**Architecture and Modeling of the Software**

[One per team. All team members must contribute.]

Updated 4/28/2018

You do not have to use a specific tool. If you do, please mention it. You can use pen and paper and integrate the diagrams in the document.

**Physical architecture.** The physical architecture is a high-level visual view of the system. It contains the components of the system. Think about functionally sets. Add also DB, security, game specific components (e.g., physics) etc.

**Use case diagram** (Already done in the requirements discovery phase. Please copy paste)

**Class diagram.** Produce the class diagram of the software.

**Sequence diagram.** Produce a sequence diagram for one of the interactions with the software from the Use case diagram or for one of the method on the class diagram.

**Activity diagram.** Produce an activity diagram for one of the interactions with the software from the Use case diagram.

**State diagram.** Produce a state diagram for one of the objects (from the class diagram) of the software.

**Tool.** (If applicable)