Trivial game

Triviali1b
Ana, David, Raquel, María, Álvaro, Iván

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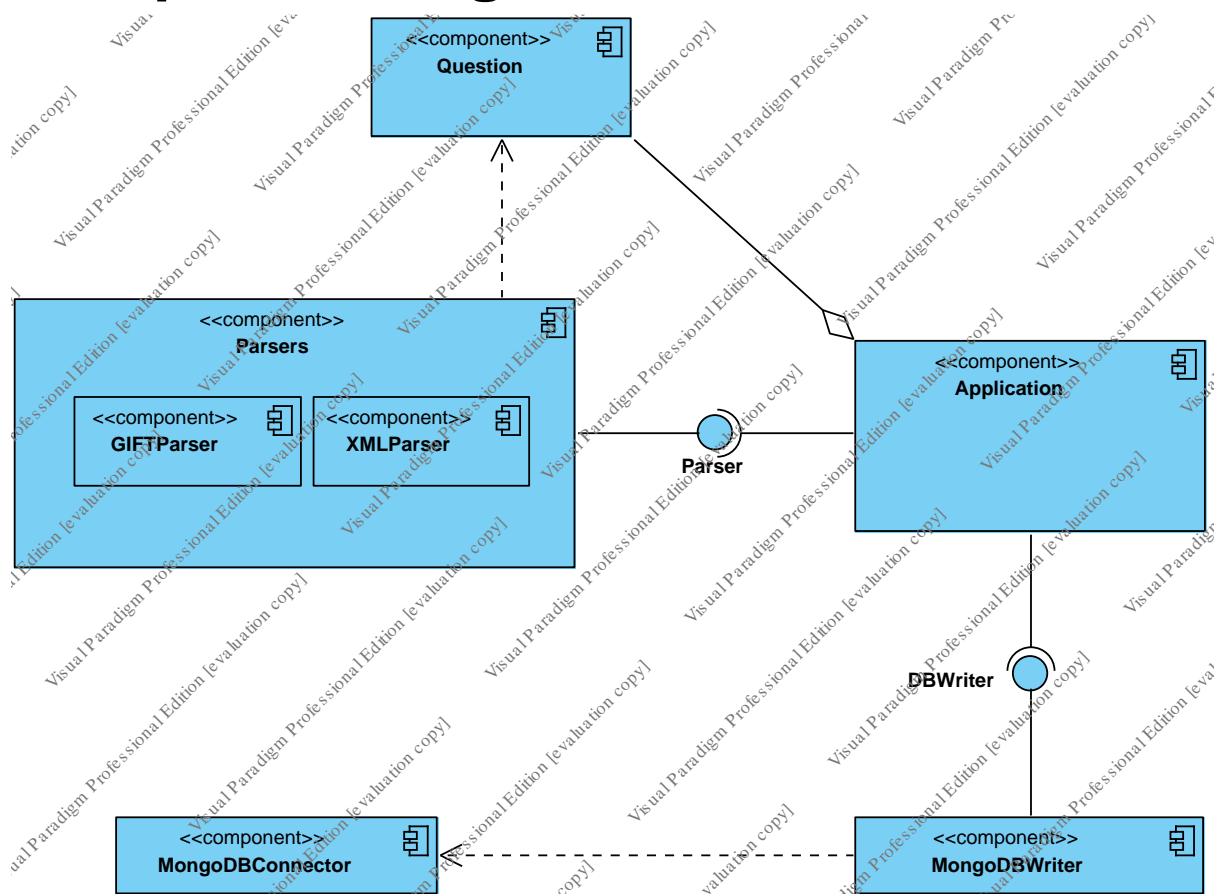
Table of Figures

Component Diagram

ComponentDiagramExtract

Name	Value
Name	ComponentDiagramExtract
Author	ivan
Create Date Time	04-mar-2015 19:22:57
Last Modified	10-abr-2015 19:45:50
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	09-abr-2015 20:57:27

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	04-mar-2015 19:49:47

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
Unnamed Realization		
From	Parser	
Visibility	Unspecified	
Project Management	Name	Value
	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	**Name**	**Value**
	Author	ivan
	Create Date Time	04-mar-2015 19:33:28
	Last Modified	09-abr-2015 20:32:31

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	**Name**	**Value**
	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	**Name**	**Value**
	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	**Name** ⎹ **Value**

Project Management	Name	Value
	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**

	Name	Value
	Author	ivan
	Create Date Time	04-mar-2015 19:43:00
	Last Modified	04-mar-2015 19:49:47

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**

	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**

	Name	Value
	Author	ivan
	Create Date Time	04-mar-2015 19:42:43
	Last Modified	04-mar-2015 19:49:47

