

Detailed Design Documentation

Team Members	
Name	Email
Damiano Carrioli	carrioli@usc.edu
Chris Pack	cpack@usc.edu
Eric Yihan Chen	ericyihc@usc.edu
Anant Chandra	anantcha@usc.edu

Hardware Requirements

- Laptop/desktop computer (2 required for multiplayer)
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Software Requirements

- MacOS (Sierra or above) / Windows 10 or above

Database Schema

(Changes: Used a json file instead of SQL)

- Usernames (table)
- Passwords (table)
- Scores (table)

Events will have these columns:

- Event ID, Type, visibility, title, week, day, month, year, start time, end time, location, img, contact, host, description, participation, Participants, Chat Messages

(Changes: no first name or last name, only the username)

Time will have these columns:

- User ID, type, fname, lname, username

Data will have these columns:

- User ID, type, fname, lname, username

User will have these columns:

- User ID, type, fname, lname, username

Methods and Variables

Event: This class contains all of the different pieces of information related to the event.
Information to create it and identify it in its event window (and later be able to edit it), information to connect with users viewing it.

Rocket
<ul style="list-style-type: none">- int xPos- int yPos- int xSpeed- int ySpeed- boolean crashed
<ul style="list-style-type: none">+ int getPositionX()+ int getPositionY()+ void display()+ void run()+ void gravity()+ void accelerate() (Change: accelerate not implemented, already have gravity)+ int getScore()

Background
<ul style="list-style-type: none">- int backImgNum- int frontImgNum
<ul style="list-style-type: none">+ void chooseBackground(int BackImgNum)+ void chooseFrontground(int FrontImgNum)

Music
<ul style="list-style-type: none">- int backMusicNum
<ul style="list-style-type: none">+ void chooseBackMusic(int BackMusicNum)

(Changes: ArrayList holds all scores, but only displays top 5)

LeaderBoard
<ul style="list-style-type: none">- ArrayList<String>(5)- ArrayList<String>(5)- Map<Name, Score>- Boolean newHighScore- Int rank
<ul style="list-style-type: none">+ Int getRank()+ Boolean ScoreBeaten()+ Void setNewLeader()+ Void setNewScore()+ Void mapPersonToScore()

Name
<ul style="list-style-type: none">- String fname- String lname
<ul style="list-style-type: none">+ String getFname()+ void setFname(fname)+ String getLname()+ void setLname(String lname)+ void seFname(String fname)

(Changes: does not use email)

Verification
<ul style="list-style-type: none">- String fname- String lname- String email- String password- Boolean isValid
<ul style="list-style-type: none">+ Boolean Valid(String email, String Password)+ Void ForwardToAccount(Boolean isValid)

