UML for NexaPlay

Team Members:
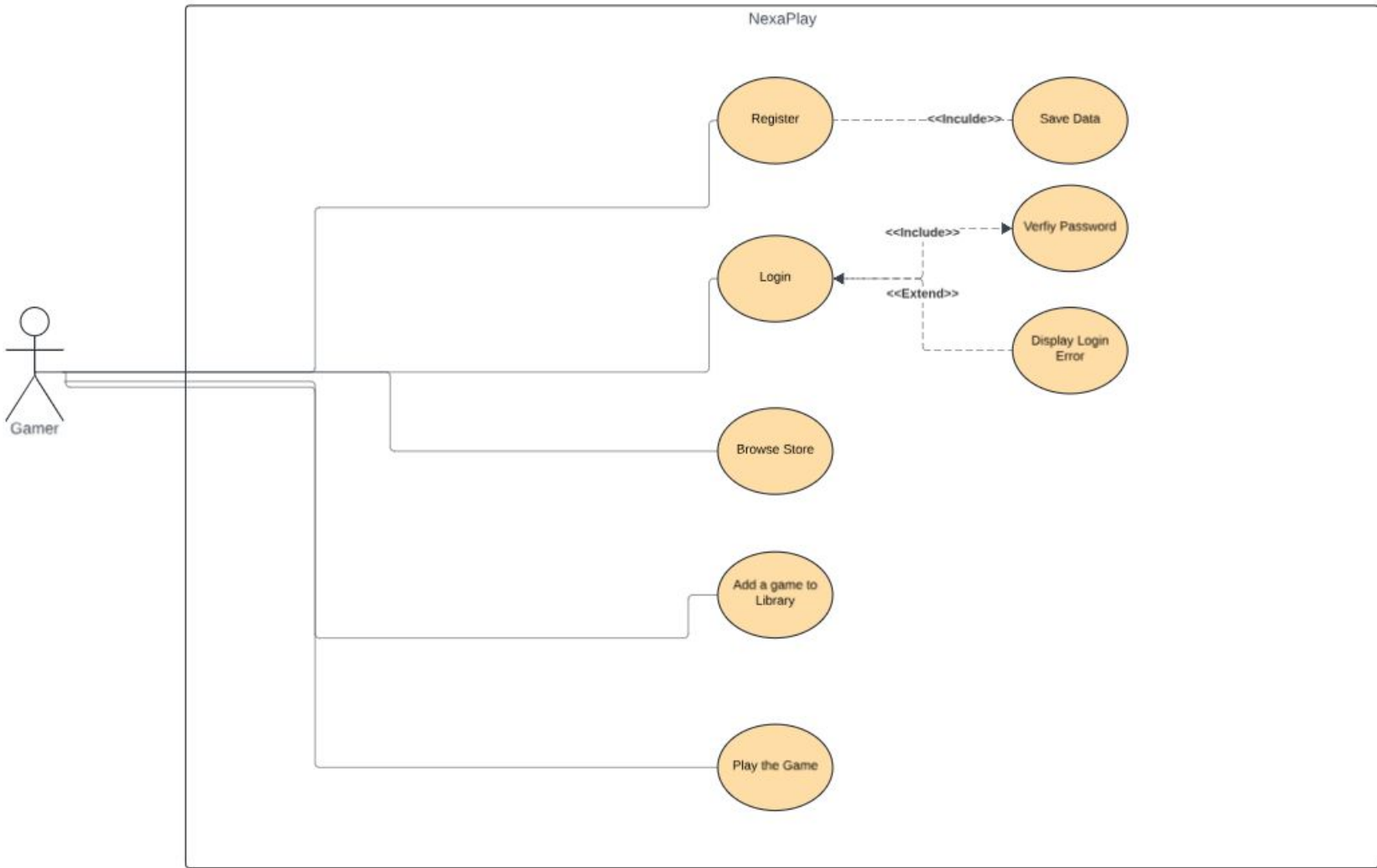Bassel Ashraf 221101208
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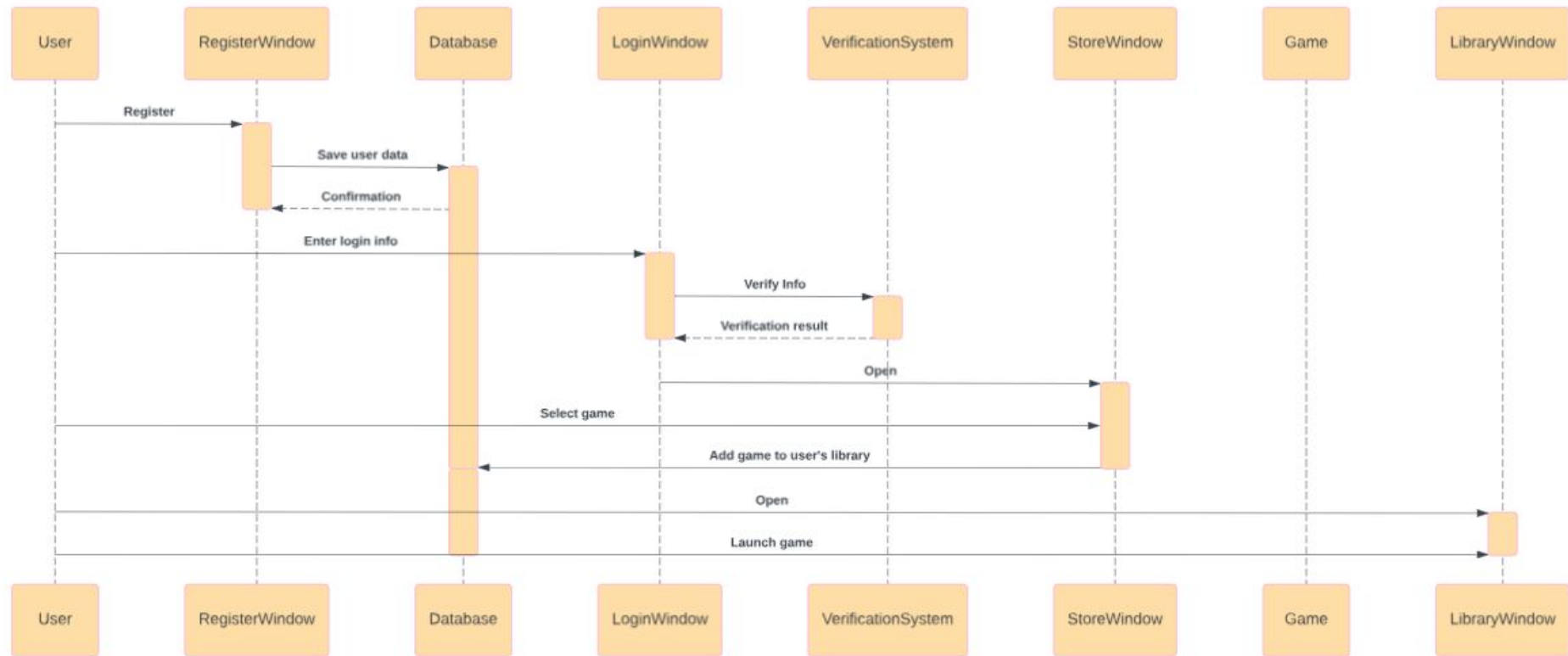
Use Case Diagram

Sequence Diagram

Sequence diagram participants: User, RegisterWindow, Database, LoginWindow, VerificationSystem, StoreWindow, Game, LibraryWindow

- User → RegisterWindow: Register
- RegisterWindow → Database: Save user data
- Database ⇢ RegisterWindow: Confirmation
- User → LoginWindow: Enter login info
- LoginWindow → VerificationSystem: Verify Info
- VerificationSystem ⇢ LoginWindow: Verification result
- LoginWindow → StoreWindow: Open
- User → StoreWindow: Select game
- StoreWindow → Database: Add game to user's library
- User → LibraryWindow: Open
- User → LibraryWindow: Launch game

Class Diagram

RegisterPage

+email: string
+username: string
+password: string

+registerUser(): User

Navigation

StoreTab

+games: Game

+addToLibrary(game: Game): void

LibraryTab

+games: Game

+playGame(game: Game): void

User

+email: string
+username: string
+password: string
+library: Game

LoginPage

+username: string
+password: string

+login(): User

Game

+name: string
+icon: Image

+run(): void

Navigation

NexaPlay

+store: Game
+library: Game

+addGameToLibrary(game: Game): void
+launchGame(game: Game): void