MongoDBWriter

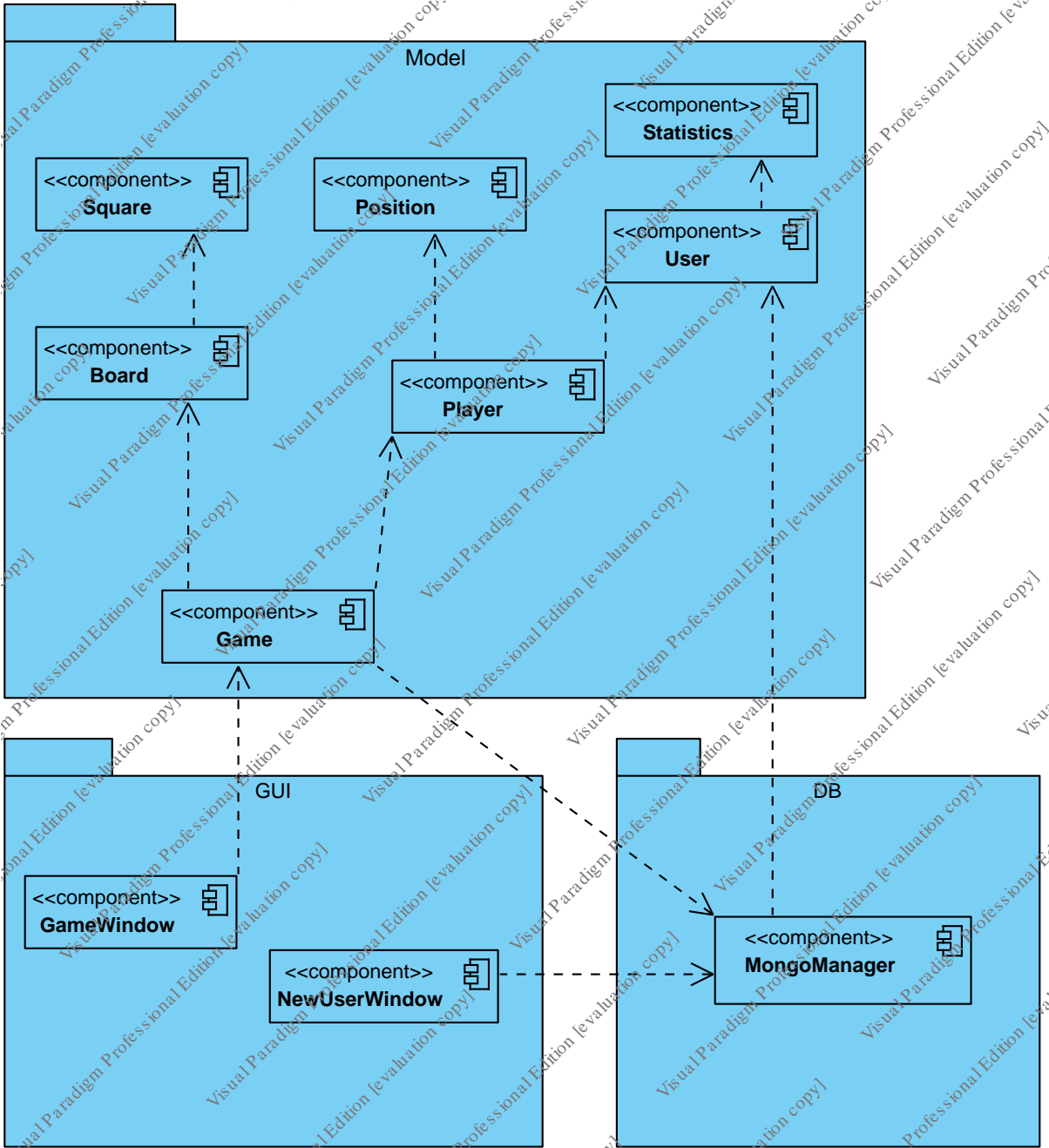| Name	Value
Description	Class with the responsibility of storing the questions in the database.
Active	false
Business Key Mutable	true
Business Model	false

Visibility	public	
Abstract	false	
Leaf	false	
Root	false	
Indirectly Instantiated	true	
Project Management	**Name**	**Value**
	Author	ivan
	Create Date Time	04-mar-2015 19:36:57
	Last Modified	04-mar-2015 19:49:47

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
Unnamed Realization		
From	DBWriter	
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

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 19:51:48
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.
MongoManager	Classes following the MongoManager~ name are in charge of reading/writing to the database the objects which should be persistent.
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.

