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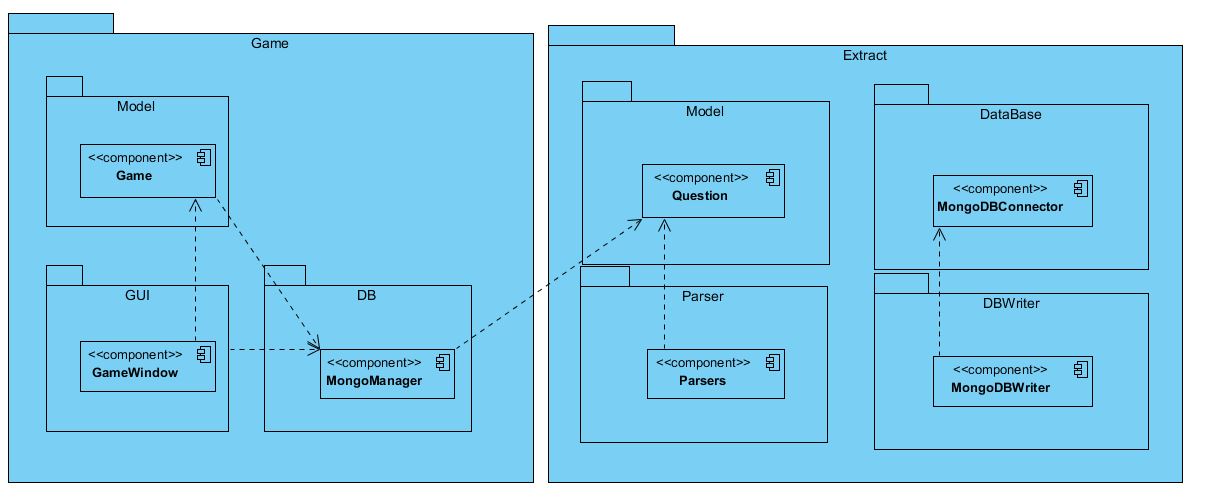
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# Architecture diagrams

## Package view

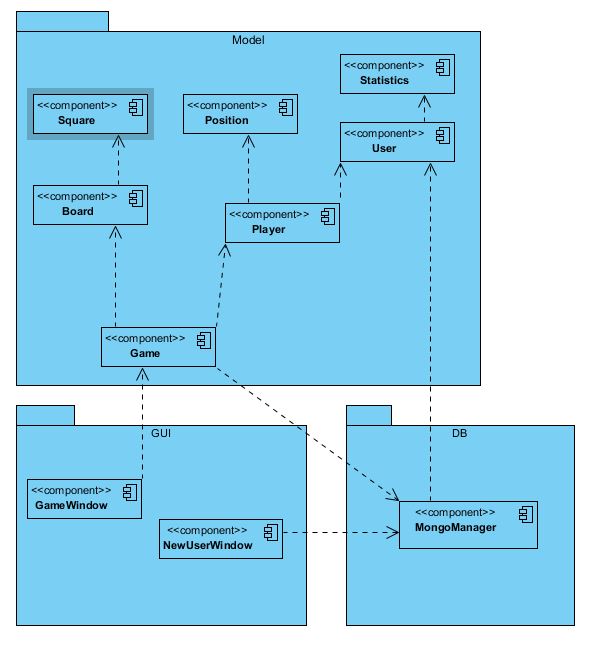


## Component views

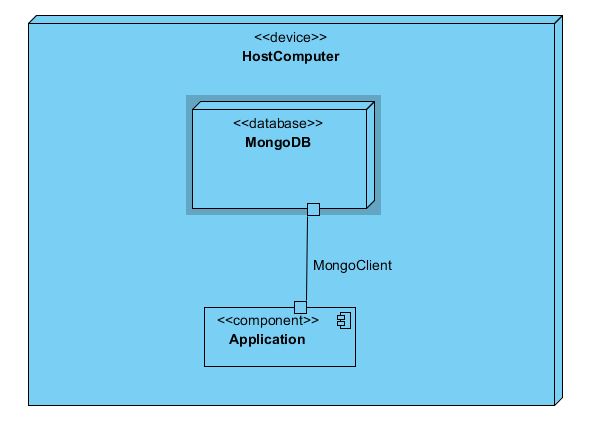
### Extract



### Game



### Deployment view



# User manual

This application is very simple and intuitive to use, since it is based on the original Trivial game; so, everybody will be able to learn how to use it in almost no time.

