**University of Oviedo**

**Documentation Second Deliverable**

**Software Architecture**

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# Project information

All the documentation files can be found inside the documentation folder in our Github repository.

<https://github.com/Arquisoft/Trivial_i1b>

This is a direct access to the Readme that contains the general information of the group.

This folder contains the Documentation information like manuals and all the diagrams, also the Visual Paradigm project.

<https://github.com/Arquisoft/Trivial_i1b/tree/master/Documentation>

This one is the Eclipse project, where you could find the src folder with all the implementation.

<https://github.com/Arquisoft/Trivial_i1b/tree/master/Web>

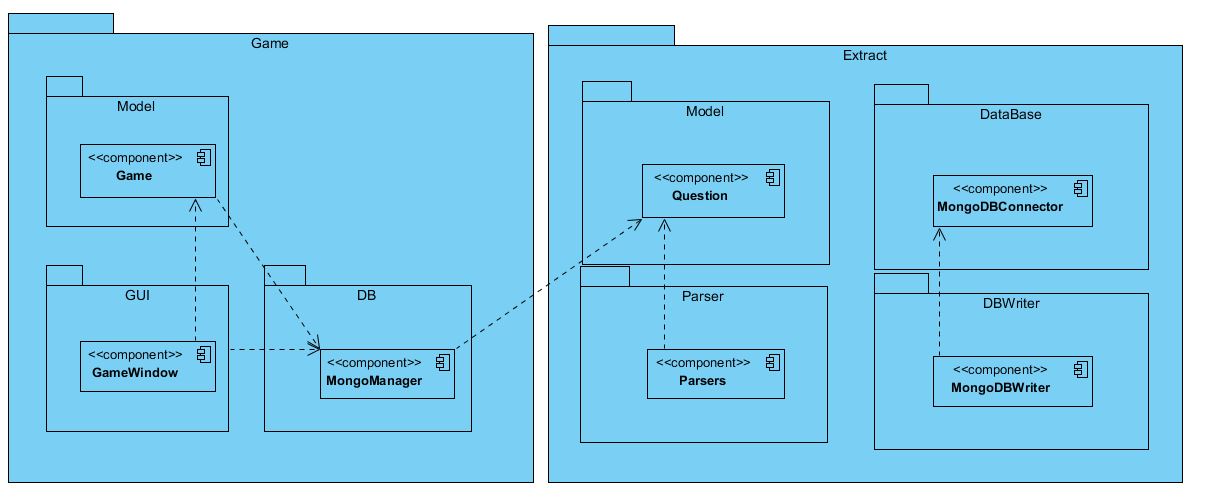
The cucumber tests can be found following this link.

The generated documentation.

<https://github.com/Arquisoft/Trivial_i1b/blob/master/Documentation/GeneratedVPDocumentation.pdf>

# Architecture diagrams

## Package view

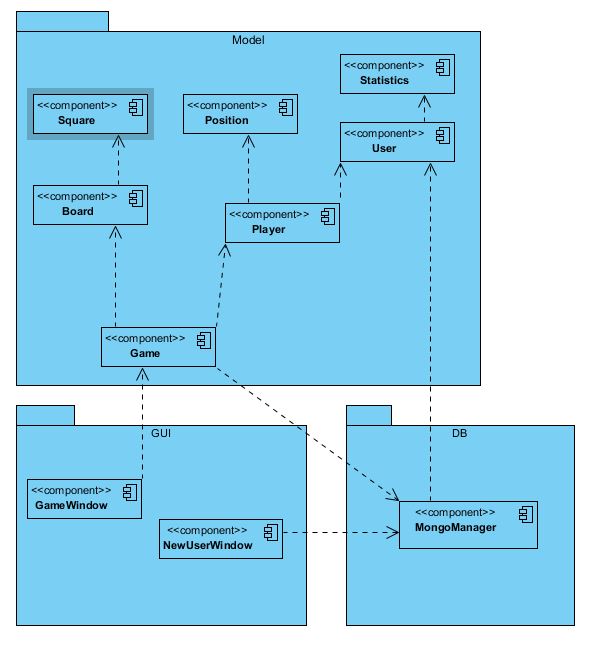


## Component views

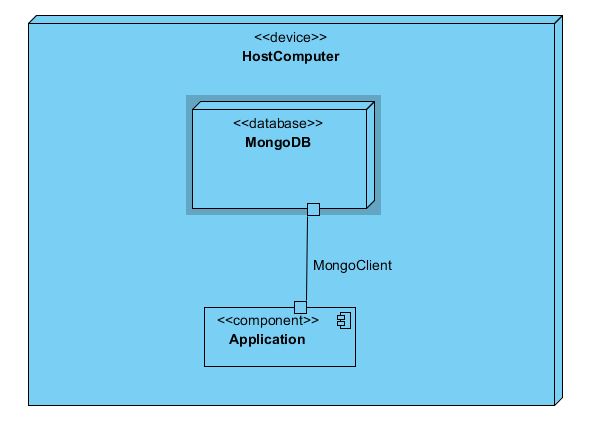
### Extract



### Game



### Deployment view



# User manual

# System Manual

This project is based on the MVC architecture. For this reason you will be able to find the following folders:

## Model

This package contains all the model of the game, since it has not suffered any change with respect the previous implementation all the information about it can be consulted in the page written below, accessing to the “*Logic*” section.

<https://github.com/Arquisoft/Trivial_i1b/blob/web/Documentation/Documentation_Triviali1b_V2.0.pdf>

## Views

This package the different pages can be accessed in our application:

* **Board**

HTML page that will show the board of the game. The board is constructed by using buttons to represent each cell.

* **Error**

This page is the one used in case some error occurs while logging or creating a new user. It only contains an error message.

* **Initial**

Window that will be shown the first. It provides access to the *login* and the *newUser* window. There are also 4 buttons in order to change the color of the screen, the implementation of this behavior us made by using a JavaScript function that changes the background depending on the id of the button clicked.

* **Login**

This window is used by the player to tell the game who is the user that will play. In case the user and password entered are correct the board, otherwise the error page is shown.

* **NewUser**

This page allows creating a new user by asking for a name, email address and password.

* **Statistics**

It is only for the admin, who can access by means of the login window. This page shows the statistics of the players looking in the database for the needed information.

## Controllers