

**Trivial i2a**



**Trivial i2a**

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# Stereotypes

UseCase		
Tagged Value Definitions	<b>Level</b>	
	Type	Enumeration
	Enumeration Values	Summary, User, Subfunction
	Project Management	<b>Name</b>
		<b>Value</b>
		Author
		Trivial i2a
	Create Date Time	10-may-2015 23:44:37
		11-may-2015 0:32:46
	Last Modified	11-may-2015 0:32:46
		11-may-2015 0:32:46
	<b>Complexity</b>	
	Type	Enumeration
	Enumeration Values	Low, Medium, High
	Project Management	<b>Name</b>
		<b>Value</b>
		Author
		Trivial i2a
	Create Date Time	10-may-2015 23:44:37
		11-may-2015 0:32:46
	Last Modified	11-may-2015 0:32:46
		11-may-2015 0:32:46
	<b>Use Case Status</b>	
	Type	Enumeration
	Enumeration Values	Name Only, Initial, Base, Complete, Deferred
	Project Management	<b>Name</b>
		<b>Value</b>
		Author
		Trivial i2a
	Create Date Time	10-may-2015 23:44:37
		11-may-2015 0:32:46
	Last Modified	11-may-2015 0:32:46
		11-may-2015 0:32:46
	<b>Implementation Status</b>	
	Type	Enumeration
	Enumeration Values	Scheduled, Started, Partially Complete, Complete, Partially Deferred

	Project Management		
		<b>Name</b>	<b>Value</b>
		Author	Trivial i2a
		Create Date Time	10-may-2015 23:44:37
	Project Management	Last Modified	11-may-2015 0:32:46
		<b>Preconditions</b>	
		Type	Multi-line Text
	Project Management	<b>Name</b>	<b>Value</b>
		Author	Trivial i2a
		Create Date Time	10-may-2015 23:44:37
		Last Modified	11-may-2015 0:32:46
	Project Management		
		<b>Post-conditions</b>	
		Type	Multi-line Text
		<b>Name</b>	<b>Value</b>
	Project Management	Author	Trivial i2a
		Create Date Time	10-may-2015 23:44:37
		Last Modified	11-may-2015 0:32:46
	Project Management		
		<b>Author</b>	
		Type	Text
		<b>Name</b>	<b>Value</b>
	Project Management	Author	Trivial i2a
		Create Date Time	10-may-2015 23:44:37
		Last Modified	11-may-2015 0:32:46
	Project Management		
		<b>Assumptions</b>	
		Type	Multi-line Text
		<b>Name</b>	<b>Value</b>
	Project Management	Author	Trivial i2a

		Create Date Time	10-may-2015 23:44:37
		Last Modified	11-may-2015 0:32:46

## Case Story

## requirement

Tagged Value Definitions

### Text

Type	HTML		
Project Management	Name	Value	
	Author	Trivial i2a	
	Create Date Time	10-may-2015 23:44:36	
	Last Modified	11-may-2015 0:32:46	

### ID

Type	Text		
Project Management	Name	Value	
	Author	Trivial i2a	
	Create Date Time	10-may-2015 23:44:36	
	Last Modified	11-may-2015 0:32:46	

### source

Type	Text		
Project Management	Name	Value	
	Author	Trivial i2a	
	Create Date Time	10-may-2015 23:44:36	
	Last Modified	11-may-2015 0:32:46	

### kind

Type	Enumeration		
Enumeration Values	Functional, Performance, Interface		

	Project Management		
		<b>Name</b>	<b>Value</b>
		Author	Trivial i2a
		Create Date Time	10-may-2015 23:44:36
	verifyMethod		
		Type	Enumeration
		Enumeration Values	Analysis, Demonstration, Inspection, Test
	Project Management		
		<b>Name</b>	<b>Value</b>
		Author	Trivial i2a
		Create Date Time	10-may-2015 23:44:36
		Last Modified	11-may-2015 0:32:46
	risk		
		Type	Enumeration
		Enumeration Values	High, Medium, Low
	Project Management		
		<b>Name</b>	<b>Value</b>
		Author	Trivial i2a
		Create Date Time	10-may-2015 23:44:36
		Last Modified	11-may-2015 0:32:46
	status		
		Type	Enumeration
		Enumeration Values	Proposed, Approved, Rejected, Deferred, Implemented, Mandatory, Obsolete
	Project Management		
		<b>Name</b>	<b>Value</b>
		Author	Trivial i2a
		Create Date Time	10-may-2015 23:44:36
		Last Modified	11-may-2015 0:32:46

subsystem

use

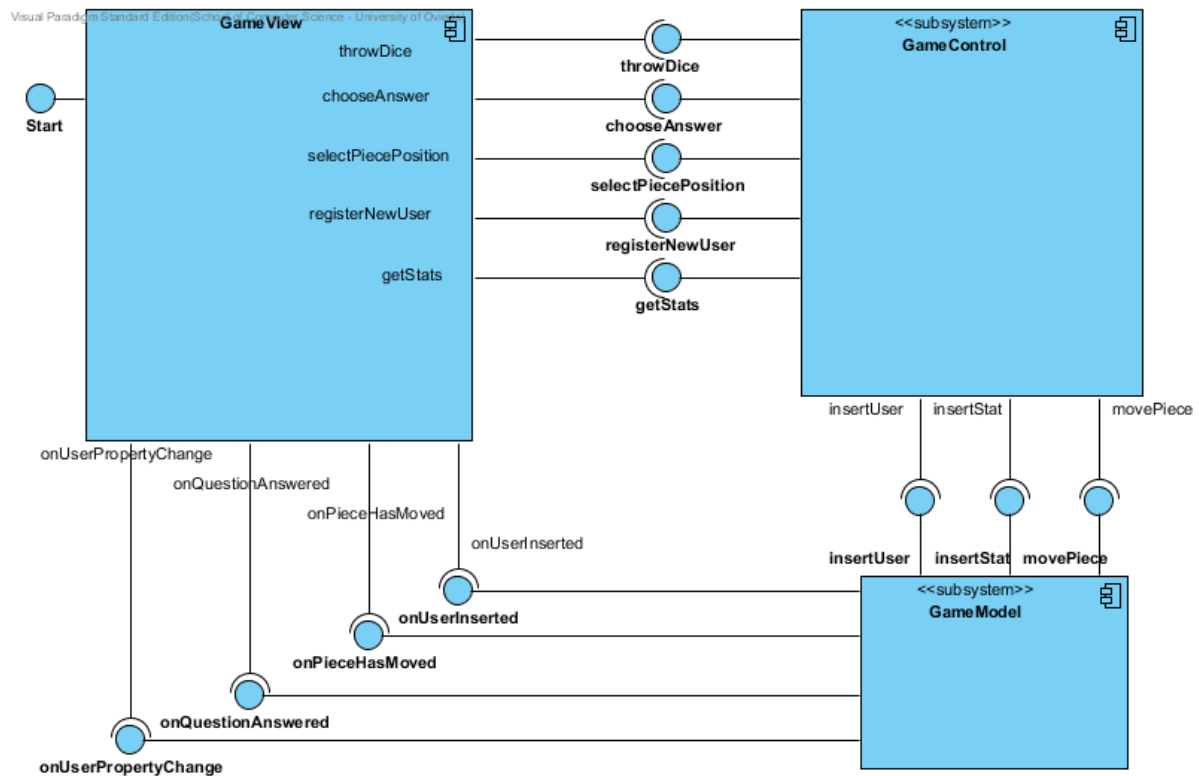
Interface

PTN To-End Role Name Follow Class




## Component Diagram
















# Component diagram



Name	Value
Name	Component diagram
Author	Trivial i2a
Create Date Time	13-abr-2015 16:14:25
Last Modified	11-may-2015 1:10:26
Teamwork Create Date Time	0
Show Component Attributes	false
Show Component Operations	false
Show As Icon Component Ids	KmtEzTKFYECiggcx, drDEzTKFYECiggc8, VjXEzTKFYECiggdM

## Summary

Name	Description
 <b>GameView</b>	This is the module in charge of displaying the game in the computer display.


