MTCG PROTOCOL

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Design
1. Program
   - Listens to incoming requests.
   - Checks the request data, prepares deserializes request data.
   - Prepares parameters and calls the Business Layer.
   - Checks the returned results and prepares a proper response.

2. Business Layer
   - Responsible for handling business logic and then call the Data Access Layer.
   - Responsible for generating and checking security token.

3. Data Access Layer:
   - Responsible for Creating, Reading & Updating Models in the DB.

4. Models
   - user handling -> User, UserLoginData, UserData.
   - game -> Card, Player, Deck, Package.

Lessons learned
- Better time & effort estimation
- Take time in planning before jumping into implementation
- Plan more time for unit tests
- Implement unit tests directly after implementing functionality
- Still don't like Games!!

Unit testing decisions
- Focus on business layer

Time
- Server: 4 PT
- Layers: 3 PT
- Game: 8 PT
- Unit testing: 1 PT

Link to Git
https://github.com/Alyf92/MonsterTradingCardGame.git