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
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.

![icon] 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

Relationships

Unnamed Dependency	
From	![icon] 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

![icon] 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	

Name	Value
Visibility	Unspecified
Project Management	<table><tr><td>Name</td><td>Value</td></tr><tr><td>Author</td><td>Iván</td></tr><tr><td>Create Date Time</td><td>09-abr-2015 20:49:12</td></tr><tr><td>Last Modified</td><td>09-abr-2015 20:57:27</td></tr></table>

📑 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	<table><tr><td>Name</td><td>Value</td></tr><tr><td>Author</td><td>Iván</td></tr><tr><td>Create Date Time</td><td>09-abr-2015 20:30:19</td></tr><tr><td>Last Modified</td><td>10-abr-2015 19:31:26</td></tr></table>

Relationships

Unnamed Dependency	
To	📑 Square
Visibility	Unspecified
Project Management	<table><tr><td>Name</td><td>Value</td></tr><tr><td>Author</td><td>Iván</td></tr><tr><td>Create Date Time</td><td>09-abr-2015 20:43:54</td></tr><tr><td>Last Modified</td><td>09-abr-2015 20:45:39</td></tr></table>
Unnamed Dependency	
From	📑 Game
Visibility	Unspecified
Project Management	<table><tr><td>Name</td><td>Value</td></tr><tr><td>Author</td><td>Iván</td></tr><tr><td>Create Date Time</td><td>09-abr-2015 20:43:30</td></tr><tr><td>Last Modified</td><td>09-abr-2015 20:45:39</td></tr></table>

⬛ 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	

Name	Value
Author	Iván
Create Date Time	09-abr-2015 20:33:27
Last Modified	10-abr-2015 19:31:26

Relationships

Unnamed Dependency	
To	⬛ Position
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

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	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.

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	Name	Value
	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	Name	Value
	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	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	User	
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
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

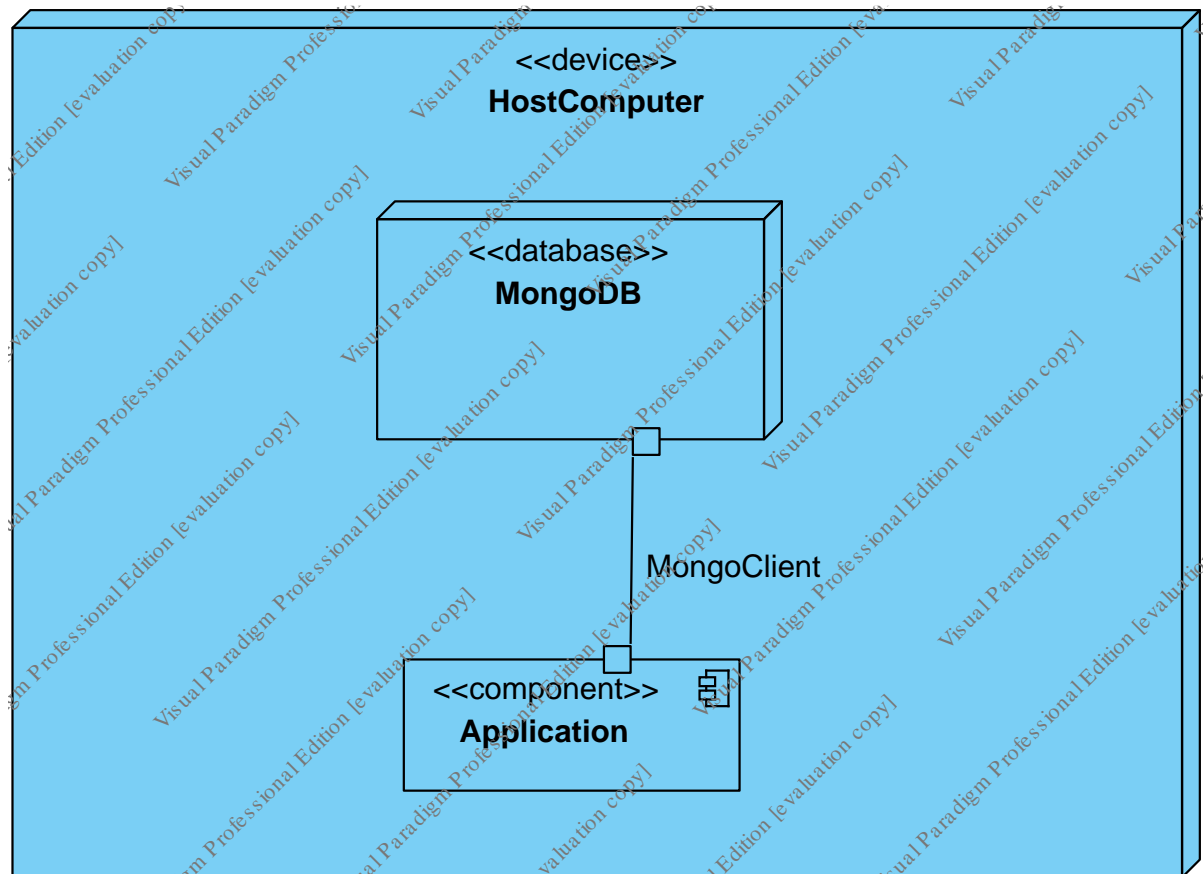| Name	Value
Description	This class shows to the user a window where he can register new users. It uses the MongoManager in charge of storing users inside the database.
Active	false
Business Key Mutable	true
Business Model	false
Visibility	public
Abstract	false
Leaf	false
Root	false
Indirectly Instantiated	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 19:43:47
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)

