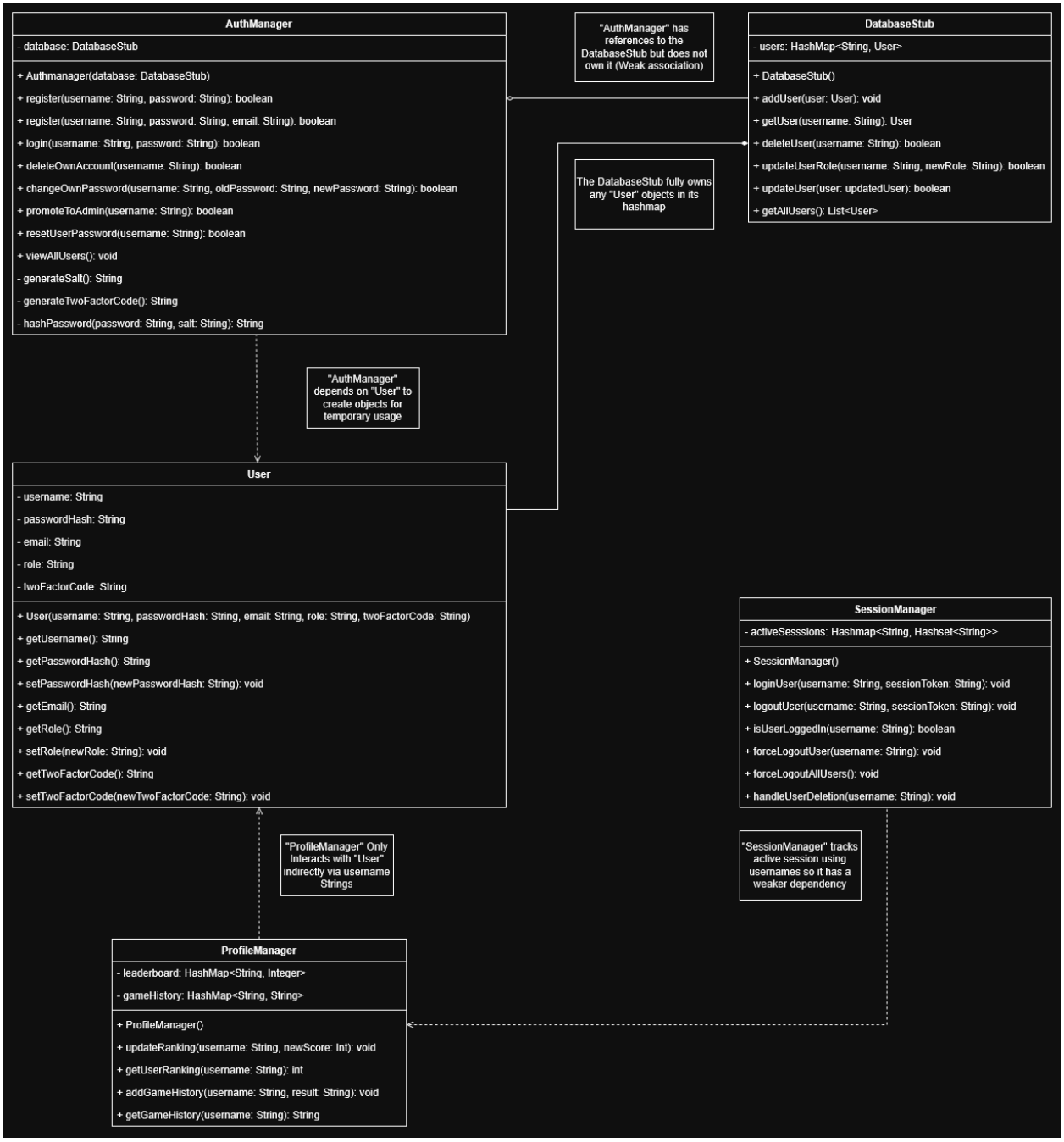
Focuses on reviewing diagrams, structure, and core system design.
