

## **Trivial game**



**Triviali1b**

**Ana, David, Raquel, María, Álvaro, Iván**

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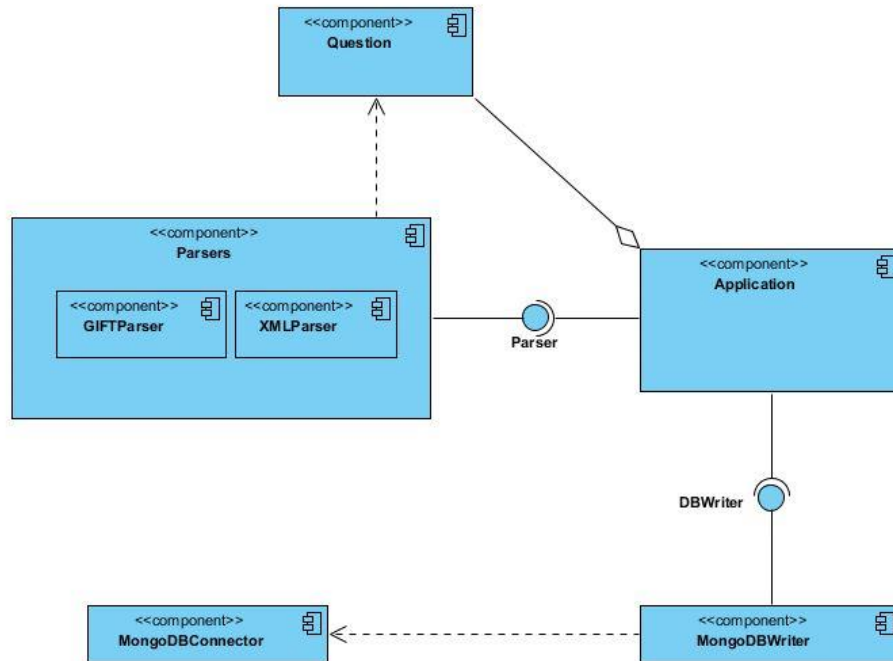
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## Component Diagram








# ComponentDiagramExtract



Name	Value
Name	ComponentDiagramExtract
Author	ivan
Create Date Time	04-mar-2015 19:22:57
Last Modified	10-abr-2015 19:52:57
Show Component Attributes	false
Show Component Operations	false

## Summary

Name	Description
 Question	Represents questions, storing the required data. For now it is extended by TrivialQuestion, which will be used for the trivial game but allows later development of different games.
 Parsers	Classes in charge of interpreting



	different file formats and parsing them into domain model objects.
 Application	Main application (Game)
 GIFTParser	
 XMLParser	
 Parser	
 DBWriter	
 MongoDBConnector	This class contains the code necessary to manage a connection with a MongoDB database.
 MongoDBWriter	Class with the responsibility of storing the questions in the database.


## Details

### Question

Name	Value	
Description	Represents questions, storing the required data. For now it is extended by TrivialQuestion, which will be used for the trivial game but allows later development of different games.	
Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Abstract	false	
Leaf	false	
Root	false	
Indirectly Instantiated	true	
Project Management	Name	Value
	Author	ivan
	Create Date Time	04-mar-2015 19:27:57
	Last Modified	10-abr-2015 19:52:57

## Relationships

Unnamed Association			
From	Name	Value	
	End Model Element	 Application	
	Provide Property Getter Method	false	
	Provide Property Setter Method	false	
	Multiplicity	Unspecified	
	Visibility	Unspecified	
	Aggregation Kind	Shared	
	Navigable	Navigable	
	Derived	false	
	Derived Union	false	
	Read Only	false	
	Static	false	
	Leaf	false	
	Type	 Application	
	Project Management	Name	Value
		Author	ivan
		Create Date Time	04-mar-2015 19:36:22
Abstract	false		
Leaf	false		
Visibility	Unspecified		
Derived	false		
Project Management	Name		Value
	Author		ivan
	Create Date Time		04-mar-2015 19:36:22
	Last Modified		09-abr-2015 20:32:31



Unnamed Dependency		
From	 Parsers	
Visibility	Unspecified	
Project Management	Name	Value
	Author	ivan

	Create Date Time	04-mar-2015 19:36:49
	Last Modified	04-mar-2015 19:49:47


## Parsers


Name	Value	
Description	Classes in charge of interpreting different file formats and parsing them into domain model objects.	
Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Abstract	false	
Leaf	false	
Root	false	
Indirectly Instantiated	true	
Project Management	Name	Value
	Author	ivan
	Create Date Time	04-mar-2015 19:32:47
	Last Modified	10-abr-2015 19:52:57

## Children



Name	Description
 GFTParser	
 XMLParser	

## Relationships

Unnamed Dependency		
To	 Question	
Visibility	Unspecified	
Project Management	Name	Value
	Author	ivan
	Create Date Time	04-mar-2015 19:36:49

	Last Modified	04-mar-2015 19:49:47
<b>Unnamed Realization</b>		
From	 Parser	
Visibility	Unspecified	
Project Management	<b>Name</b>	<b>Value</b>
	Author	ivan
	Create Date Time	04-mar-2015 19:35:30
	Last Modified	04-mar-2015 19:38:09


## Resident Components

Name	Description
 GIFTParser	
 XMLParser	

## Application


Name	Value	
Description	Main application (Game)	
Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Abstract	false	
Leaf	false	
Root	false	
Indirectly Instantiated	true	
Project Management	<b>Name</b>	<b>Value</b>
	Author	ivan
	Create Date Time	04-mar-2015 19:33:28
	Last Modified	10-abr-2015 19:52:57