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	04-mar-2015 20:01:30

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	Name	Value
	Author	ivan
	Create Date Time	04-mar-2015 19:52:54
	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	Name	Value
	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	Name	Value
	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	Name	Value

Project Management	Name	Value
	Author	ivan
	Create Date Time	04-mar-2015 19:33:28
	Last Modified	09-abr-2015 20:32:31

Children

Name	Description
N/A	

Ports

Name	Description
N/A	

PackageDiagram
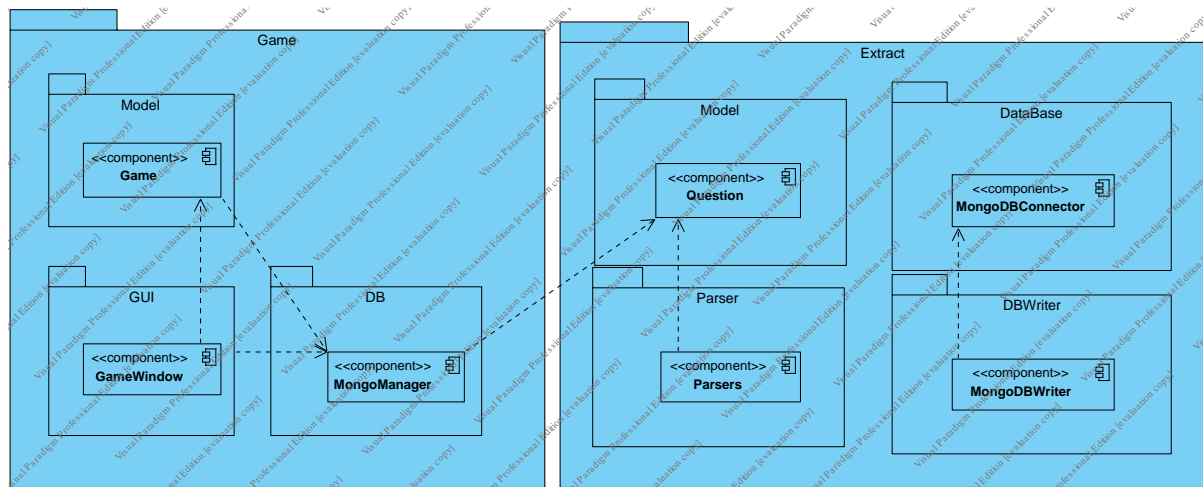
Name	Value
Name	PackageDiagram
Author	ivan
Create Date Time	04-mar-2015 19:06:47
Last Modified	10-abr-2015 19:42:39

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	**Name**		**Value**
	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

	Name	Value
Project Management	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

	Name	Value
Project Management	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	09-abr-2015 20:57:27

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	09-abr-2015 20:32:31

DBWriter

Name	Value
Abstract	false
Leaf	false
Root	false
Visibility	public

Project Management	Name	Value
	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	Name	Value
	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	Name	Value
	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	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 / 04-mar-2015 19:49:47

Children

Name	Description
🔷 GIFTParser	
🔷 XMLParser	

Relationships

Unnamed Dependency	
To	Question
Visibility	Unspecified
Project Management	Name / Value

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

Name	Value
Author	ivan
Create Date Time	04-mar-2015 19:36:57
Last Modified	04-mar-2015 19:49:47

Relationships

Unnamed Dependency	
To	MongoDBConnector
Visibility	Unspecified
Project Management	Name / Value

Name	Value
Author	ivan
Create Date Time	04-mar-2015 19:42:43
Last Modified	04-mar-2015 19:49:47