**War of Robotcraft**

**Design Document**

Team: A3

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Document History Log:

# Introduction

# Architecture

# Detailed Design

## 3.1 Packages

### 3.1.1 Model

### 3.1.2 View

### 3.1.3 Controller

### 3.1.4 WarOfRobotcraft

## 3.2 Classes And UML

### 3.2.1 Model.Game

### 3.2.2 Model.Map

### 3.2.3 Model.Player

### 3.2.4 Model.HumanPlayer extends Model.Player

### 3.2.5 Model.AIPlayer extens Model.Player

### 3.2.6 Model.Robot

### 3.2.7 View.GameStartView

### 3.2.8 View.SetGameModeView

### 3.2.9 View.GameBoardView

### 3.2.10 View.PlayerStatusView

### 3.2.11 View.GarageView

### 3.2.12 Controller.WarOfRobotcraft

### 3.2.13 WarOfRobotcraft.Entry

# Different