Overview of our framework:

**view module**

This module is responsible for interacting with user and executing commands

**controller module**

This module is responsible for processing commands, game rule etc.

**model module**

This module is used for storing data objects like Player, Countries, Continents etc.

Classes in view module:

MainView - This class contains the main function and is used to start the game

ValidateCommandView - This class is used to validate entered command. It will check if a command is valid for current phase and it will also check the syntax and number of parameters passed.

ExecuteCommandView - This class is the main game engine which carry out commands of the players

Classes in controller module:

GameEngine - This class is the main game engine which carry out commands of the players

Classes in model module:

ContinentModel - This class will store information related to specific continent

CountryModel - This class will contain information related to specific country