It is important for the correct working of the application that the user has a local MongoDB database.

The most important thing the user must know before starting to use or application is that it is composed by 5 different windows:

## Initial window

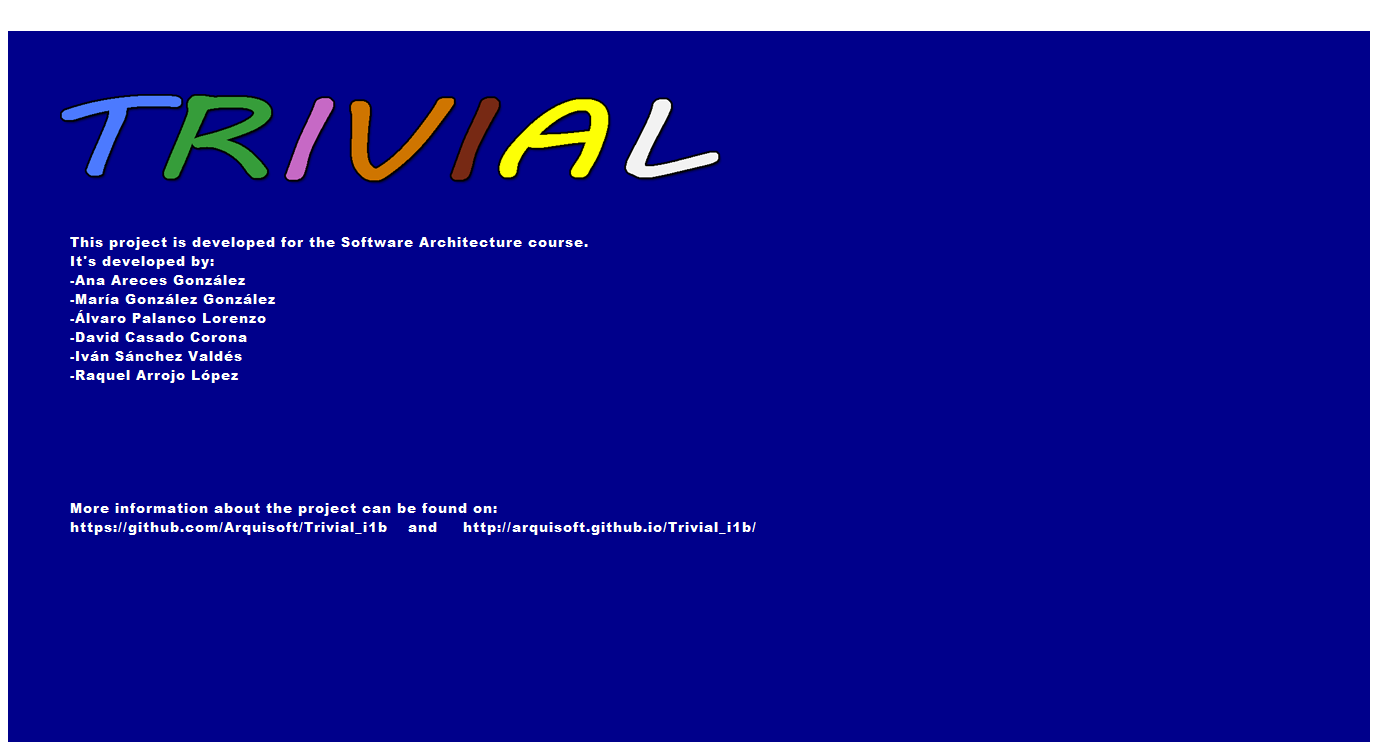
The first window that appears when the application is ran. In this window, you can enter your user name or create a new one, in case you are not logged in as a user.



