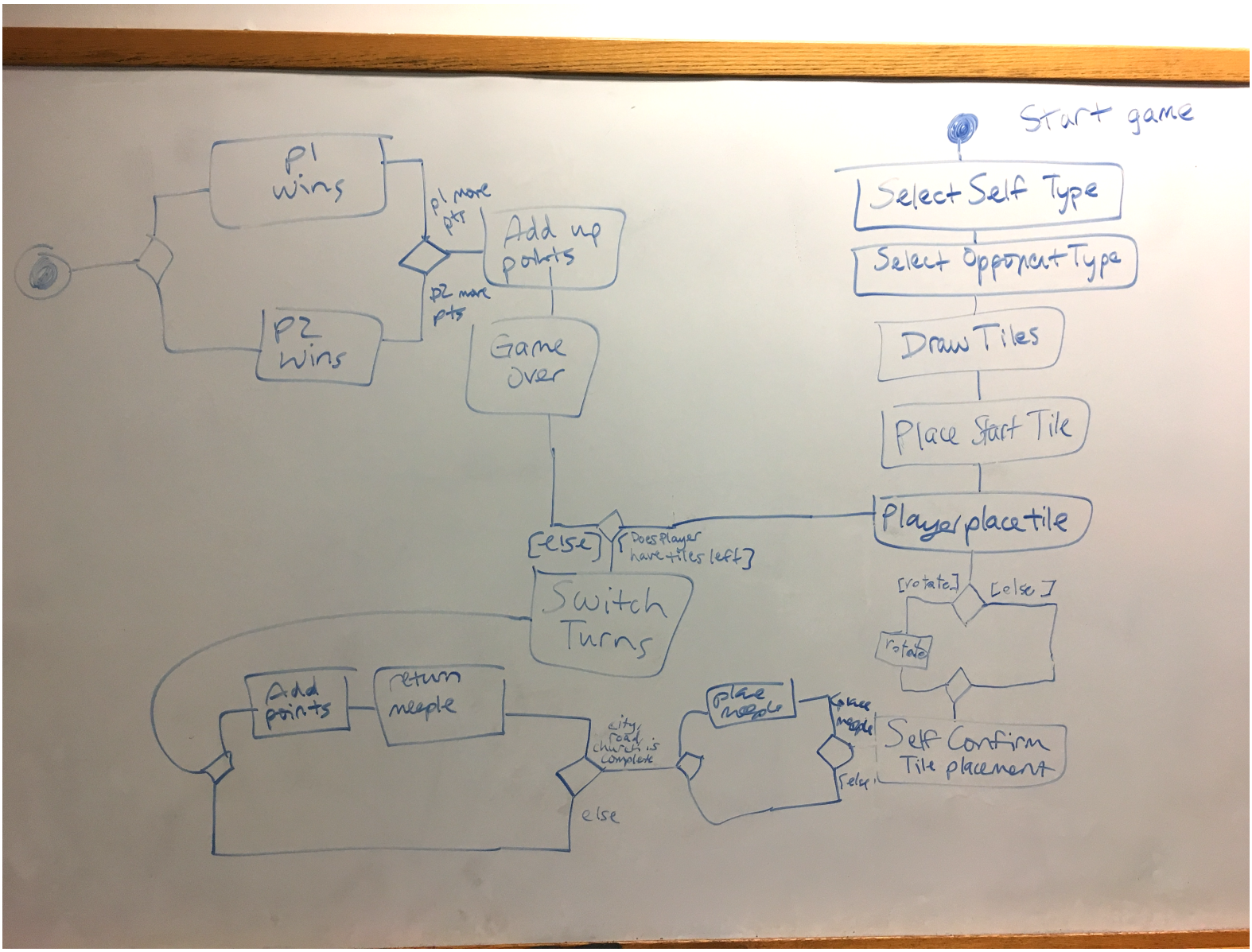
