High Level Design

A diagram of a computer system

AI-generated content may be incorrect.

User -> Bucstop -> Gateway -> [Game Service]

Flow

 User initiates an action on Bucstop (e.g., load Tetris).

 Bucstop controller formats a request and sends it to Gateway.

 Gateway routes the request to the correct game module.

 Game module processes the request and returns relevant gameinfo.

 Gateway forwards this data back to Bucstop.

 Bucstop renders data on the frontend.

**1. Bucstop (Client Interface)**

* **Technologies:** HTML, CSS, JavaScript
* **Purpose:** Main user interface for interacting with the platform
* **Subcomponents:**
  + views: Frontend templates
  + Controllers: Handle user requests
  + gameinfo model: Data model representing game state/info
  + json: Handles data formatting
  + program.cs: Likely the entry point or backend logic (suggests .NET/C#)

**2. Gateway (API Router)**

* **Role:** Acts as the intermediary between Bucstop and the game modules
* **Responsibilities:**
  + Receives GET requests from Bucstop
  + Forwards those requests to the appropriate game module (Tetris, Snake, Pong)
  + Aggregates and returns game data
* **Components:**
  + Controller: Orchestrates communication
  + gameinfo model: Stores or forwards game-specific data

**3. Game Modules (Tetris, Snake, Pong)**

* **Each includes:**
  + controller: Handles logic and API interactions
  + gameinfo model: Maintains specific game state or metadata
* **Purpose:** Isolated microservices that provide game-specific data