## Children

Name	Description
 N/A	




## Relationships

Unnamed Usage		
To	 Parser	
Visibility	Unspecified	
Project Management	Name	Value
	Author	ivan
	Create Date Time	04-mar-2015 19:35:43
	Last Modified	04-mar-2015 19:38:09

Unnamed Association				
To	Name	Value		
	End Model Element	 Question		
	Provide Property Getter Method	false		
	Provide Property Setter Method	false		
	Multiplicity	Unspecified		
	Visibility	Unspecified		
	Aggregation Kind	None		
	Navigable	Navigable		
	Derived	false		
	Derived Union	false		
	Read Only	false		
	Static	false		
	Leaf	false		
	Type	 Question		
	Project Management	Name	Value	
		Author	ivan	
Create Date Time		04-mar-2015 19:36:22		
Abstract	false			
Leaf	false			
Visibility	Unspecified			
Derived	false			

Project Management	Name	Value
	Author	ivan
	Create Date Time	04-mar-2015 19:36:22
	Last Modified	09-abr-2015 20:32:31

Unnamed Usage		
To	 DBWriter	
Visibility	Unspecified	
Project Management	Name	Value
	Author	ivan
	Create Date Time	04-mar-2015 19:43:00
	Last Modified	04-mar-2015 19:49:47

## GIFTParser

Name	Value	
Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Abstract	false	
Leaf	false	
Root	false	
Indirectly Instantiated	true	
Project Management	Name	Value
	Author	ivan
	Create Date Time	04-mar-2015 19:33:44
	Last Modified	04-mar-2015 19:38:09

## XMLParser



Name	Value
Active	false
Business Key Mutable	true
Business Model	false
Visibility	public

Abstract	false	
Leaf	false	
Root	false	
Indirectly Instantiated	true	
Project Management	<b>Name</b>	<b>Value</b>
	Author	ivan
	Create Date Time	04-mar-2015 19:34:01
	Last Modified	04-mar-2015 19:38:09

## Parser

Name	Value	
Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Leaf	false	
Root	false	
Stereotypes	Interface	
Project Management	<b>Name</b>	<b>Value</b>
	Author	ivan
	Create Date Time	04-mar-2015 19:35:16
	Last Modified	04-mar-2015 19:38:09

## Relationships



Unnamed Realization		
To	 Parsers	
Visibility	Unspecified	
Project Management	<b>Name</b>	<b>Value</b>
	Author	ivan
	Create Date Time	04-mar-2015 19:35:30
	Last Modified	04-mar-2015 19:38:09
Unnamed Usage		
From	 Application	
Visibility	Unspecified	

Project Management	Name	Value
	Author	ivan
	Create Date Time	04-mar-2015 19:35:43
	Last Modified	04-mar-2015 19:38:09

## DBWriter

Name	Value	
Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Leaf	false	
Root	false	
Stereotypes	Interface	
Project Management	Name	Value
	Author	ivan
	Create Date Time	04-mar-2015 19:42:50
	Last Modified	04-mar-2015 19:49:47

## Relationships


Unnamed Realization		
To	 MongoDBWriter	
Visibility	Unspecified	
Project Management	Name	Value
	Author	ivan
	Create Date Time	04-mar-2015 19:43:23
	Last Modified	04-mar-2015 19:49:47
Unnamed Usage		
From	 Application	
Visibility	Unspecified	
Project Management	Name	Value
	Author	ivan
	Create Date Time	04-mar-2015 19:43:00

	Last Modified	04-mar-2015 19:49:47
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## MongoDBConnector

Name	Value	
Description	This class contains the code necessary to manage a connection with a MongoDB database.	
Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Abstract	false	
Leaf	false	
Root	false	
Indirectly Instantiated	true	
Project Management	Name	Value
	Author	ivan
	Create Date Time	04-mar-2015 19:37:25
	Last Modified	10-abr-2015 19:41:26

## Relationships



Unnamed Dependency		
From	 MongoDBWriter	
Visibility	Unspecified	
Project Management	Name	Value
	Author	ivan
	Create Date Time	04-mar-2015 19:42:43
	Last Modified	04-mar-2015 19:49:47

## MongoDBWriter

Name	Value
Description	Class with the responsibility of storing the questions in the database.

