**Controller Justification**

Since the network structure we used is the Client-Server architecture, in most of all functionalities defined in this milestone, the controllers are the server it self.

In our architecture all the meaningful changes to game states will be happening in the server and synchronized across the clients, it will make most sense to make the controller server itself. Therefore, when any of the changes happen to game state due to any operation, it is more efficient for it to synchronize and update with respect to changes occurred.