Planning Analysis Sub-Team.

Files under review:

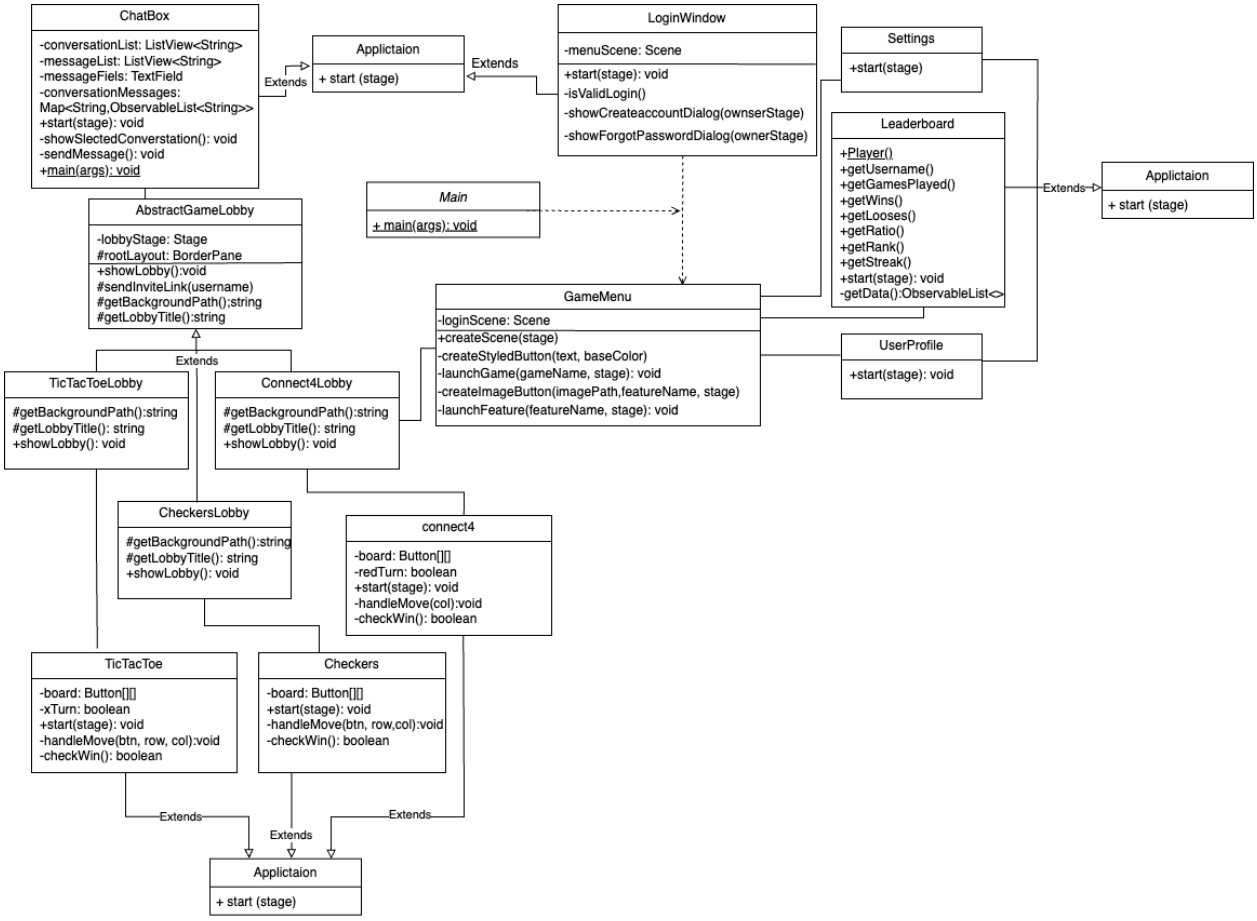
- ★ Class Structure Diagrams
  - Authentication design
  - Gamelogic design
  - Leaderboard design
  - Networking design
  - Matchmaking designs
  - GUI designs
- ★ Use Case Diagrams
  - Authentication design
  - Gamelogic designs
  - Leaderboard design
  - Networking design
  - GUI designs
- ★ Use Case Descriptions