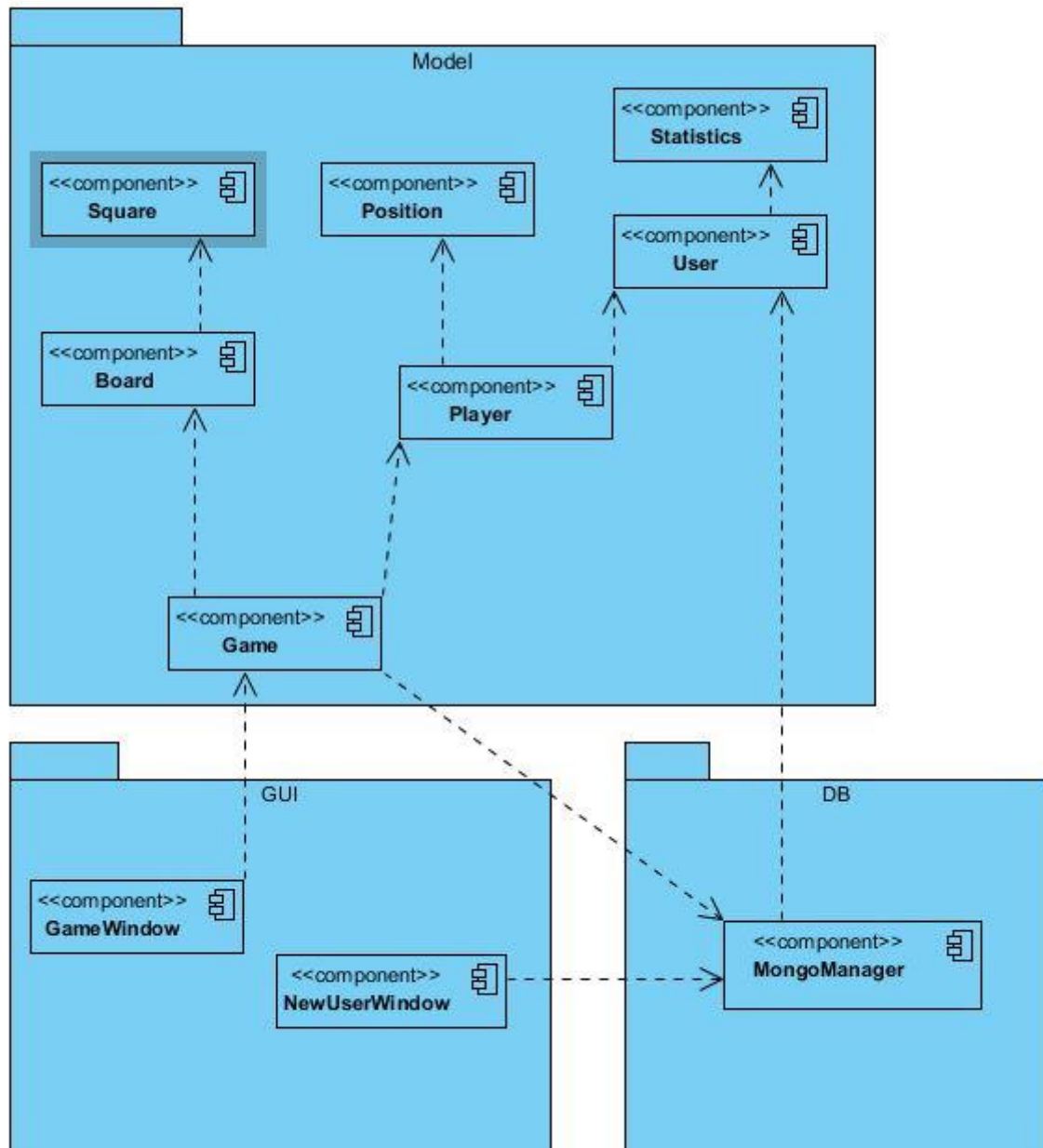
Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Abstract	false	
Leaf	false	
Root	false	
Indirectly Instantiated	true	
Project Management	<b>Name</b>	<b>Value</b>
	Author	ivan
	Create Date Time	04-mar-2015 19:36:57
	Last Modified	10-abr-2015 19:52:57

## Relationships

Unnamed Dependency		
To	 MongoDBConnector	
Visibility	Unspecified	
Project Management	<b>Name</b>	<b>Value</b>
	Author	ivan
	Create Date Time	04-mar-2015 19:42:43
	Last Modified	04-mar-2015 19:49:47
Unnamed Realization		
From	 DBWriter	
Visibility	Unspecified	
Project Management	<b>Name</b>	<b>Value</b>
	Author	ivan
	Create Date Time	04-mar-2015 19:43:23
	Last Modified	04-mar-2015 19:49:47












## Component Diagram

## Component DiagramGame





Name	Value
Name	Component DiagramGame
Author	Iván
Create Date Time	09-abr-2015 20:29:28
Last Modified	10-abr-2015 19:55:55
Show Component Attributes	false
Show Component Operations	false

## Summary

Name	Description
 Model	Contains the main logic of the application.
 Statistics	This object stores data that can be considered interesting, for example, to establish rankings. Number of questions answered is one of the things it keeps track of.
 Square	Set of classes that relate to the cells of a trivial board in the trivial game.
 Position	This class contains the coordinates of each square in the board. It helps in the management of player movement.
 User	Contains information of registered users, also includes and keeps track of their statistics.
 Board	This class represent the board in a trivial game, contains all the logic necessary to perform movements of players in the board
 Player	Relates to the players of a game, each player is related to a user and stores necessary data as the position in the board and the wedges obtained.
 Game	Contains all the methods and elements necessary to play a trivial game.
 GUI	All the classes in charge of user interaction are inside this package.
 DB	Classes in charge of storing Users, Statistics, etc. into the database
 GameWindow	This class is responsible for the graphical representation of the game. It makes use of the Game class inside Model package.






 <b>MongoManager</b>	Classes following the MongoManager~ name are in charge of reading/writing to the database the objects which should be persistent.
 <b>NewUserWindow</b>	This class shows to the user a window where he can register new users. It uses the MongoManager in charge of storing users inside the database.





## Details

### Model

Name	Value	
Description	Contains the main logic of the application.	
Abstract	false	
Leaf	false	
Root	false	
Visibility	public	
Project Management	Name	Value
	Author	Iván
	Create Date Time	09-abr-2015 20:44:42
	Last Modified	10-abr-2015 19:41:26

### Children

Name	Description
 <b>Statistics</b>	This object stores data that can be considered interesting, for example, to establish rankings. Number of questions answered is one of the things it keeps track of.
 <b>Square</b>	Set of classes that relate to the cells of a trivial board in the trivial game.
 <b>Position</b>	This class contains the coordinates of each square in the board. It


	helps in the management of player movement.
 User	Contains information of registered users, also includes and keeps track of their statistics.
 Board	This class represent the board in a trivial game, contains all the logic necessary to perform movements of players in the board
 Player	Relates to the players of a game, each player is related to a user and stores necessary data as the position in the board and the wedges obtained.
 Game	Contains all the methods and elements necessary to play a trivial game.