	<p>It changes each time that the model is updated.</p> <p>With the Web version it is displayed in HTML and the integration is very good thanks to the Play Framework.</p> <p>It refreshes each time a REST request is done.</p>
 <b>GameControl</b>	<p>This is the module in charge of detecting the interactions with the view and updates the model.</p> <p>In the web version it has two main Controllers, the API and the Application. It also has API2 in order to store states in JSON.</p>
 <b>throwDice</b>	Throws the dice and returns a number between 1 and 6
 <b>Start</b>	Stats the game.
 <b>chooseAnswer</b>	Gets the answer selected by the user.
 <b>selectPiecePosition</b>	Gets the position selected by the user.
 <b>registerNewUser</b>	Register a new user in the game.
 <b>getStats</b>	Gets the stats of the game.
 <b>insertUser</b>	Inserts a new user in the game database.
 <b>insertStat</b>	Inserts a new game stat.
 <b>movePiece</b>	Moves the piece to the specified position in the board.
 <b>onUserInserted</b>	Signal sent to the view after a user is inserted.
 <b>GameModel</b>	<p>This is the module in charge of the data layer of the application. Each time it is updated, it sends a signal to the view.</p>
 <b>onPieceHasMoved</b>	Signal sent to the view each time the position of the piece is changed.
 <b>onQuestionAnswered</b>	Signal sent to the view each time a question is answered.
 <b>onUserPropertyChange</b>	Signal sent to the view each time a user property is changed.







# Details

## GameView


Name	Value	
Description	<p>This is the module in charge of displaying the game in the computer display.</p> <p>It changes each time that the model is updated.</p> <p>With the Web version it is displayed in HTML and the integration is very good thanks to the Play Framework.</p> <p>It refreshes each time a REST request is done.</p>	
Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Abstract	false	
Leaf	false	
Root	false	
Quality Score	Fair	
Quality Reason	Problem	Suggestion
	Name does not contain glossary terms	Define name as term in glossary
Indirectly Instantiated	true	
Project Management	Name	Value
	Author	Trivial i2a
	Create Date Time	13-abr-2015 16:15:47
	Last Modified	11-may-2015 0:53:41


## Children

Name	Description
 GameState	This is the module of the view in charge of displaying all the things related to the game state (position of the pieces, points, players...)


 GameStats	This is the module of the view in charge of displaying the game stats
 N/A	
 N/A	
 N/A	
 N/A	
 N/A	


## Relationships


onUserPropertyChange : Usage		
To	 onUserPropertyChange	
Visibility	Unspecified	
Quality Score	Fair	
Quality Reason	Problem	Suggestion
	Name does not contain glossary terms	Define name as term in glossary
Project Management	Name	Value
	Author	Trivial i2a
	Create Date Time	13-abr-2015 16:17:00
	Last Modified	11-may-2015 0:32:46

onQuestionAnswered : Usage		
To	 onQuestionAnswered	
Visibility	Unspecified	
Quality Score	Fair	
Quality Reason	Problem	Suggestion
	Name does not contain glossary terms	Define name as term in glossary
Project Management	Name	Value
	Author	Trivial i2a
	Create Date Time	13-abr-2015 16:31:54
	Last Modified	11-may-2015 0:32:46


throwDice : Usage
-------------------


To	 throwDice	
Description	Sends the user petition to throw the dice.	
Visibility	Unspecified	
Quality Score	Fair	
Quality Reason	<b>Problem</b>	<b>Suggestion</b>
	Name does not contain glossary terms	Define name as term in glossary
Project Management	<b>Name</b>	<b>Value</b>
	Author	Trivial i2a
	Create Date Time	13-abr-2015 16:35:43
	Last Modified	11-may-2015 1:04:11


chooseAnswer : Usage		
To	 chooseAnswer	
Description	Sends the user answer to a question.	
Visibility	Unspecified	
Quality Score	Fair	
Quality Reason	<b>Problem</b>	<b>Suggestion</b>
	Name does not contain glossary terms	Define name as term in glossary
Project Management	<b>Name</b>	<b>Value</b>
	Author	Trivial i2a
	Create Date Time	13-abr-2015 16:39:31
	Last Modified	11-may-2015 1:04:11

selectPiecePosition : Usage		
To	 selectPiecePosition	
Description	Sends the position of the piece picked by the user.	
Visibility	Unspecified	
Quality Score	Fair	
Quality Reason	<b>Problem</b>	<b>Suggestion</b>
	Name does not contain glossary terms	Define name as term in glossary
Project Management	<b>Name</b>	<b>Value</b>
	Author	Trivial i2a



	Create Date Time	13-abr-2015 18:07:19
	Last Modified	11-may-2015 1:04:11

onPieceHasMoved : Usage		
To	 onPieceHasMoved	
Visibility	Unspecified	
Quality Score	Fair	
Quality Reason	Problem	Suggestion
	Name does not contain glossary terms	Define name as term in glossary
Project Management	Name	Value
	Author	Trivial i2a
	Create Date Time	13-abr-2015 18:28:07
	Last Modified	11-may-2015 0:32:46



registerNewUser : Usage		
To	 registerNewUser	
Description	Sends new user data to the controller.	
Visibility	Unspecified	
Quality Score	Fair	
Quality Reason	Problem	Suggestion
	Name does not contain glossary terms	Define name as term in glossary
Project Management	Name	Value
	Author	Trivial i2a
	Create Date Time	13-abr-2015 18:36:50
	Last Modified	11-may-2015 1:04:11

getStats : Usage		
To	 getStats	
Description	Requests game stats.	
Visibility	Unspecified	
Quality Score	Fair	
Quality Reason	Problem	Suggestion
	Name does not contain glossary terms	Define name as term in glossary

Project Management	Name	Value
	Author	Trivial i2a
	Create Date Time	13-abr-2015 18:38:31
	Last Modified	11-may-2015 1:04:11

onUserInserted : Usage		
To	 onUserInserted	
Visibility	Unspecified	
Quality Score	Fair	
Quality Reason	Problem	Suggestion
	Name does not contain glossary terms	Define name as term in glossary
Project Management	Name	Value
	Author	Trivial i2a
	Create Date Time	13-abr-2015 18:57:04
	Last Modified	11-may-2015 1:04:11
Unnamed Realization		
From	 Start	
Visibility	Unspecified	
Quality Score	Good	
Project Management	Name	Value
	Author	Trivial i2a
	Create Date Time	13-abr-2015 18:31:02
	Last Modified	11-may-2015 0:32:46


## Resident Components

Name	Description
 GameState	This is the module of the view in charge of displaying all the things related to the game state (position of the pieces, points, players...)
 GameStats	This is the module of the view in charge of displaying the game stats

