

# Aaron Lim - Kiosk Game Design Notes

## Purpose:

This assignment evaluates backend and frontend fundamentals, business logic reasoning, code organization, integration between systems, and basic testing and documentation.

## Design Considerations:

- Backend enforces session validity on every request
- Designed for controlled kiosk environments due to no auth service requirements
- Id can be used as PK

## Non-Goals:

- Authentication
- Bugs
- Front end styling designs

## System Overview:

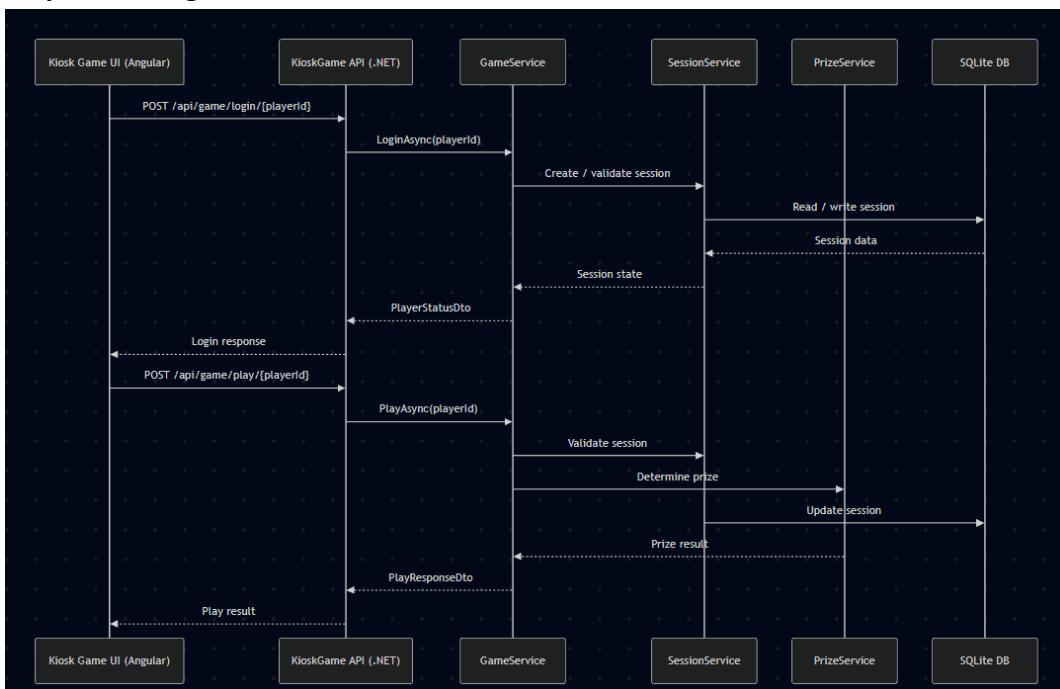
KioskGame is a kiosk-style web application consisting of:

- An Angular frontend optimized for kiosk interaction
- A .NET 8 backend providing session-based game logic and prize determination

## Key Design Decisions:

- Session-Based Gameplay (plays remaining, expiration time) – prevents overuse
- All business logic in backend, easier to replace frontend for changes
- Service Separation (game, session, prize processing)

## Sequence Diagram UI/Services:



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