## Statistics

Name	Value	
Description	This object stores data that can be considered interesting, for example, to establish rankings. Number of questions answered is one of the things it keeps track of.	
Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Abstract	false	
Leaf	false	
Root	false	
Indirectly Instantiated	true	
Project Management	Name	Value
	Author	Iván
	Create Date Time	09-abr-2015 20:42:38

	Last Modified	10-abr-2015 19:31:26
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## Relationships

Unnamed Dependency		
From	 User	
Visibility	Unspecified	
Project Management	Name	Value
	Author	Iván
	Create Date Time	09-abr-2015 20:44:02
	Last Modified	09-abr-2015 20:45:39

## Square

Name	Value	
Description	Set of classes that relate to the cells of a trivial board in the trivial game.	
Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Abstract	false	
Leaf	false	
Root	false	
Indirectly Instantiated	true	
Project Management	Name	Value
	Author	Iván
	Create Date Time	09-abr-2015 20:31:23
	Last Modified	10-abr-2015 19:31:26

## Relationships


Unnamed Dependency		
From	 Board	
Visibility	Unspecified	

Project Management	Name	Value
	Author	Iván
	Create Date Time	09-abr-2015 20:43:54
	Last Modified	09-abr-2015 20:45:39

## Position

Name	Value	
Description	This class contains the coordinates of each square in the board. It helps in the management of player movement.	
Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Abstract	false	
Leaf	false	
Root	false	
Indirectly Instantiated	true	
Project Management	Name	Value
	Author	Iván
	Create Date Time	09-abr-2015 20:34:57
	Last Modified	10-abr-2015 19:31:26



## Relationships


Unnamed Dependency		
From	 Player	
Visibility	Unspecified	
Project Management	Name	Value
	Author	Iván
	Create Date Time	09-abr-2015 20:43:38
	Last Modified	09-abr-2015 20:45:39

## User

Name	Value	
Description	Contains information of registered users, also includes and keeps track of their statistics.	
Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Abstract	false	
Leaf	false	
Root	false	
Indirectly Instantiated	true	
Project Management	Name	Value
	Author	Iván
	Create Date Time	09-abr-2015 20:42:57
	Last Modified	10-abr-2015 19:31:26

## Relationships


Unnamed Dependency		
To	 Statistics	
Visibility	Unspecified	
Project Management	Name	Value
	Author	Iván
	Create Date Time	09-abr-2015 20:44:02
	Last Modified	09-abr-2015 20:45:39
Unnamed Dependency		
From	 Player	
Visibility	Unspecified	
Project Management	Name	Value
	Author	Iván
	Create Date Time	09-abr-2015 20:43:59
	Last Modified	09-abr-2015 20:45:39


Unnamed Dependency		
From	 MongoManager	
Visibility	Unspecified	
Project Management	Name	Value
	Author	Iván
	Create Date Time	09-abr-2015 20:49:12
	Last Modified	09-abr-2015 20:57:27

## Board

Name	Value	
Description	This class represent the board in a trivial game, contains all the logic necessary to perform movements of players in the board	
Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Abstract	false	
Leaf	false	
Root	false	
Indirectly Instantiated	true	
Project Management	Name	Value
	Author	Iván
	Create Date Time	09-abr-2015 20:30:19
	Last Modified	10-abr-2015 19:31:26

## Relationships


Unnamed Dependency		
To	 Square	
Visibility	Unspecified	
Project Management	Name	Value
	Author	Iván
	Create Date Time	09-abr-2015 20:43:54

	Last Modified	09-abr-2015 20:45:39
<b>Unnamed Dependency</b>		
From	 Game	
Visibility	Unspecified	
Project Management	<b>Name</b>	<b>Value</b>
	Author	Iván
	Create Date Time	09-abr-2015 20:43:30
	Last Modified	09-abr-2015 20:45:39



## Player

Name	Value	
Description	Relates to the players of a game, each player is related to a user and stores necessary data as the position in the board and the wedges obtained.	
Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Abstract	false	
Leaf	false	
Root	false	
Indirectly Instantiated	true	
Project Management	<b>Name</b>	<b>Value</b>
	Author	Iván
	Create Date Time	09-abr-2015 20:33:27
	Last Modified	10-abr-2015 19:31:26

## Relationships

<b>Unnamed Dependency</b>		
To	 Position	
Visibility	Unspecified	
Project Management	<b>Name</b>	<b>Value</b>

	Author	Iván
	Create Date Time	09-abr-2015 20:43:38
	Last Modified	09-abr-2015 20:45:39

Unnamed Dependency		
To	 User	
Visibility	Unspecified	
Project Management	Name	Value
	Author	Iván
	Create Date Time	09-abr-2015 20:43:59
	Last Modified	09-abr-2015 20:45:39
Unnamed Dependency		
From	 Game	
Visibility	Unspecified	
Project Management	Name	Value
	Author	Iván
	Create Date Time	09-abr-2015 20:43:35
	Last Modified	09-abr-2015 20:45:39


## Game


Name	Value	
Description	Contains all the methods and elements necessary to play a trivial game.	
Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Abstract	false	
Leaf	false	
Root	false	
Indirectly Instantiated	true	
Project Management	Name	Value
	Author	Iván





	Create Date Time	09-abr-2015 20:33:03
	Last Modified	10-abr-2015 19:31:26

## Relationships

Unnamed Dependency		
To	 Board	
Visibility	Unspecified	
Project Management	Name	Value
	Author	Iván
	Create Date Time	09-abr-2015 20:43:30
	Last Modified	09-abr-2015 20:45:39

Unnamed Dependency		
To	 Player	
Visibility	Unspecified	
Project Management	Name	Value
	Author	Iván
	Create Date Time	09-abr-2015 20:43:35
	Last Modified	09-abr-2015 20:45:39