## GameControl


Name	Value	
Description	<p>This is the module in charge of detecting the interactions with the view and updates the model.</p> <p>In the web version it has two main Controllers, the API and the Application. It also has API2 in order to store states in JSON.</p>	
Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Abstract	false	
Leaf	false	
Root	false	
Stereotypes	subsystem	
Quality Score	Fair	
Quality Reason	Problem	Suggestion
	Name does not contain glossary terms	Define name as term in glossary
Indirectly Instantiated	true	
Project Management	Name	Value
	Author	Trivial i2a
	Create Date Time	13-abr-2015 16:16:01
	Last Modified	11-may-2015 0:53:41


## Relationships


insertUser : Usage		
To	 insertUser	
Visibility	Unspecified	
Quality Score	Fair	
Quality Reason	Problem	Suggestion
	Name does not contain glossary terms	Define name as term in glossary
Project Management	Name	Value




	Author	Trivial i2a
	Create Date Time	13-abr-2015 16:33:11
	Last Modified	11-may-2015 1:04:11


insertStat : Usage		
To	 insertStat	
Visibility	Unspecified	
Quality Score	Fair	
Quality Reason	Problem	Suggestion
	Name does not contain glossary terms	Define name as term in glossary
Project Management	Name	Value
	Author	Trivial i2a
	Create Date Time	13-abr-2015 16:33:45
	Last Modified	11-may-2015 1:04:11


Unnamed Usage		
To	 movePiece	
Visibility	Unspecified	
Quality Score	Good	
Project Management	Name	Value
	Author	Trivial i2a
	Create Date Time	13-abr-2015 18:07:48
	Last Modified	11-may-2015 1:04:11


Unnamed Realization		
From	 throwDice	
Visibility	Unspecified	
Quality Score	Good	
Project Management	Name	Value
	Author	Trivial i2a
	Create Date Time	13-abr-2015 16:35:35
	Last Modified	11-may-2015 1:04:11

Unnamed Realization		
From	 chooseAnswer	

Visibility	Unspecified	
Quality Score	Good	
Project Management	<b>Name</b>	<b>Value</b>
	Author	Trivial i2a
	Create Date Time	13-abr-2015 16:39:47
	Last Modified	11-may-2015 1:04:11

Unnamed Realization		
From	 selectPiecePosition	
Visibility	Unspecified	
Quality Score	Good	
Project Management	<b>Name</b>	<b>Value</b>
	Author	Trivial i2a
	Create Date Time	13-abr-2015 18:07:27
	Last Modified	11-may-2015 1:04:11

Unnamed Realization		
From	 registerNewUser	
Visibility	Unspecified	
Quality Score	Good	
Project Management	<b>Name</b>	<b>Value</b>
	Author	Trivial i2a
	Create Date Time	13-abr-2015 18:36:43
	Last Modified	11-may-2015 1:04:11



Unnamed Realization		
From	 getStats	
Visibility	Unspecified	
Quality Score	Good	
Project Management	<b>Name</b>	<b>Value</b>
	Author	Trivial i2a
	Create Date Time	13-abr-2015 18:37:57
	Last Modified	11-may-2015 1:04:11



## throwDice

Name	Value	
Description	Throws the dice and returns a number between 1 and 6	
Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Leaf	false	
Root	false	
Stereotypes	Interface	
Quality Score	Fair	
Quality Reason	Problem	Suggestion
	Name does not contain glossary terms	Define name as term in glossary
Project Management	Name	Value
	Author	Trivial i2a
	Create Date Time	13-abr-2015 16:35:35
	Last Modified	11-may-2015 1:04:11

## Relationships

Unnamed Realization		
To	 GameControl	
Visibility	Unspecified	
Quality Score	Good	
Project Management	Name	Value
	Author	Trivial i2a
	Create Date Time	13-abr-2015 16:35:35
	Last Modified	11-may-2015 1:04:11
throwDice : Usage		
From	 GameView	
Description	Sends the user petition to throw the dice.	
Visibility	Unspecified	
Quality Score	Fair	

Quality Reason	<b>Problem</b>	<b>Suggestion</b>
	Name does not contain glossary terms	Define name as term in glossary
Project Management	<b>Name</b>	<b>Value</b>
	Author	Trivial i2a
	Create Date Time	13-abr-2015 16:35:43
	Last Modified	11-may-2015 1:04:11



## Start

Name	Value	
Description	Stats the game.	
Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Leaf	false	
Root	false	
Stereotypes	Interface	
Quality Score	Fair	
Quality Reason	<b>Problem</b>	<b>Suggestion</b>
	Name does not contain glossary terms	Define name as term in glossary
Project Management	<b>Name</b>	<b>Value</b>
	Author	Trivial i2a
	Create Date Time	13-abr-2015 18:31:02
	Last Modified	11-may-2015 1:04:11

## Relationships



Unnamed Realization		
To	GameView	
Visibility	Unspecified	
Quality Score	Good	
Project Management	<b>Name</b>	<b>Value</b>
	Author	Trivial i2a

	Create Date Time	13-abr-2015 18:31:02
	Last Modified	11-may-2015 0:32:46

## chooseAnswer

Name	Value	
Description	Gets the answer selected by the user.	
Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Leaf	false	
Root	false	
Stereotypes	Interface	
Quality Score	Fair	
Quality Reason	Problem	Suggestion
	Name does not contain glossary terms	Define name as term in glossary
Project Management	Name	Value
	Author	Trivial i2a
	Create Date Time	13-abr-2015 16:39:31
	Last Modified	11-may-2015 1:04:11

## Relationships

Unnamed Realization		
To	 GameController	
Visibility	Unspecified	
Quality Score	Good	
Project Management	Name	Value
	Author	Trivial i2a
	Create Date Time	13-abr-2015 16:39:47
	Last Modified	11-may-2015 1:04:11
chooseAnswer : Usage		
From	 GameView	
Description	Sends the user answer to a question.	

Visibility	Unspecified	
Quality Score	Fair	
Quality Reason	<b>Problem</b>	<b>Suggestion</b>
	Name does not contain glossary terms	Define name as term in glossary
Project Management	<b>Name</b>	<b>Value</b>
	Author	Trivial i2a
	Create Date Time	13-abr-2015 16:39:31
	Last Modified	11-may-2015 1:04:11




## selectPiecePosition

Name	Value	
Description	Gets the position selected by the user.	
Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Leaf	false	
Root	false	
Stereotypes	Interface	
Quality Score	Fair	
Quality Reason	<b>Problem</b>	<b>Suggestion</b>
	Name does not contain glossary terms	Define name as term in glossary
Project Management	<b>Name</b>	<b>Value</b>
	Author	Trivial i2a
	Create Date Time	13-abr-2015 18:07:18
	Last Modified	11-may-2015 1:04:11

## Relationships

Unnamed Realization	
To	GameControl
Visibility	Unspecified
Quality Score	Good

Project Management	Name		Value	
	Author		Trivial i2a	
	Create Date Time		13-abr-2015 18:07:27	
	Last Modified		11-may-2015 1:04:11	
selectPiecePosition : Usage				
From	 GameView			
Description	Sends the position of the piece picked by the user.			
Visibility	Unspecified			
Quality Score	Fair			
Quality Reason	Problem		Suggestion	
	Name does not contain glossary terms		Define name as term in glossary	
Project Management	Name		Value	
	Author		Trivial i2a	
	Create Date Time		13-abr-2015 18:07:19	
	Last Modified		11-may-2015 1:04:11	