  - Platform design
  - Authentication design
  - Profile design
  - Leaderboard design
  - Networking design
  - Gamelogic Designs
- ★ UI mockups
  - Platform design
  - Authentication design
  - Profile design
  - Leaderboard design
  - Networking design
  - Gamelogic Designs

Class Structure Diagrams

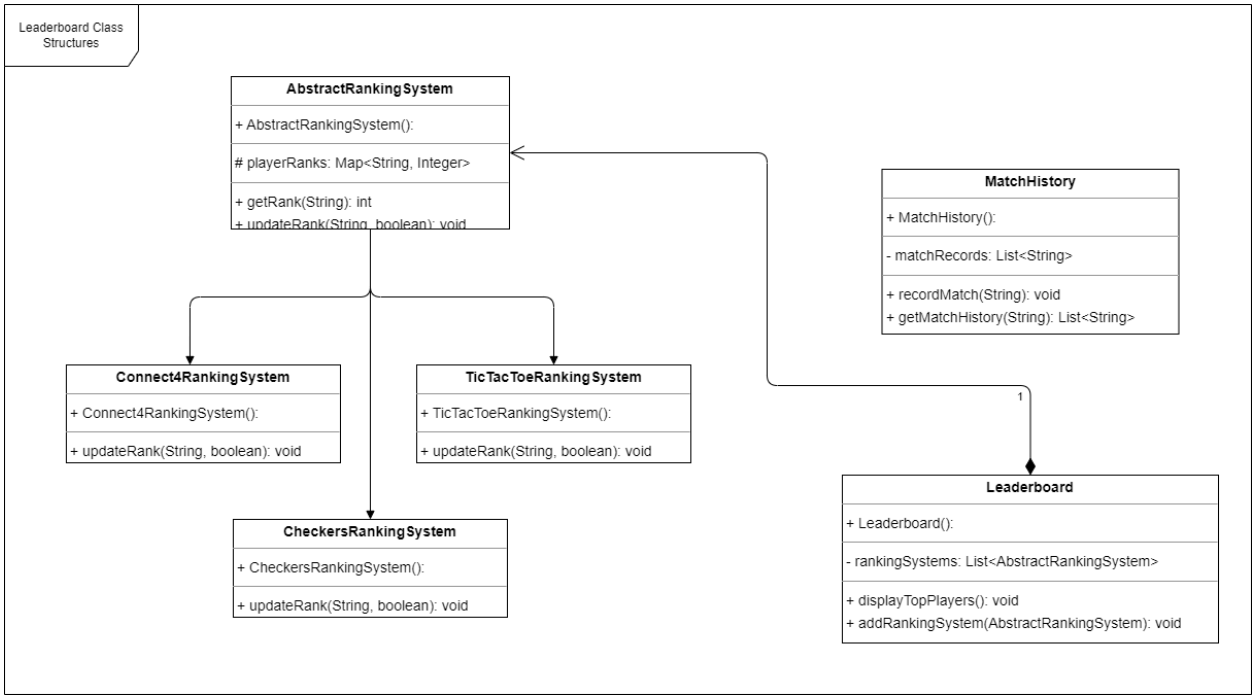
Authentication design:



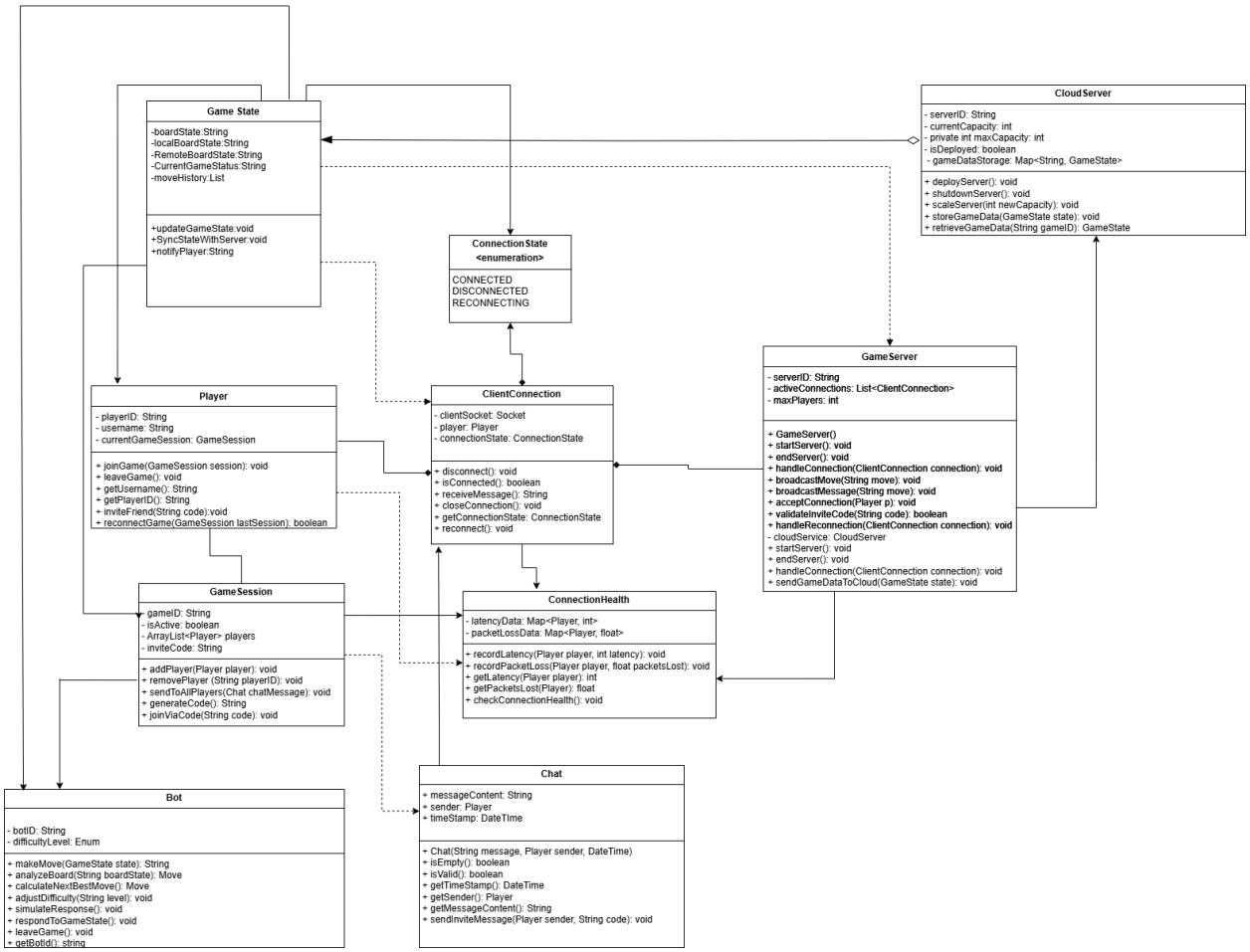