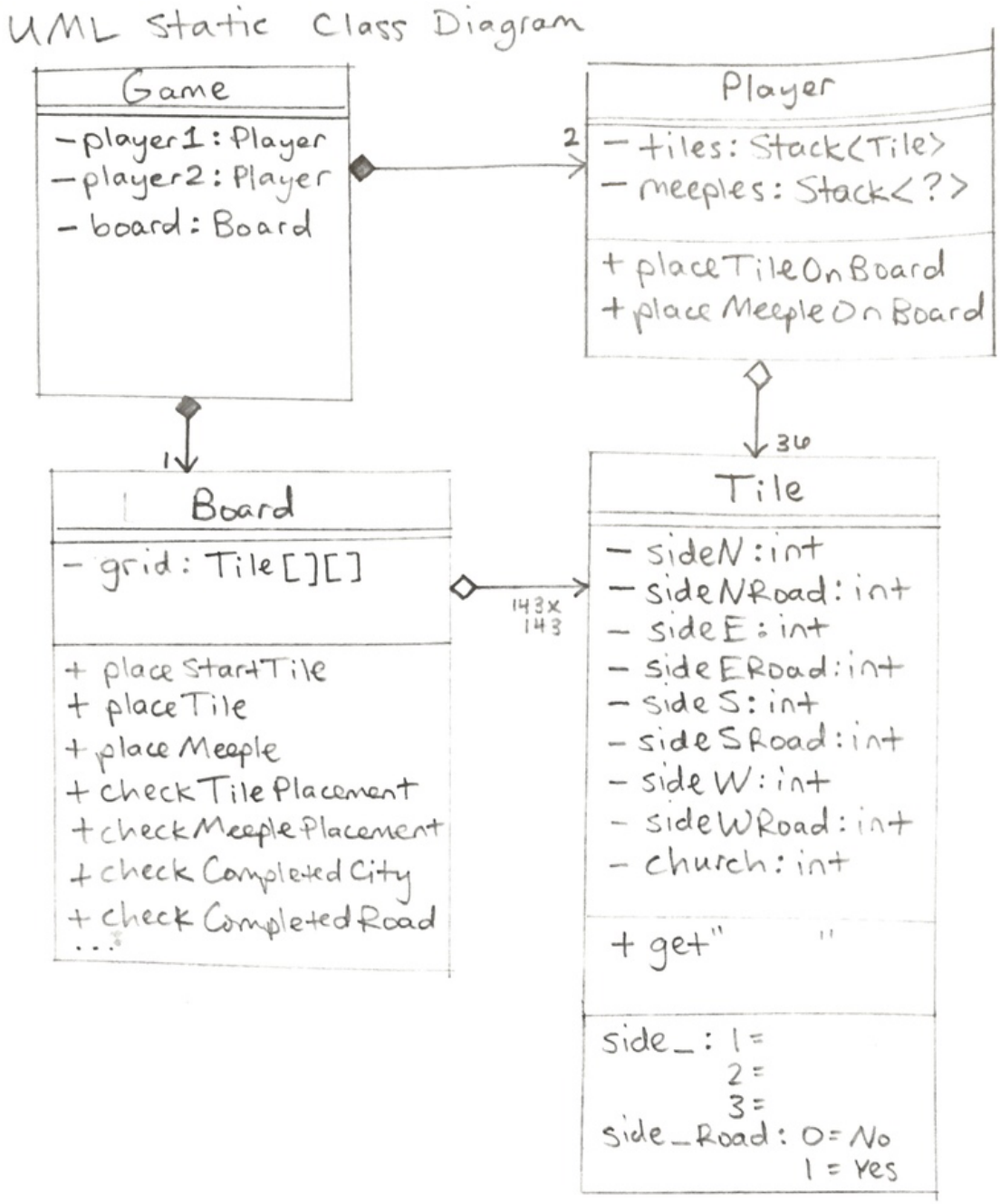
TEAM W
UML Documentation

