Alliance vs Horde

Version <1.0>

Revision History

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# Introduction

As an introduction this project is a an MMORPG.That means that it will exist a server and on that server will play the game from another computer which is connected with our server.The server will be a maxim at 20 players.

# Non-functional Requirements

## Availability

## Performance

## Security

## Testability

## Usability

# Design Constraints

[This section needs to indicate any design constraints on the system being built. Design constraints represent design decisions that have been mandated and must be adhered to. Examples include software languages, software process requirements, prescribed use of developmental tools, architectural and design constraints, purchased components, class libraries, and so on.]