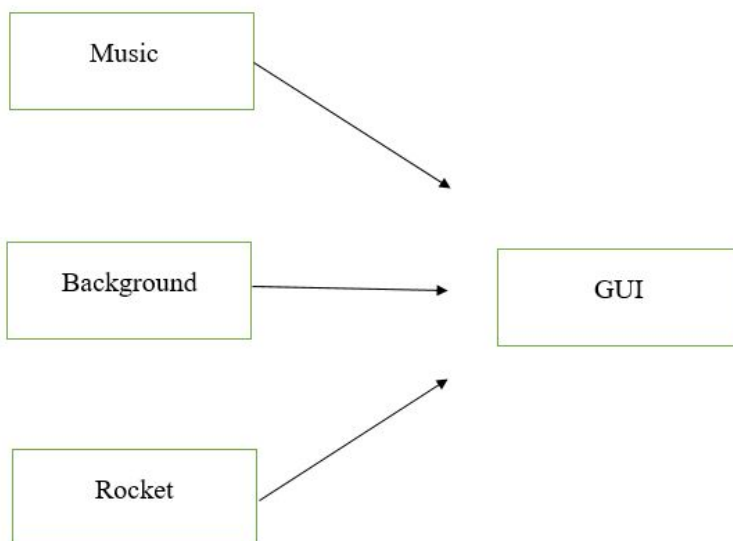
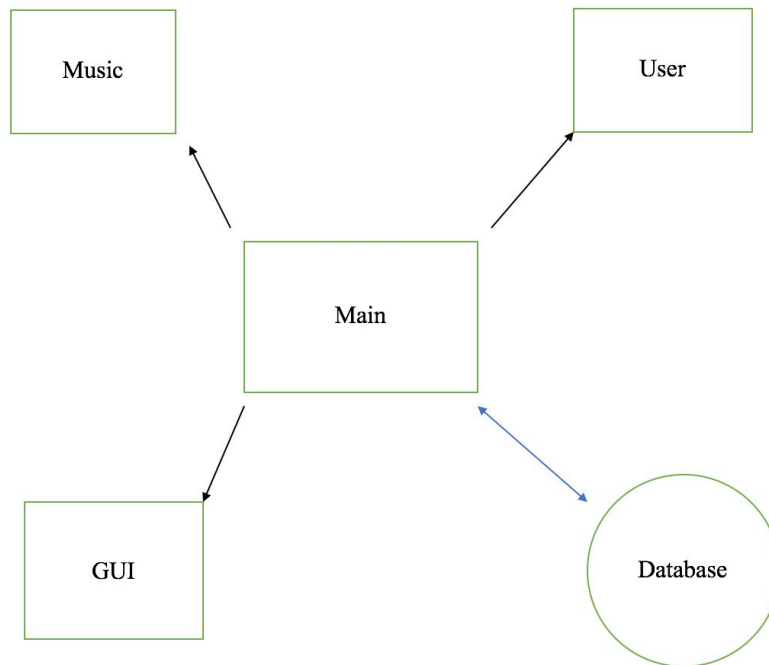
(Changes: Do not use email)

Sign Up
<ul style="list-style-type: none">- String fname- String lname- String email- String password- String username- Boolean isValid
<ul style="list-style-type: none">+ Boolean Valid(String email, String Password)+ Boolean Taken(String username)+ Void ForwardToAccount(Boolean isValid)