UML Activity Diagram

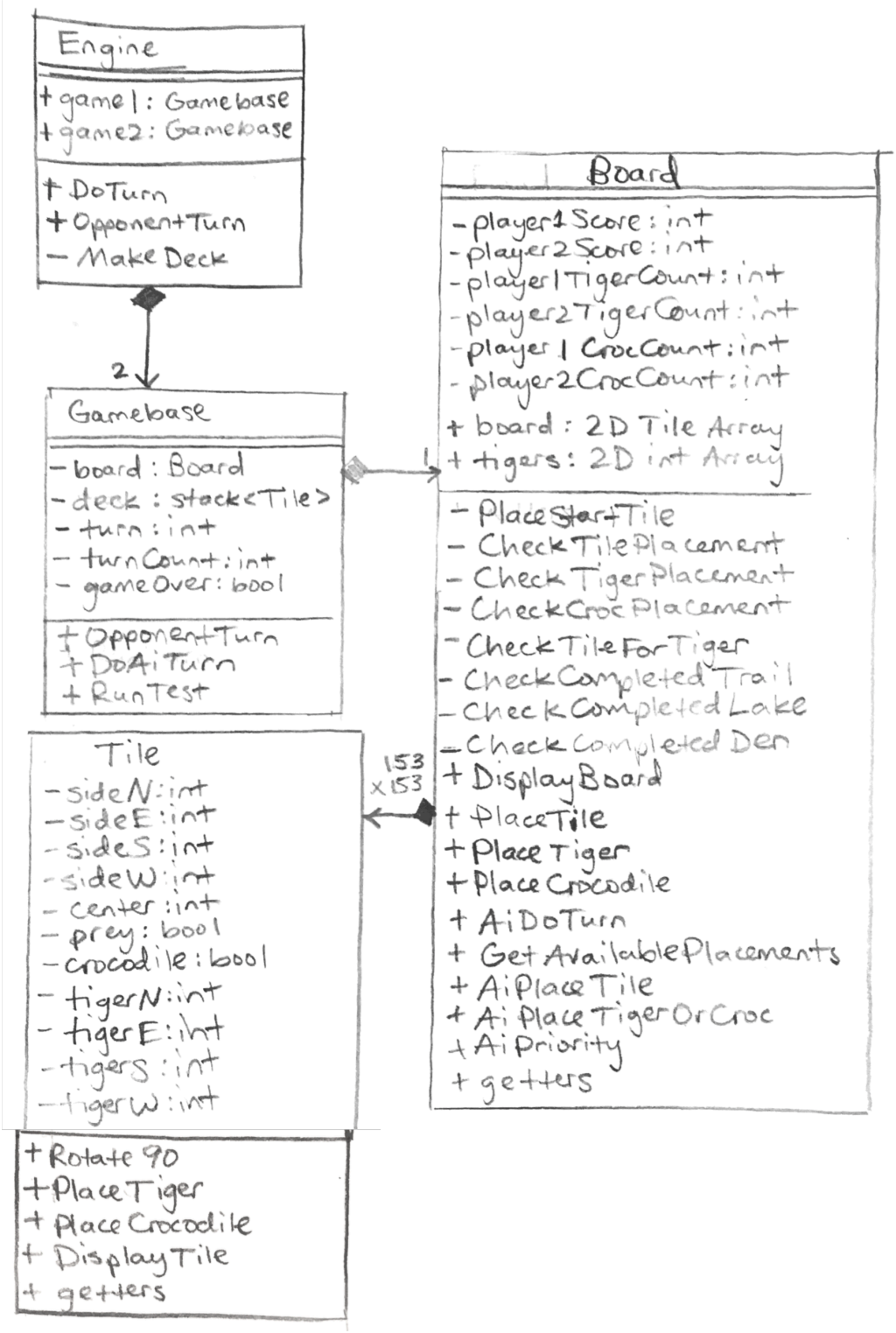


UML Class Diagrams

Version 1.0



Version 2.0 (FINAL)



Architecture

TigerZone uses hexagonal architecture by using the Dependency Inversion Principle. The Tiles on the board do not know that they are on a board array. The board knows nothing about the game that is being played on it. The game knows nothing about the engine that is progressing it. When returning values from the board to the game and the game to the engine, simple integers are used and then interpreted to match the desired format of the server.