## registerNewUser

Name	Value	
Description	Register a new user in the game.	
Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Leaf	false	
Root	false	
Stereotypes	Interface	
Quality Score	Fair	
Quality Reason	Problem	Suggestion
	Name does not contain glossary terms	Define name as term in glossary
Project Management	Name	Value
	Author	Trivial i2a
	Create Date Time	13-abr-2015 18:36:42

	Last Modified	11-may-2015 1:04:11
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## Relationships

Unnamed Realization		
To	 GameControl	
Visibility	Unspecified	
Quality Score	Good	
Project Management	Name	Value
	Author	Trivial i2a
	Create Date Time	13-abr-2015 18:36:43
	Last Modified	11-may-2015 1:04:11
registerNewUser : Usage		
From	 GameView	
Description	<code>Sends new user data to the controller.</code>	
Visibility	Unspecified	
Quality Score	Fair	
Quality Reason	Problem	Suggestion
	Name does not contain glossary terms	Define name as term in glossary
Project Management	Name	Value
	Author	Trivial i2a
	Create Date Time	13-abr-2015 18:36:50
	Last Modified	11-may-2015 1:04:11





## getStats

Name	Value
Description	<code>Gets the stats of the game.</code>
Active	false
Business Key Mutable	true
Business Model	false
Visibility	public
Leaf	false
Root	false
Stereotypes	Interface



Quality Score	Fair	
Quality Reason	<b>Problem</b>	<b>Suggestion</b>
	Name does not contain glossary terms	Define name as term in glossary
Project Management	<b>Name</b>	<b>Value</b>
	Author	Trivial i2a
	Create Date Time	13-abr-2015 18:37:57
	Last Modified	11-may-2015 1:04:11

## Relationships



Unnamed Realization		
To	 GameControl	
Visibility	Unspecified	
Quality Score	Good	
Project Management	<b>Name</b>	<b>Value</b>
	Author	Trivial i2a
	Create Date Time	13-abr-2015 18:37:57
	Last Modified	11-may-2015 1:04:11
getStats : Usage		
From	 GameView	
Description	Requests game stats.	
Visibility	Unspecified	
Quality Score	Fair	
Quality Reason	<b>Problem</b>	<b>Suggestion</b>
	Name does not contain glossary terms	Define name as term in glossary
Project Management	<b>Name</b>	<b>Value</b>
	Author	Trivial i2a
	Create Date Time	13-abr-2015 18:38:31
	Last Modified	11-may-2015 1:04:11

## insertUser

Name	Value
Description	Inserts a new user in the game database.

Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Leaf	false	
Root	false	
Stereotypes	Interface	
Quality Score	Fair	
Quality Reason	<b>Problem</b>	<b>Suggestion</b>
	Name does not contain glossary terms	Define name as term in glossary
Project Management	<b>Name</b>	<b>Value</b>
	Author	Trivial i2a
	Create Date Time	13-abr-2015 16:32:34
	Last Modified	11-may-2015 1:04:11

## Relationships



Unnamed Realization		
To	 GameModel	
Visibility	Unspecified	
Quality Score	Good	
Project Management	<b>Name</b>	<b>Value</b>
	Author	Trivial i2a
	Create Date Time	13-abr-2015 16:32:34
	Last Modified	11-may-2015 1:04:11
insertUser : Usage		
From	 GameControl	
Visibility	Unspecified	
Quality Score	Fair	
Quality Reason	<b>Problem</b>	<b>Suggestion</b>
	Name does not contain glossary terms	Define name as term in glossary
Project Management	<b>Name</b>	<b>Value</b>
	Author	Trivial i2a
	Create Date Time	13-abr-2015 16:33:11

	Last Modified	11-may-2015 1:04:11
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## insertStat

Name	Value	
Description	Inserts a new game stat.	
Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Leaf	false	
Root	false	
Stereotypes	Interface	
Quality Score	Fair	
Quality Reason	Problem	Suggestion
	Name does not contain glossary terms	Define name as term in glossary
Project Management	Name	Value
	Author	Trivial i2a
	Create Date Time	13-abr-2015 16:32:41
	Last Modified	11-may-2015 1:04:11

## Relationships


Unnamed Realization		
To	 GameModel	
Visibility	Unspecified	
Quality Score	Good	
Project Management	Name	Value
	Author	Trivial i2a
	Create Date Time	13-abr-2015 16:32:41
	Last Modified	11-may-2015 1:04:11
insertStat : Usage		
From	 GameControl	
Visibility	Unspecified	
Quality Score	Fair	

Quality Reason	Problem	Suggestion
	Name does not contain glossary terms	Define name as term in glossary
Project Management	Name	Value
	Author	Trivial i2a
	Create Date Time	13-abr-2015 16:33:45
	Last Modified	11-may-2015 1:04:11

## movePiece

Name	Value	
Description	Moves the piece to the specified position in the board.	
Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Leaf	false	
Root	false	
Stereotypes	Interface	
Quality Score	Fair	
Quality Reason	Problem	Suggestion
	Name does not contain glossary terms	Define name as term in glossary
Project Management	Name	Value
	Author	Trivial i2a
	Create Date Time	13-abr-2015 18:07:48
	Last Modified	11-may-2015 1:04:11

## Relationships

movePiece : Realization		
To	 GameModel	
Visibility	Unspecified	
Quality Score	Fair	
Quality Reason	Problem	Suggestion
	Name does not contain	Define name as term in



	glossary terms	glossary
Project Management	<b>Name</b>	<b>Value</b>
	Author	Trivial i2a
	Create Date Time	13-abr-2015 18:07:52
	Last Modified	11-may-2015 1:04:11
<b>Unnamed Usage</b>		
From	 GameControl	
Visibility	Unspecified	
Quality Score	Good	
Project Management	<b>Name</b>	<b>Value</b>
	Author	Trivial i2a
	Create Date Time	13-abr-2015 18:07:48
	Last Modified	11-may-2015 1:04:11



## onUserInserted

Name	Value	
Description	Signal sent to the view after a user is inserted.	
Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Leaf	false	
Root	false	
Stereotypes	Interface	
Quality Score	Fair	
Quality Reason	<b>Problem</b>	<b>Suggestion</b>
	Name does not contain glossary terms	Define name as term in glossary
Project Management	<b>Name</b>	<b>Value</b>
	Author	Trivial i2a
	Create Date Time	13-abr-2015 18:56:48
	Last Modified	11-may-2015 0:32:46

## Relationships








Unnamed Realization		
To	 GameModel	
Visibility	Unspecified	
Quality Score	Good	
Project Management	Name	Value
	Author	Trivial i2a
	Create Date Time	13-abr-2015 18:56:48
	Last Modified	11-may-2015 1:04:11
onUserInserted : Usage		
From	 GameView	
Visibility	Unspecified	
Quality Score	Fair	
Quality Reason	Problem	Suggestion
	Name does not contain glossary terms	Define name as term in glossary
Project Management	Name	Value
	Author	Trivial i2a
	Create Date Time	13-abr-2015 18:57:04
	Last Modified	11-may-2015 1:04:11

## GameModel


Name	Value
Description	This is the module in charge of the data layer of the application. Each time it is updated, it sends a signal to the view.
Active	false
Business Key Mutable	true
Business Model	false
Visibility	public
Abstract	false
Leaf	false
Root	false
Stereotypes	subsystem
Quality Score	Fair

Quality Reason	Problem	Suggestion
	Name does not contain glossary terms	Define name as term in glossary
Indirectly Instantiated	true	
Project Management	Name	Value
	Author	Trivial i2a
	Create Date Time	13-abr-2015 16:16:41
	Last Modified	11-may-2015 1:04:11


## Children


Name	Description
 insertUser	Inserts a new user in the game database.
 insertStat	Inserts a new game stat.
 movePiece	Moves the piece to the specified position in the board.
 onUserInserted	Signal sent to the view after a user is inserted.
 onPieceHasMoved	Signal sent to the view each time the position of the piece is changed.
 onQuestionAnswered	Signal sent to the view each time a question is answered.
 onUserPropertyChange	Signal sent to the view each time a user property is changed.