Unnamed Dependency		
To	 MongoManager	
Visibility	Unspecified	
Project Management	Name	Value
	Author	Iván
	Create Date Time	09-abr-2015 20:53:24
	Last Modified	09-abr-2015 20:57:27

Unnamed Dependency		
From	 GameWindow	
Visibility	Unspecified	
Project Management	Name	Value
	Author	Iván
	Create Date Time	09-abr-2015 20:45:40
	Last Modified	09-abr-2015 20:57:27

## GUI

Name	Value	
Description	All the classes in charge of user interaction are inside this package.	
Abstract	false	
Leaf	false	
Root	false	
Visibility	public	
Project Management	Name	Value
	Author	Iván
	Create Date Time	09-abr-2015 20:45:15
	Last Modified	10-abr-2015 19:41:26

## Children


Name	Description
 GameWindow	This class is responsible for the graphical representation of the game. It makes use of the Game class inside Model package.
 NewUserWindow	This class shows to the user a window where he can register new users. It uses the MongoManager in charge of storing users inside the database.

## DB

Name	Value
Description	Classes in charge of storing Users, Statistics, etc. into the database
Abstract	false
Leaf	false
Root	false

Visibility	public	
Project Management	<b>Name</b>	<b>Value</b>
	Author	Iván
	Create Date Time	09-abr-2015 20:46:23
	Last Modified	10-abr-2015 19:41:26

## Children


Name	Description
 MongoManager	Classes following the MongoManager~ name are in charge of reading/writing to the database the objects which should be persistent.

## GameWindow

Name	Value	
Description	This class is responsible for the graphical representation of the game. It makes use of the Game class inside Model package.	
Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Abstract	false	
Leaf	false	
Root	false	
Indirectly Instantiated	true	
Project Management	<b>Name</b>	<b>Value</b>
	Author	Iván
	Create Date Time	09-abr-2015 20:45:26
	Last Modified	10-abr-2015 19:41:26

## Relationships


Unnamed Dependency


To	 Game	
Visibility	Unspecified	
Project Management	<b>Name</b>	<b>Value</b>
	Author	Iván
	Create Date Time	09-abr-2015 20:45:40
	Last Modified	09-abr-2015 20:57:27


## MongoManager

Name	Value	
Description	Classes following the MongoManager~ name are in charge of reading/writing to the database the objects which should be persistent.	
Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Abstract	false	
Leaf	false	
Root	false	
Indirectly Instantiated	true	
Project Management	<b>Name</b>	<b>Value</b>
	Author	Iván
	Create Date Time	09-abr-2015 20:48:20
	Last Modified	10-abr-2015 19:41:26

## Relationships

Unnamed Dependency		
To	 User	
Visibility	Unspecified	
Project Management	<b>Name</b>	<b>Value</b>
	Author	Iván
	Create Date Time	09-abr-2015 20:49:12
	Last Modified	09-abr-2015 20:57:27


Unnamed Dependency		
From	 Game	
Visibility	Unspecified	
Project Management	Name	Value
	Author	Iván
	Create Date Time	09-abr-2015 20:53:24
	Last Modified	09-abr-2015 20:57:27

Unnamed Dependency		
From	 NewUserWindow	
Visibility	Unspecified	
Project Management	Name	Value
	Author	Iván
	Create Date Time	09-abr-2015 20:53:51
	Last Modified	09-abr-2015 20:57:27

## NewUserWindow

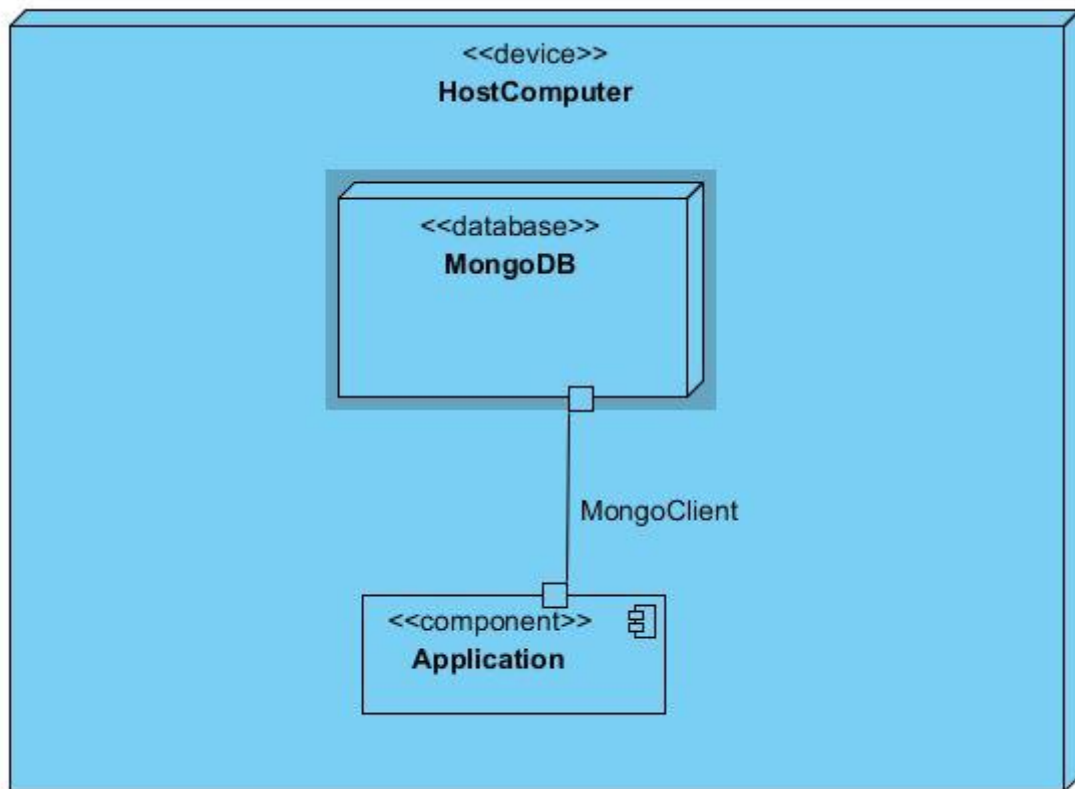
Name	Value	
Description	This class shows to the user a window where he can register new users. It uses the MongoManager in charge of storing users inside the database.	
Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Abstract	false	
Leaf	false	
Root	false	
Indirectly Instantiated	true	
Project Management	Name	Value
	Author	Iván
	Create Date Time	09-abr-2015 20:45:57
	Last Modified	10-abr-2015 19:41:26

