Architecture Design:

Our architecture design divides the program into four interconnected parts according to different internal representations of information. View part includes all components of GUI to visually display information of modules. Module part includes all modules which store and maintain status and data of the game. I/O part manages how to read and parse a file then save data into the module or how to record and write data in the module into a file. These three parts are separate and connected via the Controller part. Controller part is responsible for communicating between these three parts. For example, the controller receives updates of data of module and reflects the change on the GUI, and gets the user’s input from the GUI then update related data in the module.

