

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 de to no auth service requirements
- Id can be used as PK

Non-Goals:

- Authentication
- Bugs
- Front end styling designs

System Overview:

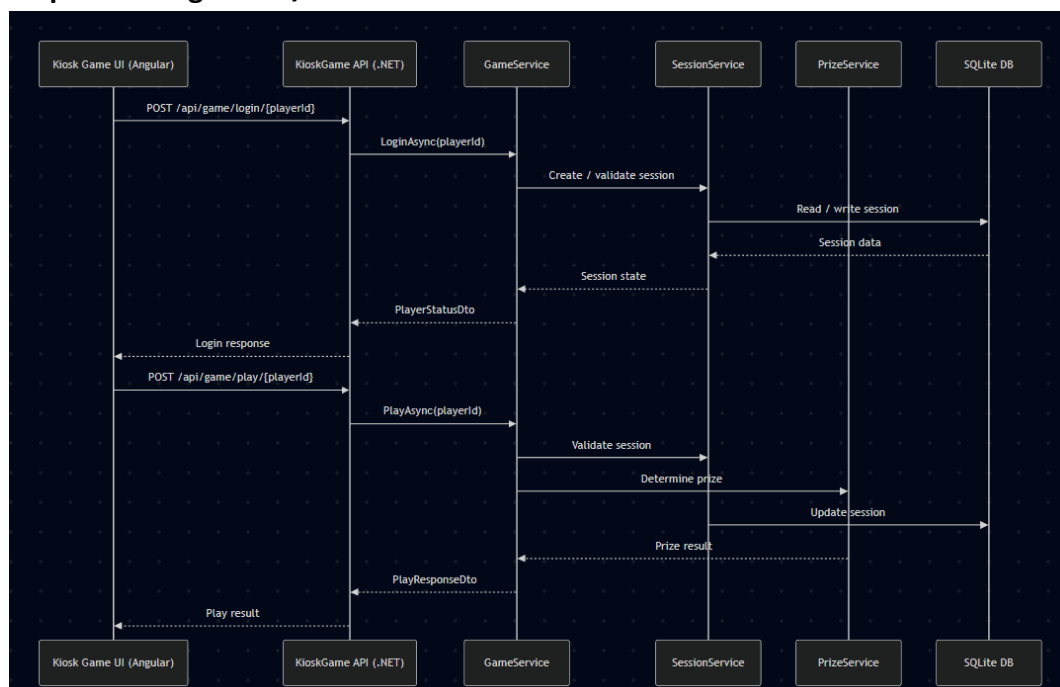
KioskGame is a kiosk-style web application consisting of:

- 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 over use
- All business logic in backend, easier to replace frontend for changes
- Service Separation (game, session, prize processing)

Sequence Diagram UI/Services:



Aaron Lim - Kiosk Game Design Notes