Gamelogic Designs



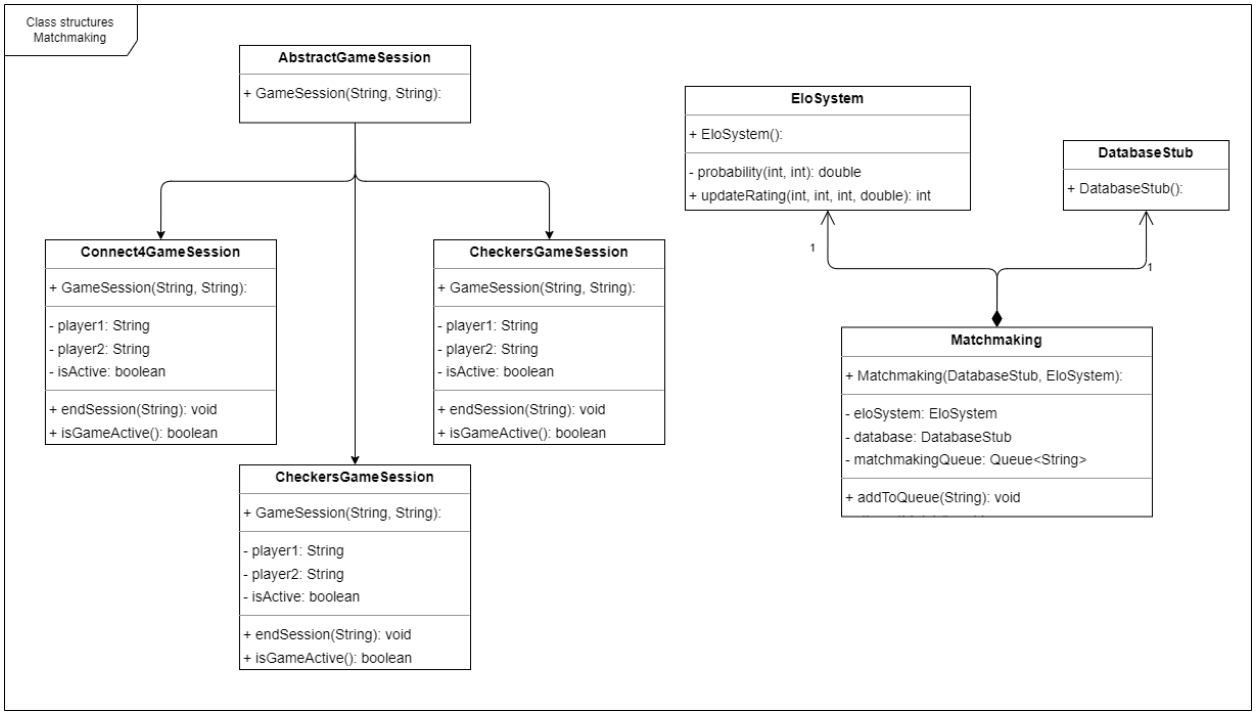
Leaderboard design



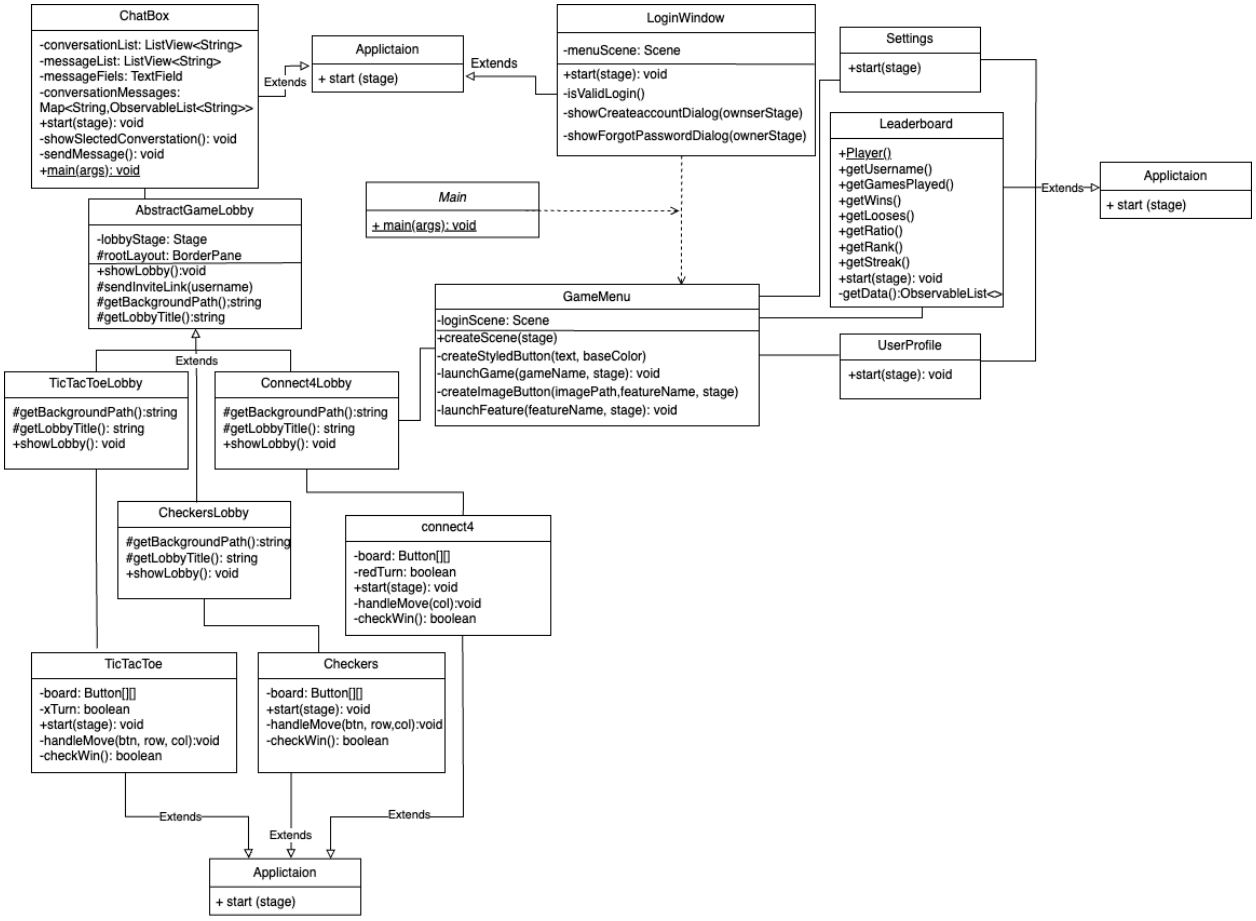
Networking design



Matchmaking Designs

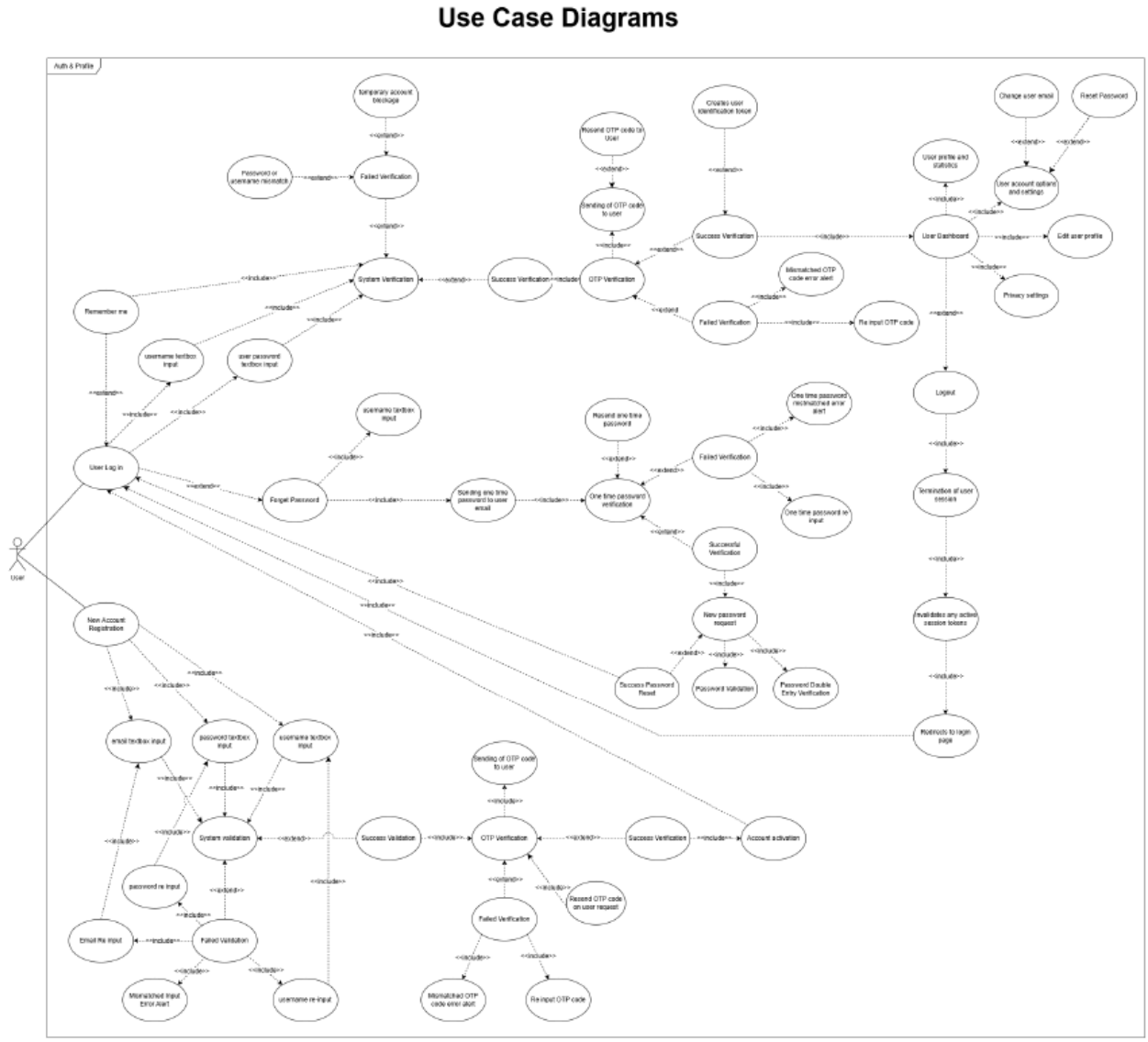


GUI designs


ChatBox
-conversationList: ListView<String>
-messageList: ListView<String>
-messageFiels: TextField
-conversationMessages: Map<String,ObservableList<String>>
+start(stage): void
