# Architectural diagram

Erik Box Games
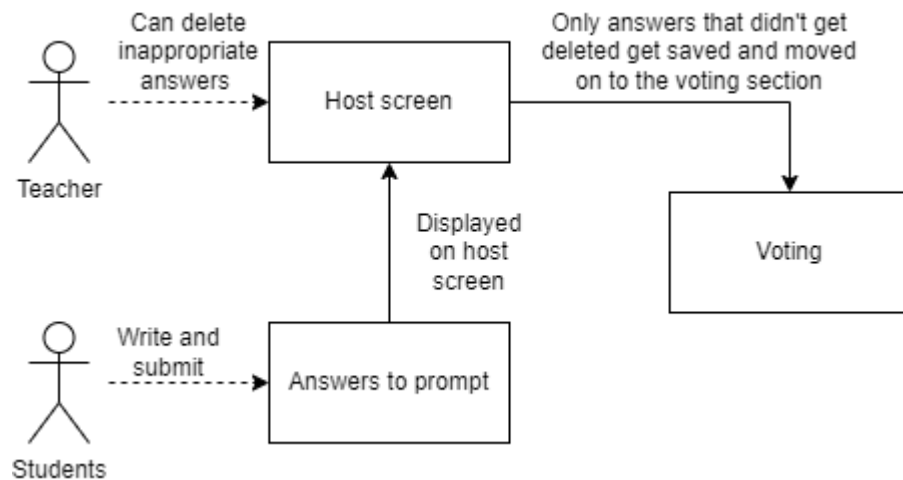Curtis Melton, Nick Parkman, Bryan Snyder, Alysha McCullough, Clark Rabe

1. Focus on the user stories already submitted, and detail the data flow diagrams/ architectural diagrams/ Functional Block diagram for each user story. (Example in the attached document). You can sketch them or use tools to make them.