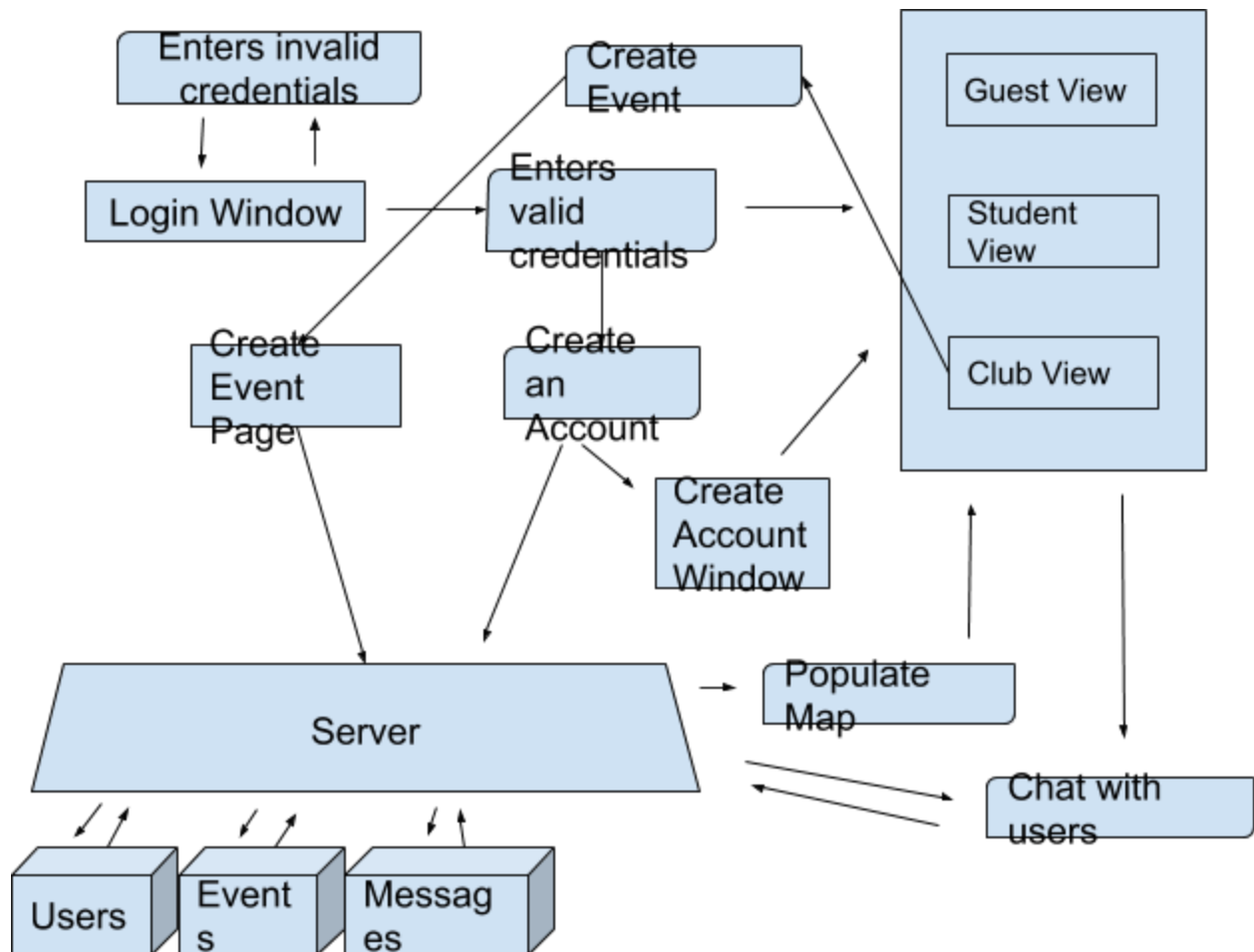
(Changes: Does not use email)

Login
<ul style="list-style-type: none">- String email- String password- Boolean isValid
<ul style="list-style-type: none">+ Boolean Valid(String email, String Password)+ Void ForwardToAccount(Boolean isValid)

Class Inheritance

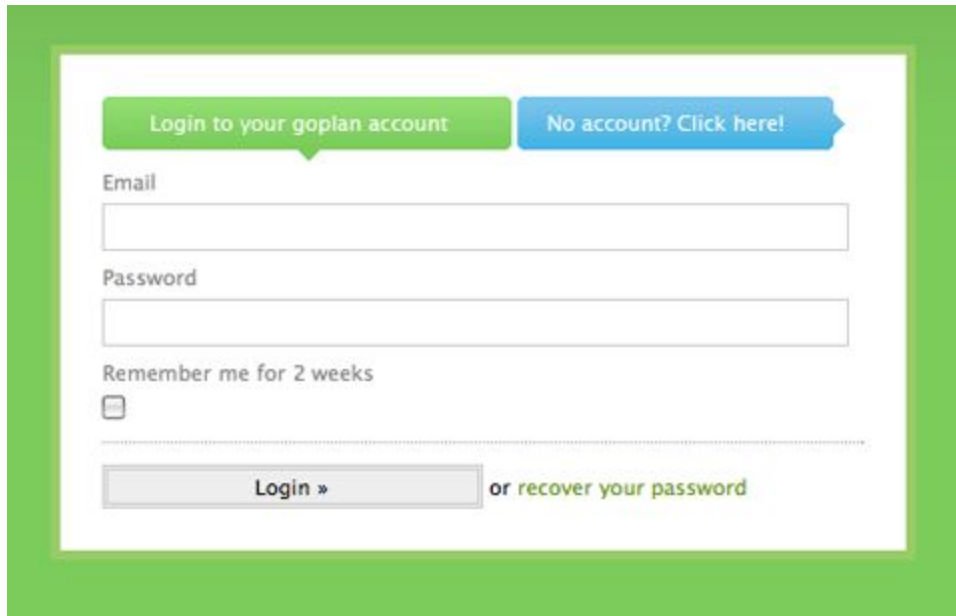


Flow Chart



GUI Mockup

Login & Signup Page:



