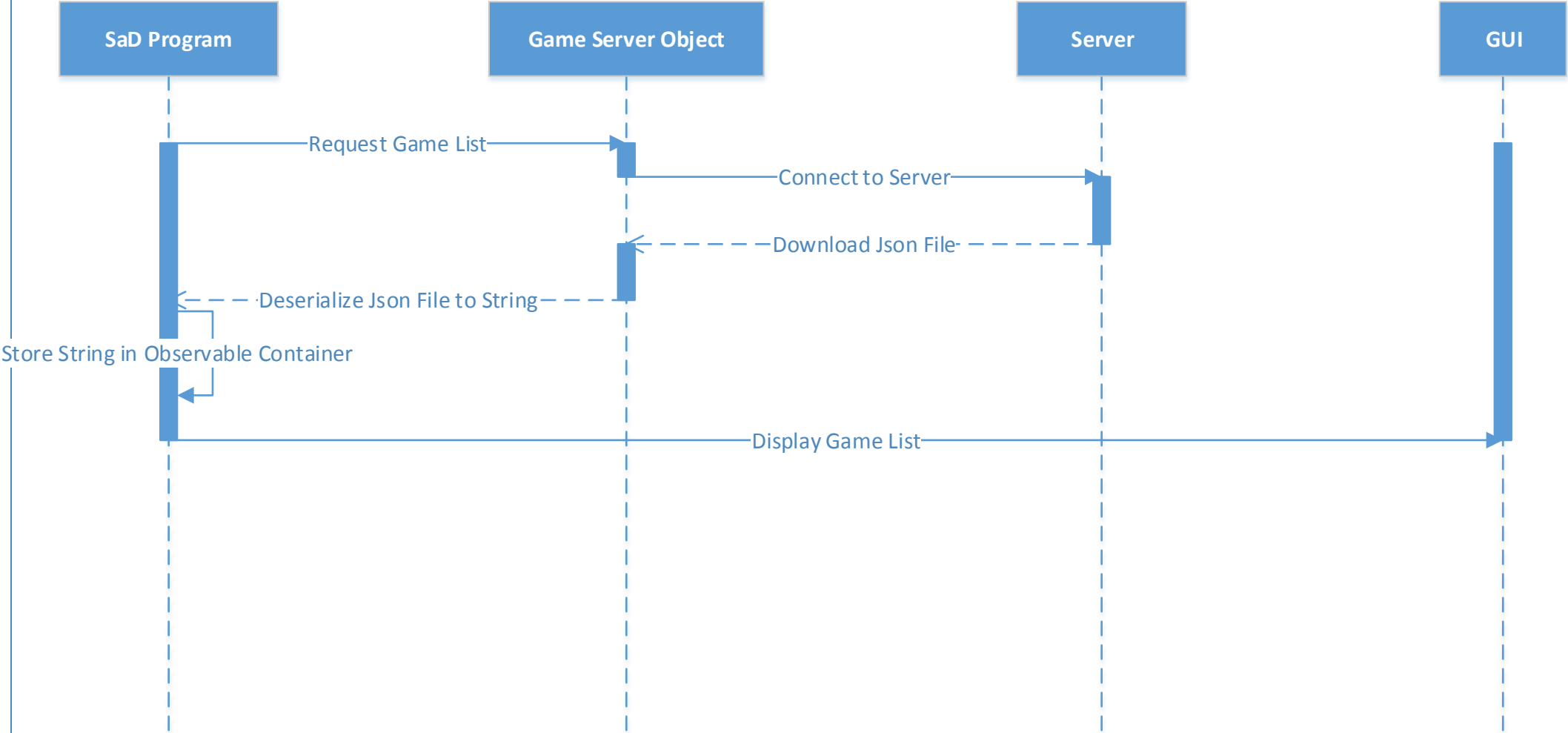
# Application initialization Sequence Diagram