There are 4 users: Teacher, student, host, and player. Oftentimes the teacher is the host and the students are the players, but this isn't always the case and the two may have different stories. We also want to focus on functions, so some previous stories were removed.
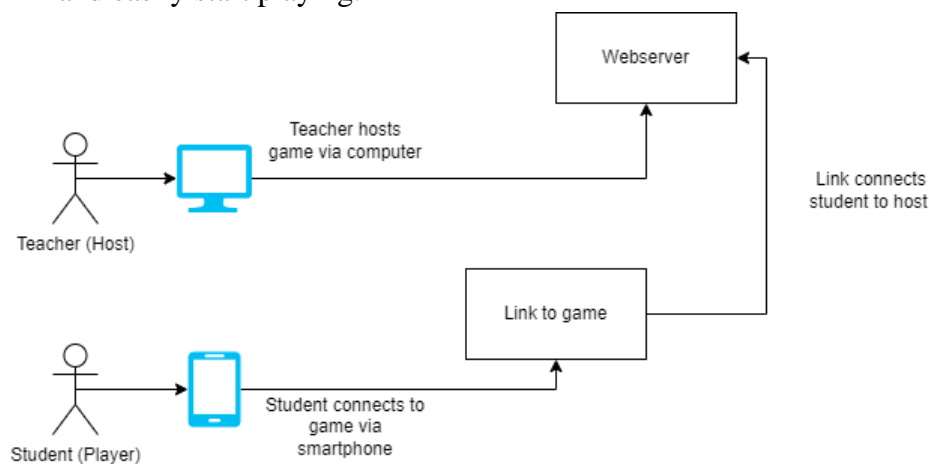
> U1. As a teacher, I want nicknames to be school appropriate so that I don't get in trouble.
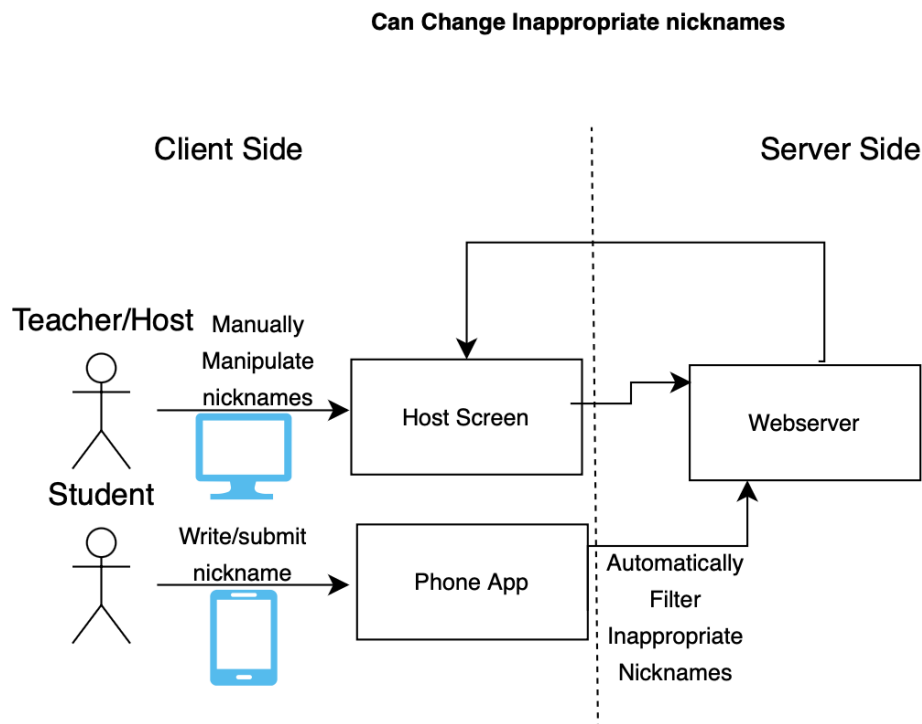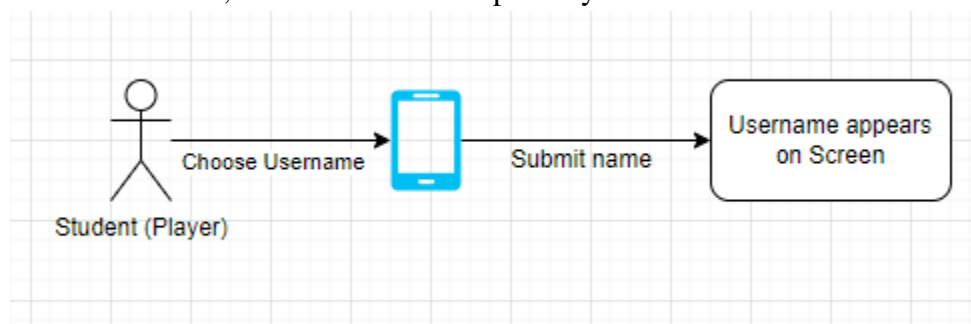

U2. As a teacher, I want to be able to disqualify an answer if it doesn't make sense/fit the prompt so that students can't just put down something funny that doesn't relate to the prompt in order to win.

Can delete
inappropriate
answers
Teacher

Host screen

Only answers that didn't get
deleted get saved and moved
on to the voting section

Displayed
on host
screen

Voting

Write and
submit
Students

Answers to prompt

U3. As a teacher, I want to easily distribute the game to the students so we can quickly
and easily start playing.

Webserver

Teacher hosts
game via computer

Teacher (Host)

Link connects
student to host

Link to game

Student connects to
game via
smartphone

Student (Player)

U4. As a student, I want to be able to pick my own username so that I can be anonymous.

Student (Player)

