**Design Model and Layout**

*Context:*

In order to ensure robust code through the development cycle, good coding practices such as Separation of Concerns (SoCs) and commenting were used.

*Problem:*

Unstructured source can be difficult to read, difficult to understand, long and very difficult to integrate. This make is very difficult to maintain, test and add new features.

*Solution:*

The solution was to separate the source into different folders within SCR folder namely:

* Models folder – Contains data relating to the database storage model such as a user
* Public folder- Contains the folders Scripts and Styles. The scripts folder contains JavaScript code relating to back-end functionality while Styles folder contains CSS code used for styling web pages.
* Views folder- contains all the html code for the web pages

Other folders were created to contain different aspects of the app such as the Documents folder that’s contains all documentation relating to project development and the \_tests\_ folder that’s contain all the unit tests of game functionality