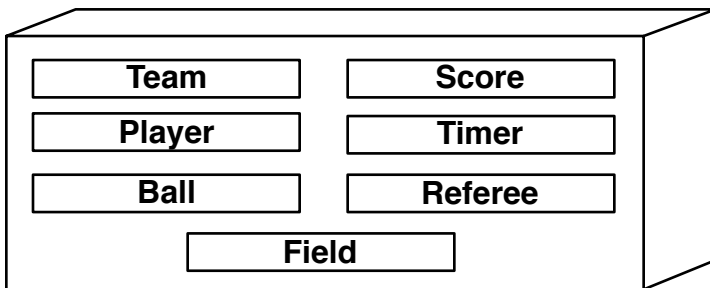
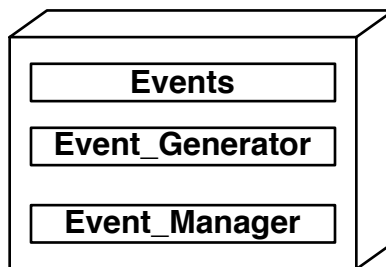


Game

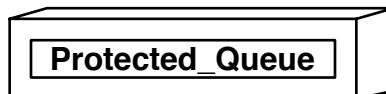


***Concurrent Part
Scomposed***

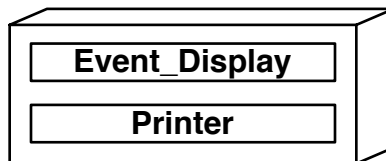
Server



Queuer

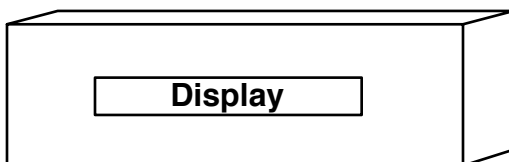


Client



***Distributed Part
Integration***

Display



***Concurrent Part
Scomposed***