Choose Username
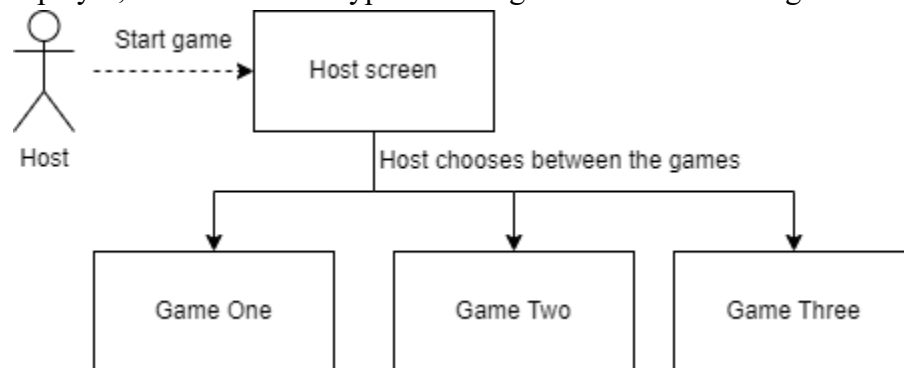
Submit name

Username appears
on Screen

U5. As a student, I want to be able to quickly and easily access the game on my phone.
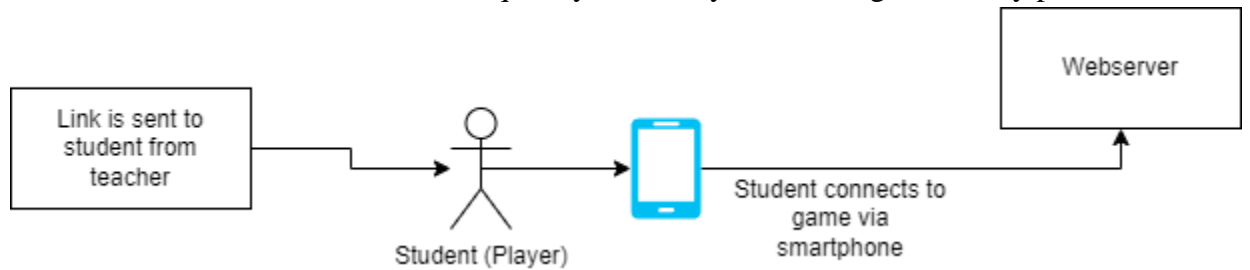
U6. As a host, I want the players to quickly and easily join the game session so we can start with as little hassle as possible
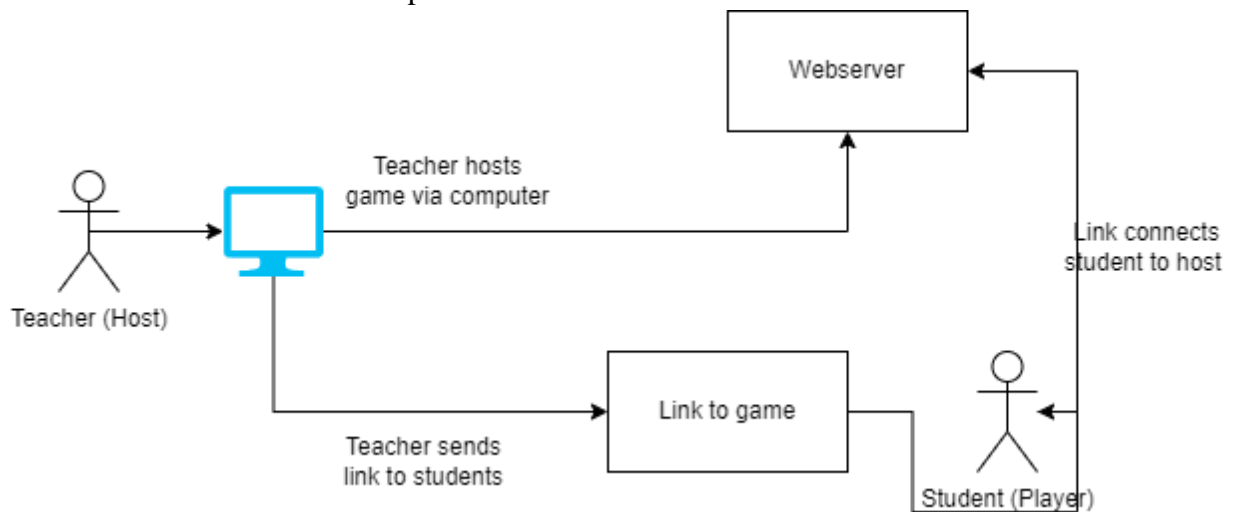
U7. As a player, I want different types of minigames so that I don't get bored of one.

U8. As a player, I want a scoreboard so that I can prove how great I am.