## Relationships

Unnamed Dependency		
To	 MongoManager	
Visibility	Unspecified	
Project Management	Name	Value
	Author	Iván
	Create Date Time	09-abr-2015 20:53:51
	Last Modified	09-abr-2015 20:57:27



## Deployment Diagram


## DeploymentDiagram



Name	Value
Name	DeploymentDiagram
Author	Ivan
Create Date Time	04-mar-2015 19:49:38
Last Modified	10-abr-2015 19:52:57
Show Component Attributes	false
Show Component Operations	false

## Summary

Name	Description
 HostComputer	All the processes are executed in the same machine, the host computer.
 MongoDB	Chosen database where all the persistent data of the application is kept.


 Application	Main application (Game)
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## Details

### HostComputer

Name	Value	
Description	All the processes are executed in the same machine, the host computer.	
Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Abstract	false	
Leaf	false	
Root	false	
Stereotypes	device	
Project Management	Name	Value
	Author	ivan
	Create Date Time	04-mar-2015 19:50:32
	Last Modified	10-abr-2015 19:52:57

### Nested Nodes

Name	Description
 MongoDB	Chosen database where all the persistent data of the application is kept.

### MongoDB

Name	Value
Description	Chosen database where all the persistent data of the application is kept.
Active	false



Business Key Mutable	true	
Business Model	false	
Visibility	public	
Abstract	false	
Leaf	false	
Root	false	
Stereotypes	database	
Project Management	<b>Name</b>	<b>Value</b>
	Author	ivan
	Create Date Time	04-mar-2015 19:52:54
	Last Modified	10-abr-2015 19:52:57



N/A

Name	Value	
Service	true	
Behavior	false	
Conjugated	false	
Derived	false	
Is ID	false	
Derived Union	false	
Aggregation	Unspecified	
Multiplicity	Unspecified	
Read Only	false	
Static	false	
Leaf	false	
Visibility	public	
Project Management	<b>Name</b>	<b>Value</b>
	Author	ivan
	Create Date Time	04-mar-2015 19:56:21
	Last Modified	04-mar-2015 20:01:30



N/A


Name	Value
Service	true
Behavior	false

Conjugated	false	
Derived	false	
Is ID	false	
Derived Union	false	
Aggregation	Unspecified	
Multiplicity	Unspecified	
Read Only	false	
Static	false	
Leaf	false	
Visibility	public	
Project Management	<b>Name</b>	<b>Value</b>
	Author	ivan
	Create Date Time	04-mar-2015 19:56:31
	Last Modified	04-mar-2015 20:01:30

## Application

Name	Value	
Description	Main application (Game)	
Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Abstract	false	
Leaf	false	
Root	false	
Indirectly Instantiated	true	
Project Management	<b>Name</b>	<b>Value</b>
	Author	ivan
	Create Date Time	04-mar-2015 19:33:28
	Last Modified	10-abr-2015 19:52:57

## Children

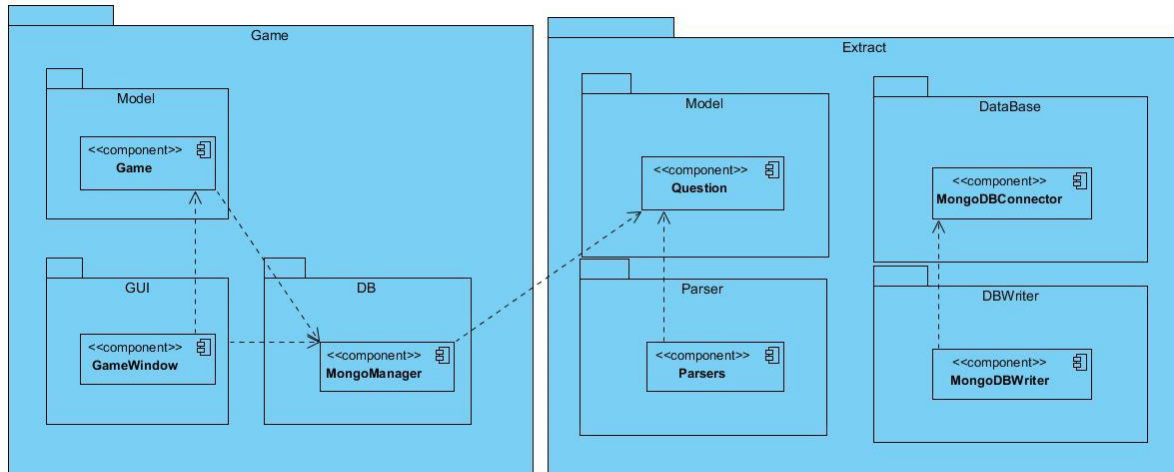
Name	Description
 N/A	

**Ports**

Name	Description
 N/A	

## Package Diagram










# PackageDiagram



Name	Value
Name	PackageDiagram
Author	ivan
Create Date Time	04-mar-2015 19:06:47
Last Modified	10-abr-2015 19:52:57