## Relationships


Unnamed Realization		
From	 onUserPropertyChange	
Visibility	Unspecified	
Quality Score	Good	
Project Management	Name	Value
	Author	Trivial i2a
	Create Date Time	13-abr-2015 16:16:49
	Last Modified	11-may-2015 1:04:11

Unnamed Realization

From	 onQuestionAnswered	
Visibility	Unspecified	
Quality Score	Good	
Project Management	<b>Name</b>	<b>Value</b>
	Author	Trivial i2a
	Create Date Time	13-abr-2015 16:31:43
	Last Modified	11-may-2015 1:04:11


Unnamed Realization		
From	 insertUser	
Visibility	Unspecified	
Quality Score	Good	
Project Management	<b>Name</b>	<b>Value</b>
	Author	Trivial i2a
	Create Date Time	13-abr-2015 16:32:34
	Last Modified	11-may-2015 1:04:11


Unnamed Realization		
From	 insertStat	
Visibility	Unspecified	
Quality Score	Good	
Project Management	<b>Name</b>	<b>Value</b>
	Author	Trivial i2a
	Create Date Time	13-abr-2015 16:32:41
	Last Modified	11-may-2015 1:04:11

movePiece : Realization		
From	 movePiece	
Visibility	Unspecified	
Quality Score	Fair	
Quality Reason	<b>Problem</b>	<b>Suggestion</b>
	Name does not contain glossary terms	Define name as term in glossary
Project Management	<b>Name</b>	<b>Value</b>
	Author	Trivial i2a



	Create Date Time	13-abr-2015 18:07:52
	Last Modified	11-may-2015 1:04:11

Unnamed Realization		
From	 onPieceHasMoved	
Visibility	Unspecified	
Quality Score	Good	
Project Management	Name	Value
	Author	Trivial i2a
	Create Date Time	13-abr-2015 18:27:50
	Last Modified	11-may-2015 1:04:11

Unnamed Realization		
From	 onUserInserted	
Visibility	Unspecified	
Quality Score	Good	
Project Management	Name	Value
	Author	Trivial i2a
	Create Date Time	13-abr-2015 18:56:48
	Last Modified	11-may-2015 1:04:11





## onPieceHasMoved

Name	Value	
Description	Signal sent to the view each time the position of the piece is changed.	
Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Leaf	false	
Root	false	
Stereotypes	Interface	
Quality Score	Fair	
Quality Reason	Problem	Suggestion
	Name does not contain	Define name as term in

	glossary terms	glossary
Project Management	<b>Name</b>	<b>Value</b>
	Author	Trivial i2a
	Create Date Time	13-abr-2015 18:27:49
	Last Modified	11-may-2015 1:04:11

## Relationships



Unnamed Realization		
To	 GameModel	
Visibility	Unspecified	
Quality Score	Good	
Project Management	<b>Name</b>	<b>Value</b>
	Author	Trivial i2a
	Create Date Time	13-abr-2015 18:27:50
	Last Modified	11-may-2015 1:04:11
onPieceHasMoved : Usage		
From	 GameView	
Visibility	Unspecified	
Quality Score	Fair	
Quality Reason	<b>Problem</b>	<b>Suggestion</b>
	Name does not contain glossary terms	Define name as term in glossary
Project Management	<b>Name</b>	<b>Value</b>
	Author	Trivial i2a
	Create Date Time	13-abr-2015 18:28:07
	Last Modified	11-may-2015 0:32:46

## onQuestionAnswered

Name	Value
Description	Signal sent to the view each time a question is answered.
Active	false
Business Key Mutable	true
Business Model	false

Visibility	public	
Leaf	false	
Root	false	
Stereotypes	Interface	
Quality Score	Fair	
Quality Reason	<b>Problem</b>	<b>Suggestion</b>
	Name does not contain glossary terms	Define name as term in glossary
Project Management	<b>Name</b>	<b>Value</b>
	Author	Trivial i2a
	Create Date Time	13-abr-2015 16:31:43
	Last Modified	11-may-2015 1:04:11



## Relationships

Unnamed Realization		
To	 GameModel	
Visibility	Unspecified	
Quality Score	Good	
Project Management	<b>Name</b>	<b>Value</b>
	Author	Trivial i2a
	Create Date Time	13-abr-2015 16:31:43
	Last Modified	11-may-2015 1:04:11
onQuestionAnswered : Usage		
From	 GameView	
Visibility	Unspecified	
Quality Score	Fair	
Quality Reason	<b>Problem</b>	<b>Suggestion</b>
	Name does not contain glossary terms	Define name as term in glossary
Project Management	<b>Name</b>	<b>Value</b>
	Author	Trivial i2a
	Create Date Time	13-abr-2015 16:31:54
	Last Modified	11-may-2015 0:32:46

## onUserPropertyChange

Name	Value	
Description	Signal sent to the view each time a user property is changed.	
Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Leaf	false	
Root	false	
Stereotypes	Interface	
Quality Score	Fair	
Quality Reason	Problem	Suggestion
	Name does not contain glossary terms	Define name as term in glossary
Project Management	Name	Value
	Author	Trivial i2a
	Create Date Time	13-abr-2015 16:16:48
	Last Modified	11-may-2015 1:04:11

