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# Assumptions and Notes

1. **Session**: Time elapsed between player clicking the Game Icon to initiate the game through the time the player exits the game
2. When game starts, each time check for updates from Kinvey Back End Services (KBES) with respect to names of the resources and download them
3. **Resources**: Image files and Audio files
4. If Kinvey updates resources keeping the same name, then it won’t reflect in the game. They will have to be named differently to update existing resource on the local cache
5. **Game Activity**: Game loading, display of splash screen and main menu respectively, game play, display of game over or time out screens respectively, display of Guess What screen followed by “You Whacked …” screen, display of scores – My VC / All VCs and Help screen constitutes the sequence in which the entire activity will happen.

# Read, Write functionality – When and Where

1. **Downloading Resources**

Will be initiated **after game splash screen is displayed** and the player is taken through the motions of the game activity. Updates on KBES will be downloaded in the background and the will not disturb the game play. Updates downloaded from the KBES will:

1. ***not be used*** during the current game play, if the player has already initiated game play by clicking the “Play” button from the game’s main menu screen and the download of updates from KBES’s has been successful
2. ***will be used*** during the current game play, if the player is still waiting at the game’s main menu screen provided the download of updates from KBES’s has been successful

The player can use the successfully downloaded updates after restarting the game (by clicking the game icon).

1. **Game data: write functionality**
2. Storing scores and whack count
3. Facebook (FB) / Twitter details such as the ones listed below will be written to the KBES only once when the user successfully logs in to FB/TW for the first time:

* FB/TW user name
* image\_name (photo image in BLOB)
* email (if any)

# Game Behaviour Scenarios

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **No** | **Scenario** | **Internet on device** | **KBES** | **Tasks** |
| 1 | Start of the game | On | On | 1. Check updates 2. Proceed to play game but, 3. Download updated resources in the background 4. Check game data on Kinvey 5. If game data is not updated one as Local Cache, writeon it. |
| On | Off | 1. Proceed to play game 2. Update game data to Local cache |
| Off | On | 1. Proceed to play game 2. Update game data to Local cache |
| Off | Off | 1. Proceed to play game 2. Update game data to Local cache |
| 2 | While the game is being played – Download resources from KBES  ***Also, Refer to section 1a and 1b*** | On | On | 1. Proceed to play game but, 2. Download updated resources in the background 3. Successfully downloaded resources from KBES to be updated into local DB |
| On | Off | 1. Proceed to play game 2. Successfully downloaded resources from KBES to be updated into local DB |
| Off | On | 1. Play game 2. Update game data to Local cache |
| Off | Off | 1. Play game 2. Update game data to Local cache |
| 3 | End of the game – VC List screen  ***Also, Refer to section 1a and 1b*** | On | On | 1. Update game data into Local DB 2. Update game data on Kinvey Backend 3. Play game (again) OR exit game and restart game from beginning (click on game icon) |
| On | Off | 1. Update game data into Local DB 2. Play game (again) OR exit game and restart game from beginning (click on game icon) |
| Off | On | 1. Update game data into Local DB 2. Play game (again) OR exit game and restart game from beginning (click on game icon) |
| Off | Off | 1. Update game data on Local DB 2. Play game (again) OR exit game and restart game from beginning (click on game icon) |

# Process to Download Resources

1. There will be a metadata collection which references BLOB resources (includes both images and audio files) – created manually. [ each resource will be containing timestamp ]
2. Fetch all objects from collection
3. Compare name attribute of each object with all records in local DB
4. If not present, download specific object(s)
5. If present, compare timestamp of object , if local timestamp is earlier than Kinvey, then download, if not skip downloading.

|  |
| --- |
| **Blob\_Collection**  **(KBES)** |
| obj\_image (id, name, timestamp..)  obj\_audio (id, name,timestamp..) |

|  |
| --- |
| **Local\_table\_image** |
| id  image\_name  timestamp |

|  |
| --- |
| **Local\_table\_audio** |
| id  audio\_name  timestamp |

# Process to write appdata:

1. Update score to user collection.

|  |
| --- |
| **User\_Collection**  **(KBES)** |
| id  k\_usename  k\_pwd  score  name  email  photo\_name\_on\_blob |

|  |
| --- |
| **Local\_user[Not a Table]** |
| Current\_user  Score |

1. Update whack count of each VC

|  |
| --- |
| **VCs Collection**  **(KBES)** |
| Id  Name  firm  Blob\_photo\_name\_game  Blob\_photo\_name\_profile  twitter\_handle |

|  |
| --- |
| **Local\_Table \_VCs** |
| Id  K\_VC\_id  Name  firm  path\_photo\_game  path\_photo\_\_profile  twitter\_handle |

|  |
| --- |
| **User\_Collection**  **(KBES)** |
| id  k\_usename  k\_pwd  fb\_Username  twitter\_Username  email[from FB]  fb\_photo\_name\_on\_blob  twitter\_photo\_name\_on\_blob |

|  |
| --- |
| **Whacks**  **(KBES)** |
| User\_id  Vc\_id  Whack\_count |

|  |
| --- |
| **Local\_user[Not a Table]** |
| Current\_user |

|  |
| --- |
| **FB/Twitter** |
| Name  Email\_id  photo |

# 

# Fetch user details from facebook /twitter, we assume no need to save them on Local device. As soon as we fetch details , upload them on Kinvey.

* To get a VC id from KB, compare VC name from Local Table with VCs collection in KB, get VC id and insert into whacks collection. VC-id will be used to update whack counts.
* Another method to above issue, insert VC details with VC\_id from KB into local table. Use the same id to insert into whacks table on KB.

# Collections Required for Whack\_A\_VC game

1. **Metadata\_Collection**
2. Id
3. Resource\_name
4. Updated\_time
5. Object\_type
6. **Users\_Collection**
7. id
8. k\_usename
9. k\_pwd
10. fb\_Username
11. twitter\_Username
12. email[from FB]
13. fb\_photo\_name\_on\_blob
14. twitter\_photo\_name\_on\_blob
15. **Phrases\_Collection**
16. phrases
17. **VCs\_Details**\_Collection
18. Name of the VC
19. VC’s Firm Name
20. VCs Image\_name\_gameplay (in BLOB)
21. VCs Image\_name\_VCList (in BLOB)
22. twitterHandle
23. **whacks\_Collection**
24. userId
25. vcID
26. whack-count