-showSlectedConverstation(): void
-sendMessage(): void
+main(args): void
Extends
Applictaion
+ start (stage)
Extends
LoginWindow
-menuScene: Scene
+start(stage): void
-isValidLogin()
-showCreateaccountDialog(ownserStage)
-showForgotPasswordDialog(ownerStage)
Settings
+start(stage)
Leaderboard
+Player()
+getUsername()
+getGamesPlayed()
+getWins()
+getLooses()
+getRatio()
+getRank()
+getStreak()
+start(stage): void
-getData():ObservableList<>
Extends
Applictaion
+ start (stage)
Main
+ main(args): void
AbstractGameLobby
-lobbyStage: Stage
#rootLayout: BorderPane
+showLobby():void
#sendInviteLink(username)
#getBackgroundPath();string
#getLobbyTitle():string
GameMenu
-loginScene: Scene
+createScene(stage)
-createStyledButton(text, baseColor)
-launchGame(gameName, stage): void
-createImageButton(imagePath,featureName, stage)
-launchFeature(featureName, stage): void
UserProfile
+start(stage): void
Extends
TicTacToeLobby
#getBackgroundPath():string
#getLobbyTitle(): string
+showLobby(): void
Connect4Lobby
#getBackgroundPath():string
#getLobbyTitle(): string
+showLobby(): void
CheckersLobby
#getBackgroundPath():string
#getLobbyTitle(): string
+showLobby(): void
connect4
-board: Button[][]
-redTurn: boolean
+start(stage): void