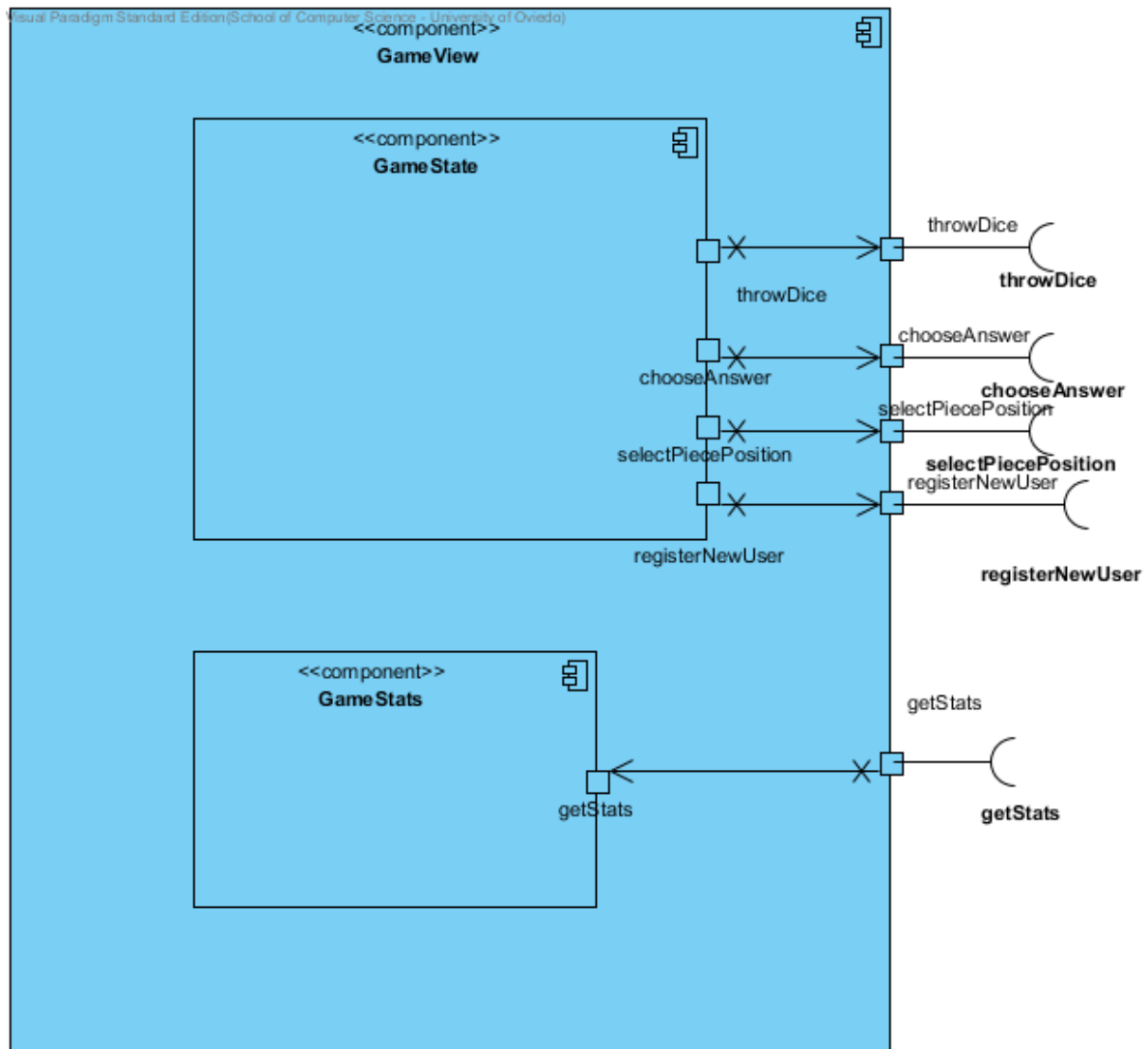
## Relationships

Unnamed Realization		
To	 GameModel	
Visibility	Unspecified	
Quality Score	Good	
Project Management	Name	Value
	Author	Trivial i2a
	Create Date Time	13-abr-2015 16:16:49
	Last Modified	11-may-2015 1:04:11
onUserPropertyChange : Usage		
From	 GameView	
Visibility	Unspecified	
Quality Score	Fair	
Quality Reason	Problem	Suggestion

	Name does not contain glossary terms	Define name as term in glossary
Project Management	<b>Name</b>	<b>Value</b>
	Author	Trivial i2a
	Create Date Time	13-abr-2015 16:17:00
	Last Modified	11-may-2015 0:32:46














## Component Diagram

# GameView



Name	Value
Name	GameView
Author	Trivial i2a
Create Date Time	13-abr-2015 21:58:12
Last Modified	11-may-2015 1:04:11
Teamwork Create Date Time	0
Show Component Attributes	false
Show Component Operations	false

# Summary

Name	Description
 GameView	<p>This is the module in charge of displaying the game in the computer display.</p> <p>It changes each time that the model is updated.</p> <p>With the Web version it is displayed in HTML and the integration is very good thanks to the Play Framework.</p> <p>It refreshes each time a REST request is done.</p>
 GameState	This is the module of the view in charge of displaying all the things related to the game state (position of the pieces, points, players...)
 throwDice	Throws the dice and returns a number between 1 and 6
 throwDice	
 chooseAnswer	
 chooseAnswer	Gets the answer selected by the user.
 selectPiecePosition	Gets the position selected by the user.
 selectPiecePosition	
 registerNewUser	
 registerNewUser	Register a new user in the game.
 GameStats	This is the module of the view in charge of displaying the game stats
 getStats	Gets the stats of the game.
 getStats	






## Details

### GameView



Name	Value
------	-------

Description	<p>This is the module in charge of displaying the game in the computer display.</p> <p>It changes each time that the model is updated.</p> <p>With the Web version it is displayed in HTML and the integration is very good thanks to the Play Framework.</p> <p>It refreshes each time a REST request is done.</p>	
Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Abstract	false	
Leaf	false	
Root	false	
Quality Score	Fair	
Quality Reason	<b>Problem</b>	<b>Suggestion</b>
	Name does not contain glossary terms	Define name as term in glossary
Indirectly Instantiated	true	
Project Management	<b>Name</b>	<b>Value</b>
	Author	Trivial i2a
	Create Date Time	13-abr-2015 16:15:47
	Last Modified	11-may-2015 0:53:41






## Children

Name	Description
 GameState	This is the module of the view in charge of displaying all the things related to the game state (position of the pieces, points, players...)
 N/A	
 N/A	
 N/A	
 N/A	





 GameStats	This is the module of the view in charge of displaying the game stats
 N/A	

## Ports


Name	Description
 N/A	
 N/A	
 N/A	
 N/A	
 N/A	


## Relationships

chooseAnswer : Usage		
To	 chooseAnswer	
Description	Sends the user answer to a question.	
Visibility	Unspecified	
Quality Score	Fair	
Quality Reason	Problem	Suggestion
	Name does not contain glossary terms	Define name as term in glossary
Project Management	Name	Value
	Author	Trivial i2a
	Create Date Time	13-abr-2015 16:39:31
	Last Modified	11-may-2015 1:04:11

throwDice : Usage		
To	 throwDice	
Description	Sends the user petition to throw the dice.	
Visibility	Unspecified	
Quality Score	Fair	
Quality Reason	Problem	Suggestion

	Name does not contain glossary terms	Define name as term in glossary
Project Management	<b>Name</b>	<b>Value</b>
	Author	Trivial i2a
	Create Date Time	13-abr-2015 16:35:43
	Last Modified	11-may-2015 1:04:11



selectPiecePosition : Usage		
To	 selectPiecePosition	
Description	Sends the position of the piece picked by the user.	
Visibility	Unspecified	
Quality Score	Fair	
Quality Reason	<b>Problem</b>	<b>Suggestion</b>
	Name does not contain glossary terms	Define name as term in glossary
Project Management	<b>Name</b>	<b>Value</b>
	Author	Trivial i2a
	Create Date Time	13-abr-2015 18:07:19
	Last Modified	11-may-2015 1:04:11

registerNewUser : Usage		
To	 registerNewUser	
Description	Sends new user data to the controller.	
Visibility	Unspecified	
Quality Score	Fair	
Quality Reason	<b>Problem</b>	<b>Suggestion</b>
	Name does not contain glossary terms	Define name as term in glossary
Project Management	<b>Name</b>	<b>Value</b>
	Author	Trivial i2a
	Create Date Time	13-abr-2015 18:36:50
	Last Modified	11-may-2015 1:04:11

getStats : Usage	
To	 getStats

Description	Requests game stats.	
Visibility	Unspecified	
Quality Score	Fair	
Quality Reason	<b>Problem</b>	<b>Suggestion</b>
	Name does not contain glossary terms	Define name as term in glossary
Project Management	<b>Name</b>	<b>Value</b>
	Author	Trivial i2a
	Create Date Time	13-abr-2015 18:38:31
	Last Modified	11-may-2015 1:04:11

