



# MTCG PROTOCOL

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## Design

1. Program
  - Listens to incoming requests
  - Checks the request data, prepares deserializes request data
  - Prepares parameters and be 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
  - game -> Card, Player, Deck, RoundResult, Package

## Lessons learned

- Better time & effort estimation
- Take time in planning before jumping into implementation
- Still don't like Games!!
- Plan more time for unit tests

## 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/MonsterCard>