divide game -> UI layered approach HLA: -> Logic (Rules) -algorithms → board 1. Software Architecture: 1 Board : Hexagon > 20 Array Game: rays interact with atoms, rules & direct, deflection, reflection etc3, how we will carculare: user Interfact: text-based for input + outpur connecting au these parts? (ui Testing L Debugging Flow Charr -> players inputs > Exp input ray placements + atom gless -> displays board + result ercom (number 10) > Takes user input (whatever choice they made) & algorithm -> rules are applied for ray parts, atoms intercl to calcular ray rules -> para structure : Array to rep Hescasus Board -> tracks ray pos -> we connect to game logic to update - save + load game states saving/ > players sores? load ing - Board, Ray, Atom gamelogic, players, UI, Saving + loading