## Resident Components





Name	Description
 GameState	This is the module of the view in charge of displaying all the things related to the game state (position of the pieces, points, players...)
 GameStats	This is the module of the view in charge of displaying the game stats

## GameState





Name	Value	
Description	This is the module of the view in charge of displaying all the things related to the game state (position of the pieces, points, players...)	
Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Abstract	false	
Leaf	false	
Root	false	
Quality Score	Very Bad	
Quality Reason	Problem	Suggestion
	Name does not contain glossary terms	Define name as term in glossary

	Model element without any relationship	Connect model element with relationship
Indirectly Instantiated	true	
Project Management	<b>Name</b>	<b>Value</b>
	Author	Trivial i2a
	Create Date Time	13-abr-2015 21:55:39
	Last Modified	11-may-2015 0:32:46

## Children

Name	Description
 throwDice	
 chooseAnswer	
 selectPiecePosition	
 registerNewUser	

## Ports


Name	Description
 throwDice	
 chooseAnswer	
 selectPiecePosition	
 registerNewUser	

## throwDice

Name	Value
Description	Throws the dice and returns a number between 1 and 6
Active	false
Business Key Mutable	true
Business Model	false
Visibility	public
Leaf	false
Root	false

Stereotypes	Interface	
Quality Score	Fair	
Quality Reason	<b>Problem</b>	<b>Suggestion</b>
	Name does not contain glossary terms	Define name as term in glossary
Project Management	<b>Name</b>	<b>Value</b>
	Author	Trivial i2a
	Create Date Time	13-abr-2015 16:35:35
	Last Modified	11-may-2015 1:04:11

## Relationships



throwDice : Usage		
From	 GameView	
Description	Sends the user petition to throw the dice.	
Visibility	Unspecified	
Quality Score	Fair	
Quality Reason	<b>Problem</b>	<b>Suggestion</b>
	Name does not contain glossary terms	Define name as term in glossary
Project Management	<b>Name</b>	<b>Value</b>
	Author	Trivial i2a
	Create Date Time	13-abr-2015 16:35:43
	Last Modified	11-may-2015 1:04:11

 **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	Trivial i2a
	Create Date Time	13-abr-2015 22:06:32
	Last Modified	11-may-2015 0:32:46

## Relationships


Unnamed Association		
From	Name	Value
	End Model Element	 throwDice
	Provide Property Getter Method	false
	Provide Property Setter Method	false
	Multiplicity	Unspecified
	Visibility	Unspecified
	Aggregation Kind	None
	Navigable	Non Navigable
	Derived	false
	Derived Union	false
	Read Only	false
	Static	false
	Leaf	false
	Type	 throwDice
	Project Management	Name
		Value
Abstract	false	
Leaf	false	
Visibility	Unspecified	
Quality Score	Good	
Derived	false	
Project Management	Name	Value
	Author	Trivial i2a
	Create Date Time	13-abr-2015 22:48:24


	Author	Trivial i2a
	Create Date Time	13-abr-2015 22:48:24
	Last Modified	11-may-2015 0:32:46

## throwDice

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	Trivial i2a
	Create Date Time	13-abr-2015 22:05:13
	Last Modified	11-may-2015 0:32:46

## Relationships

Unnamed Association		
To	Name	Value
	End Model Element	 N/A
	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	 N/A	
	Project Management	<b>Name</b>	<b>Value</b>
		Author	Trivial i2a
		Create Date Time	13-abr-2015 22:48:24
Abstract	false		
Leaf	false		
Visibility	Unspecified		
Quality Score	Good		
Derived	false		
Project Management	<b>Name</b>	<b>Value</b>	
	Author	Trivial i2a	
	Create Date Time	13-abr-2015 22:48:24	
	Last Modified	11-may-2015 0:32:46	



## chooseAnswer

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	Trivial i2a
	Create Date Time	13-abr-2015 22:41:53
	Last Modified	11-may-2015 0:32:46

## Relationships

Unnamed Association			
To	Name	Value	
	End Model Element	 N/A	
	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	 N/A	
	Project Management	Name	Value
		Author	Trivial i2a
		Create Date Time	13-abr-2015 22:42:32
Abstract	false		
Leaf	false		
Visibility	Unspecified		
Quality Score	Good		
Derived	false		
Project Management	Name		Value
	Author		Trivial i2a
	Create Date Time		13-abr-2015 22:42:32
	Last Modified		11-may-2015 0:32:46



## chooseAnswer

Name	Value	
Description	Gets the answer selected by the user.	
Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Leaf	false	
Root	false	
Stereotypes	Interface	
Quality Score	Fair	
Quality Reason	Problem	Suggestion
	Name does not contain glossary terms	Define name as term in glossary
Project Management	Name	Value
	Author	Trivial i2a
	Create Date Time	13-abr-2015 16:39:31
	Last Modified	11-may-2015 1:04:11


## Relationships


chooseAnswer : Usage		
From	GameView	
Description	Sends the user answer to a question.	
Visibility	Unspecified	
Quality Score	Fair	
Quality Reason	Problem	Suggestion
	Name does not contain glossary terms	Define name as term in glossary
Project Management	Name	Value
	Author	Trivial i2a
	Create Date Time	13-abr-2015 16:39:31
	Last Modified	11-may-2015 1:04:11

 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	Trivial i2a
	Create Date Time	13-abr-2015 22:07:23
	Last Modified	11-may-2015 0:32:46

## Relationships

Unnamed Association		
From	Name	Value
	End Model Element	 chooseAnswer
	Provide Property Getter Method	false
	Provide Property Setter Method	false
	Multiplicity	Unspecified
	Visibility	Unspecified
	Aggregation Kind	None
	Navigable	Non Navigable
	Derived	false
	Derived Union	false
	Read Only	false
	Static	false
	Leaf	false


	Type	 chooseAnswer	
	Project Management	<b>Name</b>	<b>Value</b>
		Author	Trivial i2a
		Create Date Time	13-abr-2015 22:42:32
Abstract	false		
Leaf	false		
Visibility	Unspecified		
Quality Score	Good		
Derived	false		
Project Management	<b>Name</b>		<b>Value</b>
	Author		Trivial i2a
	Create Date Time		13-abr-2015 22:42:32
	Last Modified		11-may-2015 0:32:46



## selectPiecePosition

Name	Value	
Description	Gets the position selected by the user.	
Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Leaf	false	
Root	false	
Stereotypes	Interface	
Quality Score	Fair	
Quality Reason	<b>Problem</b>	<b>Suggestion</b>
	Name does not contain glossary terms	Define name as term in glossary
Project Management	<b>Name</b>	<b>Value</b>
	Author	Trivial i2a
	Create Date Time	13-abr-2015 18:07:18
	Last Modified	11-may-2015 1:04:11



## Relationships

selectPiecePosition : Usage		
From	 GameView	
Description	Sends the position of the piece picked by the user.	
Visibility	Unspecified	
Quality Score	Fair	
Quality Reason	Problem	Suggestion
	Name does not contain glossary terms	Define name as term in glossary
Project Management	Name	Value
	Author	Trivial i2a
	Create Date Time	13-abr-2015 18:07:19
	Last Modified	11-may-2015 1:04:11

## selectPiecePosition

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	Trivial i2a
	Create Date Time	13-abr-2015 22:43:00
	Last Modified	11-may-2015 0:32:46

