

Deployment Diagram

Ali Kashif
24K-0802

Hammad Abdul Rahim
24K-0581

Ismail Silat
24K-0546

This UML Deployment Diagram illustrates the physical architecture and runtime environment for the CapTale application on a user's machine. The primary hardware node is the *User machine (desktop/laptop)*, which interfaces with external input peripherals (*Keyboard and Mouse*) and output devices (*Speaker and Monitor*). Inside the machine's *Operating System (OS)* execution environment, the main executable *CapTale.exe* utilizes the *raylib.dll* library to manage core logic. Data persistence is handled via a *Local File System* storage node, where the application reads static *Game assets* (Textures, Audio, and Fonts) and performs *read/write* operations on the *characterData.txt* file for saving and loading player progress. This layout highlights the clear separation between external hardware interaction, internal execution logic, and the localized file management system.