In this window the user will be able to change the background of the application by clicking on the buttons on the left hand side of the screen,

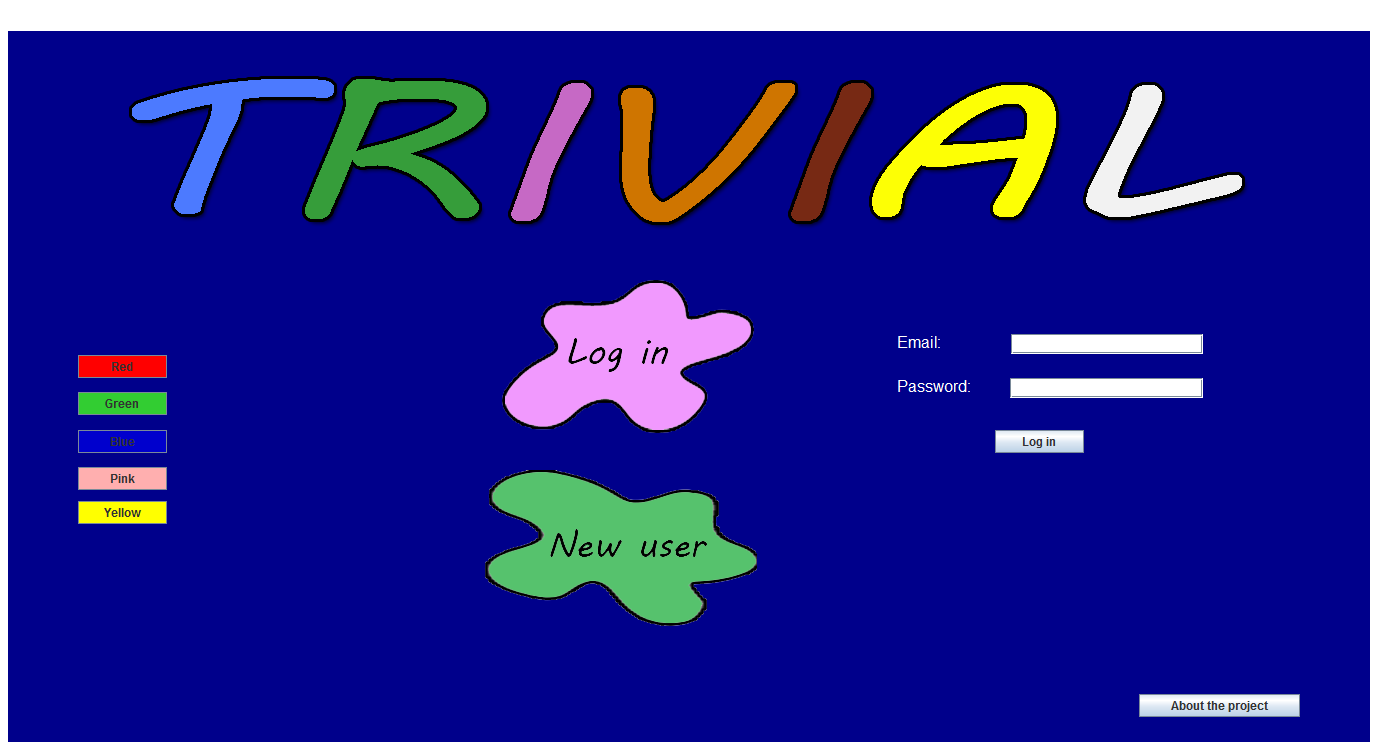
## About

In this window you can take a look at the information about the development team



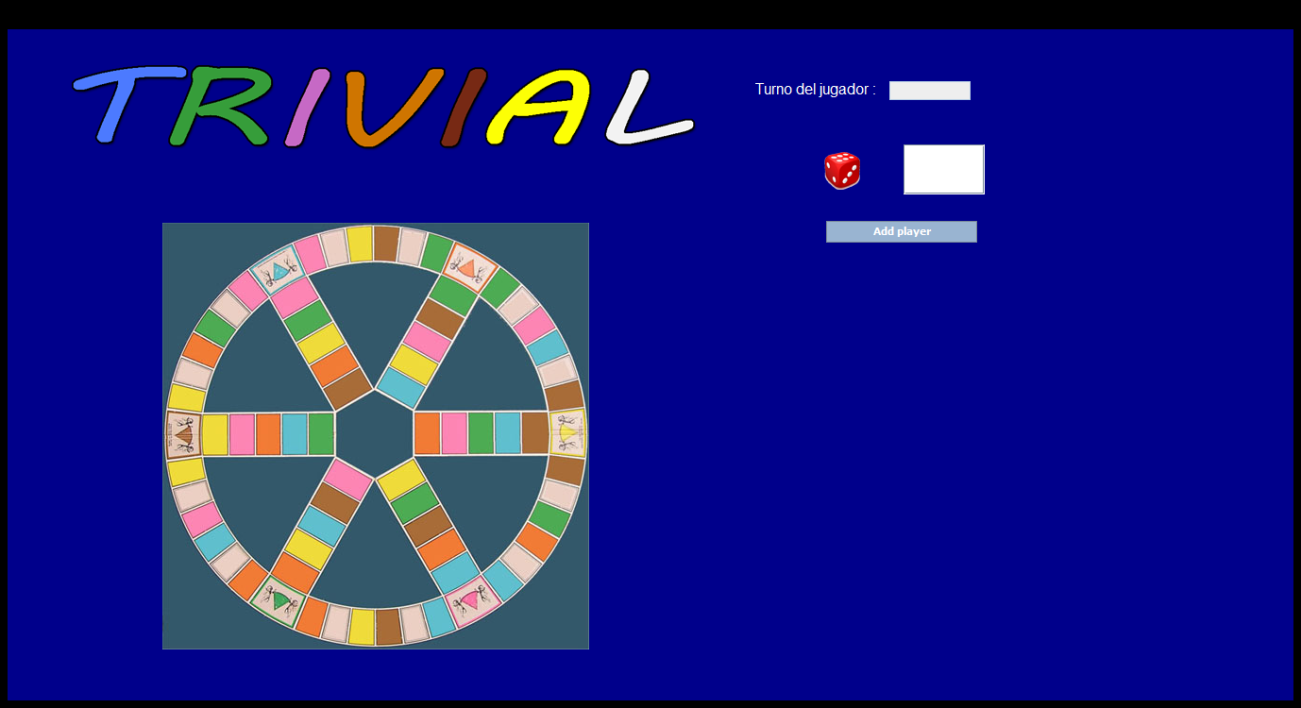
## Create a new user

If you want to create a new user, you must provide some personal data like your name, your email and a password. All this information is required to create the user.



## Play

This is the main window of the application. Here is the board to show the player the different cells that can be selected. To start the game, the dice has to be pressed and the player has to decide which category he/she prefers. Depending on the category selected, one question or another will be retrieved from the database and asked to the player. The player has also the possibility of changing the background colour of the window, selecting it with some buttons. The colours are those corresponding to the 6 different categories of the questions.



## Statistics

In this window the user will be able to see a small piece of information as a table. In this page the information shown is the number of games played, number of answers and and number of correct ones for the player in session.

# System Manual

## System requirements

In order to work properly with this project the main requirement is use a Java version greater than or equal to Java 1.7, otherwise some compliance errors may appear in the project.

## Project information

The project is composed by two different packages, one for the logic of the game and another one for the user interface.

In the following sections we’ll explain the main classes contained in those packages.

### Logic

### GUI

We will not explain the complete implementation of the class in this package. Since they are classes representing the user interface it seems to be enough to explain the main purpose of each one of them.

***About Trivial***

This class is used in order to give the user the information about the development team.

***Game Window***

As it name says, is the one in charge of providing the space for playing the game.

***Initial Window***

The one the user see the firs when starting the application. From this one you can access to the others.

***List players***

This class will be used in order to show the administrator the users that have played the game. From this window he will be able to select one of them and see the statistics for the selected one.

***New User Window***

In order to play the game is it compulsory to have the required player saved in the database. In case it is not, the application provides this window in order to allow the user to add a new player to the database.

***Statistics Window***

The last window of the user interface shows the statistics of the player selected in the List Players window.