A GUI mockup for a login and signup page. The page is enclosed in a green border. At the top, there are two buttons: a green button labeled "Login to your goplan account" and a blue button labeled "No account? Click here!". Below these buttons are two input fields: "Email" and "Password". Under the "Password" field is a checkbox labeled "Remember me for 2 weeks". At the bottom, there is a grey button labeled "Login »" followed by the text "or recover your password" in green.

Login to your goplan account No account? Click here!

Email

Password

Remember me for 2 weeks

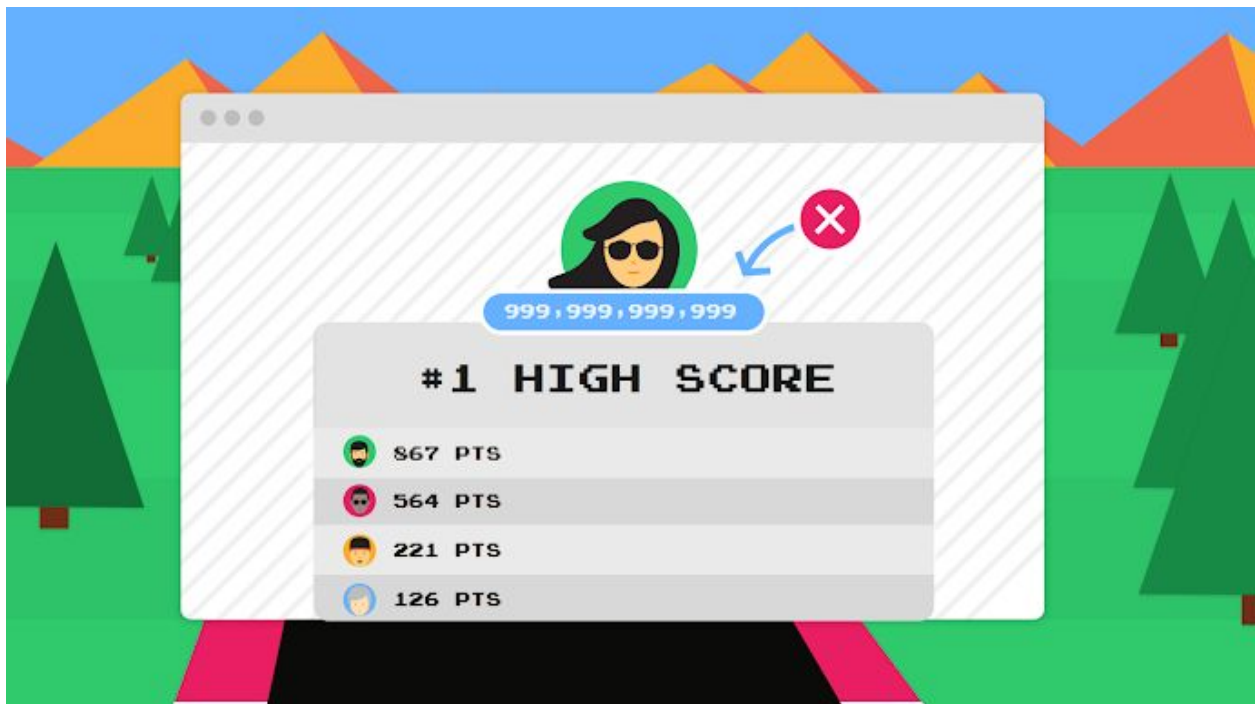
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Login » or recover your password

Game page



Leaderboard Page



Install latest version of Eclipse

Open Terminal and type:

- `git clone https://github.com/ChrisUSC/201FinalProject.git`
- Import 201FinalProject in Eclipse as a new project
- Run the main program