## Relationships



Unnamed Association			
To	Name	Value	
	End Model Element	 N/A	
	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	 N/A	
	Project Management	Name	Value
		Author	Trivial i2a
		Create Date Time	13-abr-2015 22:43:18
Abstract	false		
Leaf	false		
Visibility	Unspecified		
Quality Score	Good		
Derived	false		
Project Management	Name		Value
	Author		Trivial i2a
	Create Date Time		13-abr-2015 22:43:18
	Last Modified		11-may-2015 0:32:46

 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	Trivial i2a
	Create Date Time	13-abr-2015 22:06:58
	Last Modified	11-may-2015 0:32:46

## Relationships

Unnamed Association		
From	<b>Name</b>	<b>Value</b>
	End Model Element	 selectPiecePosition
	Provide Property Getter Method	false
	Provide Property Setter Method	false
	Multiplicity	Unspecified
	Visibility	Unspecified
	Aggregation Kind	None
	Navigable	Non Navigable
	Derived	false
	Derived Union	false
	Read Only	false
	Static	false
	Leaf	false
	Type	 selectPiecePosition
	Project Management	<b>Name</b>
		<b>Value</b>
	Author	Trivial i2a

		Create Date Time	13-abr-2015 22:43:18
Abstract	false		
Leaf	false		
Visibility	Unspecified		
Quality Score	Good		
Derived	false		
Project Management	<b>Name</b>	<b>Value</b>	
	Author	Trivial i2a	
	Create Date Time	13-abr-2015 22:43:18	
	Last Modified	11-may-2015 0:32:46	

## registerNewUser

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	Trivial i2a
	Create Date Time	13-abr-2015 22:43:55
	Last Modified	11-may-2015 0:32:46

## Relationships

Unnamed Association		
To	<b>Name</b>	<b>Value</b>



	End Model Element	✚ N/A	
	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	✚ N/A	
	Project Management	<b>Name</b>	<b>Value</b>
		Author	Trivial i2a
		Create Date Time	13-abr-2015 22:44:26
Abstract	false		
Leaf	false		
Visibility	Unspecified		
Quality Score	Good		
Derived	false		
Project Management	<b>Name</b>	<b>Value</b>	
	Author	Trivial i2a	
	Create Date Time	13-abr-2015 22:44:26	
	Last Modified	11-may-2015 0:32:46	




## registerNewUser

Name	Value
Description	Register a new user in the game.
Active	false
Business Key Mutable	true
Business Model	false
Visibility	public

Leaf	false	
Root	false	
Stereotypes	Interface	
Quality Score	Fair	
Quality Reason	<b>Problem</b>	<b>Suggestion</b>
	Name does not contain glossary terms	Define name as term in glossary
Project Management	<b>Name</b>	<b>Value</b>
	Author	Trivial i2a
	Create Date Time	13-abr-2015 18:36:42
	Last Modified	11-may-2015 1:04:11

## Relationships



registerNewUser : Usage		
From	 GameView	
Description	Sends new user data to the controller.	
Visibility	Unspecified	
Quality Score	Fair	
Quality Reason	<b>Problem</b>	<b>Suggestion</b>
	Name does not contain glossary terms	Define name as term in glossary
Project Management	<b>Name</b>	<b>Value</b>
	Author	Trivial i2a
	Create Date Time	13-abr-2015 18:36:50
	Last Modified	11-may-2015 1:04:11

 **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	Trivial i2a
	Create Date Time	13-abr-2015 22:44:20
	Last Modified	11-may-2015 0:32:46

## Relationships


Unnamed Association		
From	<b>Name</b>	<b>Value</b>
	End Model Element	 registerNewUser
	Provide Property Getter Method	false
	Provide Property Setter Method	false
	Multiplicity	Unspecified
	Visibility	Unspecified
	Aggregation Kind	None
	Navigable	Non Navigable
	Derived	false
	Derived Union	false
	Read Only	false
	Static	false
	Leaf	false
	Type	 registerNewUser
	Project Management	<b>Name</b>
		<b>Value</b>
		Author
		Trivial i2a
		Create Date Time
		13-abr-2015 22:44:26
Abstract	false	
Leaf	false	
Visibility	Unspecified	
Quality Score	Good	

Derived	false	
Project Management	<b>Name</b>	<b>Value</b>
	Author	Trivial i2a
	Create Date Time	13-abr-2015 22:44:26
	Last Modified	11-may-2015 0:32:46

## GameStats

Name	Value	
Description	This is the module of the view in charge of displaying the game stats	
Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Abstract	false	
Leaf	false	
Root	false	
Quality Score	Very Bad	
Quality Reason	<b>Problem</b>	<b>Suggestion</b>
	Name does not contain glossary terms	Define name as term in glossary
	Model element without any relationship	Connect model element with relationship
Indirectly Instantiated	true	
Project Management	<b>Name</b>	<b>Value</b>
	Author	Trivial i2a
	Create Date Time	13-abr-2015 21:59:04
	Last Modified	11-may-2015 0:32:46

## Children

Name	Description
 getStats	


## Ports


Name	Description
 getStats	

 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	Trivial i2a
	Create Date Time	13-abr-2015 22:05:03
	Last Modified	11-may-2015 0:32:46

## Relationships

Unnamed Association		
From	Name	Value
	End Model Element	 getStats
	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	 getStats	
	Project Management	<b>Name</b>	<b>Value</b>
		Author	Trivial i2a
		Create Date Time	13-abr-2015 22:41:10
Abstract	false		
Leaf	false		
Visibility	Unspecified		
Quality Score	Good		
Derived	false		
Project Management	<b>Name</b>	<b>Value</b>	
	Author	Trivial i2a	
	Create Date Time	13-abr-2015 22:41:10	
	Last Modified	11-may-2015 0:32:46	

## getStats

Name	Value	
Description	Gets the stats of the game.	
Active	false	
Business Key Mutable	true	
Business Model	false	
Visibility	public	
Leaf	false	
Root	false	
Stereotypes	Interface	
Quality Score	Fair	
Quality Reason	<b>Problem</b>	<b>Suggestion</b>
	Name does not contain glossary terms	Define name as term in glossary

Project Management	Name	Value
	Author	Trivial i2a
	Create Date Time	13-abr-2015 18:37:57
	Last Modified	11-may-2015 1:04:11

## Relationships



getStats : Usage		
From	 GameView	
Description	Requests game stats.	
Visibility	Unspecified	
Quality Score	Fair	
Quality Reason	Problem	Suggestion
	Name does not contain glossary terms	Define name as term in glossary
Project Management	Name	Value
	Author	Trivial i2a
	Create Date Time	13-abr-2015 18:38:31
	Last Modified	11-may-2015 1:04:11

## getStats

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	Trivial i2a
	Create Date Time	13-abr-2015 22:08:08
	Last Modified	11-may-2015 0:32:46

## Relationships

Unnamed Association			
To	Name	Value	
	End Model Element	 N/A	
	Provide Property Getter Method	false	
	Provide Property Setter Method	false	
	Multiplicity	Unspecified	
	Visibility	Unspecified	
	Aggregation Kind	None	
	Navigable	Non Navigable	
	Derived	false	
	Derived Union	false	
	Read Only	false	
	Static	false	
	Leaf	false	
	Type	 N/A	
	Project Management	Name	Value
		Author	Trivial i2a
		Create Date Time	13-abr-2015 22:41:10
Abstract	false		
Leaf	false		
Visibility	Unspecified		
Quality Score	Good		
Derived	false		
Project Management	Name		Value
	Author		Trivial i2a
	Create Date Time		13-abr-2015 22:41:10
	Last Modified		11-may-2015 0:32:46