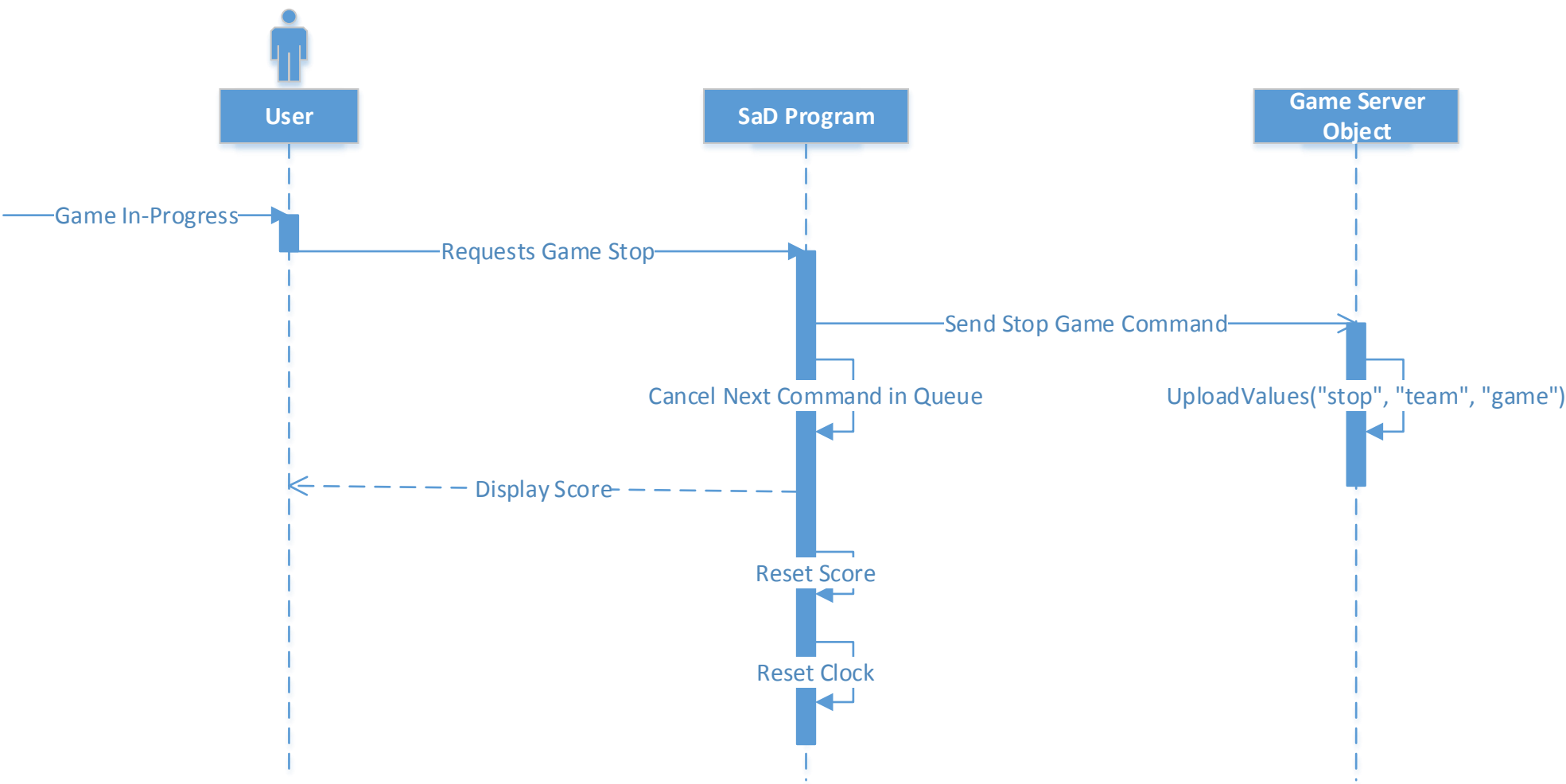
# Starting Game Sequence Diagram



# Acquiring Game Names Sequence Diagram



# Stopping the Game Sequence Diagram



# Missile Launcher Selection Sequence Diagram