## Summary

Name	Description
Game	Game module, where the logic and graphical representation of the trivial game is stored.
Extract	Extract module, in charge of reading the questions from a file and storing them in the database.
Model	Contains the main logic of the application.
Model	Contains the domain model classes.
DataBase	Stores the classes in charge of connecting to the possible databases.
Game	Contains all the methods and elements necessary to play a trivial game.
Question	Represents questions, storing the

	required data. For now it is extended by TrivialQuestion, which will be used for the trivial game but allows later development of different games.
 MongoDBConnector	This class contains the code necessary to manage a connection with a MongoDB database.
 GUI	All the classes in charge of user interaction are inside this package.
 DB	Classes in charge of storing Users, Statistics, etc. into the database
 Parser	Contains the different parser classes for all the accepted file formats.
 DBWriter	
 GameWindow	This class is responsible for the graphical representation of the game. It makes use of the Game class inside Model package.
 MongoManager	Classes following the MongoManager~ name are in charge of reading/writing to the database the objects which should be persistent.
 Parsers	Classes in charge of interpreting different file formats and parsing them into domain model objects.
 MongoDBWriter	Class with the responsibility of storing the questions in the database.

## Details

### Game

Name	Value
Description	Game module, where the logic and graphical representation of the trivial game is stored.
Abstract	false
Leaf	false

Root	false	
Visibility	public	
Project Management	<b>Name</b>	<b>Value</b>
	Author	ivan
	Create Date Time	04-mar-2015 19:07:07
	Last Modified	10-abr-2015 19:41:26



## Extract

Name	Value	
Description	Extract module, in charge of reading the questions from a file and storing them in the database.	
Abstract	false	
Leaf	false	
Root	false	
Visibility	public	
Project Management	<b>Name</b>	<b>Value</b>
	Author	Iván
	Create Date Time	09-abr-2015 20:28:17
	Last Modified	10-abr-2015 19:41:26







## Children


Name	Description
Model	Contains the domain model classes.
DataBase	Stores the classes in charge of connecting to the possible databases.
Parser	Contains the different parser classes for all the accepted file formats.
DBWriter	

## Model

Name	Value	
Description	Contains the main logic of the application.	
Abstract	false	
Leaf	false	
Root	false	
Visibility	public	
Project Management	Name	Value
	Author	Iván
	Create Date Time	09-abr-2015 20:44:42
	Last Modified	10-abr-2015 19:41:26

## Children

Name	Description
 Game	Contains all the methods and elements necessary to play a trivial game.
 User	Contains information of registered users, also includes and keeps track of their statistics.
 Statistics	This object stores data that can be considered interesting, for example, to establish rankings. Number of questions answered is one of the things it keeps track of.
 Position	This class contains the coordinates of each square in the board. It helps in the management of player movement.
 Player	Relates to the players of a game, each player is related to a user and stores necessary data as the position in the board and the wedges obtained.
 Square	Set of classes that relate to the

	cells of a trivial board in the trivial game.
 Board	This class represent the board in a trivial game, contains all the logic necessary to perform movements of players in the board

## Model

Name	Value	
Description	Contains the domain model classes.	
Abstract	false	
Leaf	false	
Root	false	
Visibility	public	
Project Management	Name	Value
	Author	ivan
	Create Date Time	04-mar-2015 19:47:03
	Last Modified	10-abr-2015 19:41:26

## DataBase



Name	Value	
Description	Stores the classes in charge of connecting to the possible databases.	
Abstract	false	
Leaf	false	
Root	false	
Visibility	public	
Project Management	Name	Value
	Author	ivan
	Create Date Time	04-mar-2015 19:16:14
	Last Modified	10-abr-2015 19:41:26



## Game

Name	Value	
Description	Contains all the methods and elements necessary to play a trivial game.	
Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Abstract	false	
Leaf	false	
Root	false	
Indirectly Instantiated	true	
Project Management	Name	Value
	Author	Iván
	Create Date Time	09-abr-2015 20:33:03
	Last Modified	10-abr-2015 19:31:26


## Relationships


Unnamed Dependency		
To	 MongoManager	
Visibility	Unspecified	
Project Management	Name	Value
	Author	Iván
	Create Date Time	09-abr-2015 20:54:42
	Last Modified	09-abr-2015 20:57:27
Unnamed Dependency		
From	 GameWindow	
Visibility	Unspecified	
Project Management	Name	Value
	Author	Iván
	Create Date Time	09-abr-2015 20:45:40
	Last Modified	09-abr-2015 20:57:27

## Question

Name	Value	
Description	Represents questions, storing the required data. For now it is extended by TrivialQuestion, which will be used for the trivial game but allows later development of different games.	
Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Abstract	false	
Leaf	false	
Root	false	
Indirectly Instantiated	true	
Project Management	Name	Value
	Author	ivan
	Create Date Time	04-mar-2015 19:27:57
	Last Modified	10-abr-2015 19:52:57

## Relationships

Unnamed Dependency		
From	 Parsers	
Visibility	Unspecified	
Project Management	Name	Value
	Author	ivan
	Create Date Time	04-mar-2015 19:36:49
	Last Modified	04-mar-2015 19:49:47


Unnamed Dependency		
From	 MongoManager	
Visibility	Unspecified	
Project Management	Name	Value
	Author	Iván

	Create Date Time	09-abr-2015 20:54:50
	Last Modified	09-abr-2015 20:57:27

## MongoDBConnector

Name	Value	
Description	This class contains the code necessary to manage a connection with a MongoDB database.	
Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Abstract	false	
Leaf	false	
Root	false	
Indirectly Instantiated	true	
Project Management	Name	Value
	Author	ivan
	Create Date Time	04-mar-2015 19:37:25
	Last Modified	10-abr-2015 19:41:26

## Relationships



Unnamed Dependency		
From	 MongoDBWriter	
Visibility	Unspecified	
Project Management	Name	Value
	Author	ivan
	Create Date Time	04-mar-2015 19:42:43
	Last Modified	04-mar-2015 19:49:47

## GUI


Name	Value
Description	All the classes in charge of user interaction are inside this

	package .	
Abstract	false	
Leaf	false	
Root	false	
Visibility	public	
Project Management	Name	Value
	Author	Iván
	Create Date Time	09-abr-2015 20:45:15
	Last Modified	10-abr-2015 19:41:26

## Children

Name	Description
 GameWindow	This class is responsible for the graphical representation of the game. It makes use of the Game class inside Model package.
 NewUserWindow	This class shows to the user a window where he can register new users. It uses the MongoManager in charge of storing users inside the database.

## Relationships


Unnamed Dependency		
To	 MongoManager	
Visibility	Unspecified	
Project Management	Name	Value
	Author	Iván
	Create Date Time	09-abr-2015 20:48:56
	Last Modified	09-abr-2015 20:57:27

## DB

Name	Value
Description	Classes in charge of storing Users,

	Statistics, etc. into the database	
Abstract	false	
Leaf	false	
Root	false	
Visibility	public	
Project Management	Name	Value
	Author	Iván
	Create Date Time	09-abr-2015 20:46:23
	Last Modified	10-abr-2015 19:41:26

## Children

Name	Description
 MongoManager	Classes following the MongoManager~ name are in charge of reading/writing to the database the objects which should be persistent.

## Parser

Name	Value	
Description	Contains the different parser classes for all the accepted file formats.	
Abstract	false	
Leaf	false	
Root	false	
Visibility	public	
Project Management	Name	Value
	Author	ivan
	Create Date Time	04-mar-2015 19:47:33
	Last Modified	10-abr-2015 19:52:57

## DBWriter


Name	Value
Abstract	false

Leaf	false	
Root	false	
Visibility	public	
Project Management	<b>Name</b>	<b>Value</b>
	Author	ivan
	Create Date Time	04-mar-2015 19:46:27
	Last Modified	09-abr-2015 20:32:31

## GameWindow

Name	Value	
Description	This class is responsible for the graphical representation of the game. It makes use of the Game class inside Model package.	
Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Abstract	false	
Leaf	false	
Root	false	
Indirectly Instantiated	true	
Project Management	<b>Name</b>	<b>Value</b>
	Author	Iván
	Create Date Time	09-abr-2015 20:45:26
	Last Modified	10-abr-2015 19:41:26

## Relationships



Unnamed Dependency		
To	 Game	
Visibility	Unspecified	
Project Management	<b>Name</b>	<b>Value</b>
	Author	Iván
	Create Date Time	09-abr-2015 20:45:40

	Last Modified	09-abr-2015 20:57:27
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## MongoManager

Name	Value	
Description	Classes following the MongoManager~ name are in charge of reading/writing to the database the objects which should be persistent.	
Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Abstract	false	
Leaf	false	
Root	false	
Indirectly Instantiated	true	
Project Management	Name	Value
	Author	Iván
	Create Date Time	09-abr-2015 20:48:20
	Last Modified	10-abr-2015 19:41:26

## Relationships

Unnamed Dependency		
To	 Question	
Visibility	Unspecified	
Project Management	Name	Value
	Author	Iván
	Create Date Time	09-abr-2015 20:54:50
	Last Modified	09-abr-2015 20:57:27
Unnamed Dependency		
From	 GUI	
Visibility	Unspecified	
Project Management	Name	Value
	Author	Iván



	Create Date Time	09-abr-2015 20:48:56
	Last Modified	09-abr-2015 20:57:27

Unnamed Dependency		
From	 Game	
Visibility	Unspecified	
Project Management	Name	Value
	Author	Iván
	Create Date Time	09-abr-2015 20:54:42
	Last Modified	09-abr-2015 20:57:27

## Parsers


Name	Value	
Description	Classes in charge of interpreting different file formats and parsing them into domain model objects.	
Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Abstract	false	
Leaf	false	
Root	false	
Indirectly Instantiated	true	
Project Management	Name	Value
	Author	ivan
	Create Date Time	04-mar-2015 19:32:47
	Last Modified	10-abr-2015 19:52:57

## Children



Name	Description
 GIFTParser	
 XMLParser	



## Relationships

Unnamed Dependency		
To	 Question	
Visibility	Unspecified	
Project Management	Name	Value
	Author	ivan
	Create Date Time	04-mar-2015 19:36:49
	Last Modified	04-mar-2015 19:49:47


## Resident Components

Name	Description
 GIFTParser	
 XMLParser	

## MongoDBWriter

Name	Value	
Description	Class with the responsibility of storing the questions in the database.	
Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Abstract	false	
Leaf	false	
Root	false	
Indirectly Instantiated	true	
Project Management	Name	Value
	Author	ivan
	Create Date Time	04-mar-2015 19:36:57
	Last Modified	10-abr-2015 19:52:57

## Relationships

Unnamed Dependency		
To	 MongoDBConnector	
Visibility	Unspecified	
Project Management	Name	Value
	Author	ivan
	Create Date Time	04-mar-2015 19:42:43
	Last Modified	04-mar-2015 19:49:47