-handleMove(col):void
-checkWin(): boolean
TicTacToe
-board: Button[][]
-xTurn: boolean
+start(stage): void
-handleMove(btn, row, col):void
-checkWin(): boolean
Checkers
-board: Button[][]
+start(stage): void
-handleMove(btn, row,col):void
-checkWin(): boolean
Extends
Extends
Extends
Applictaion
+ start (stage)

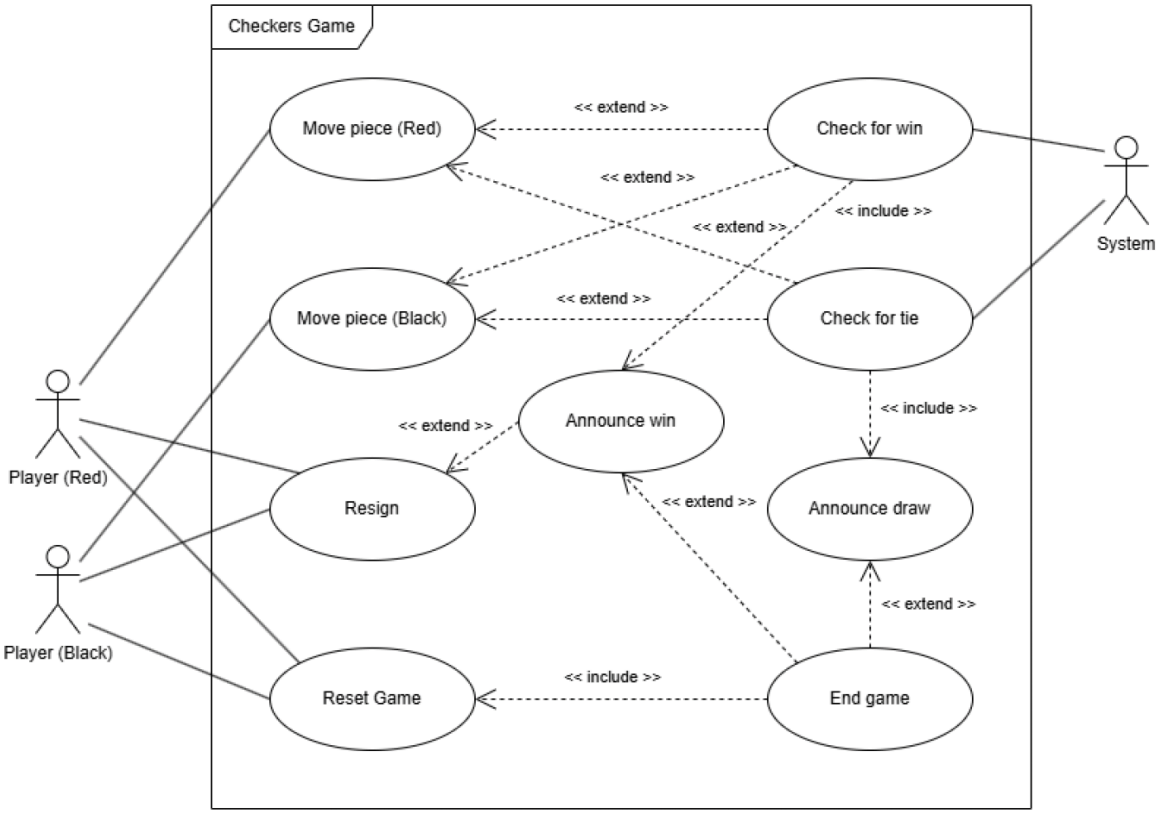
Use Case Diagrams

Authentication design:



Gamelogic design

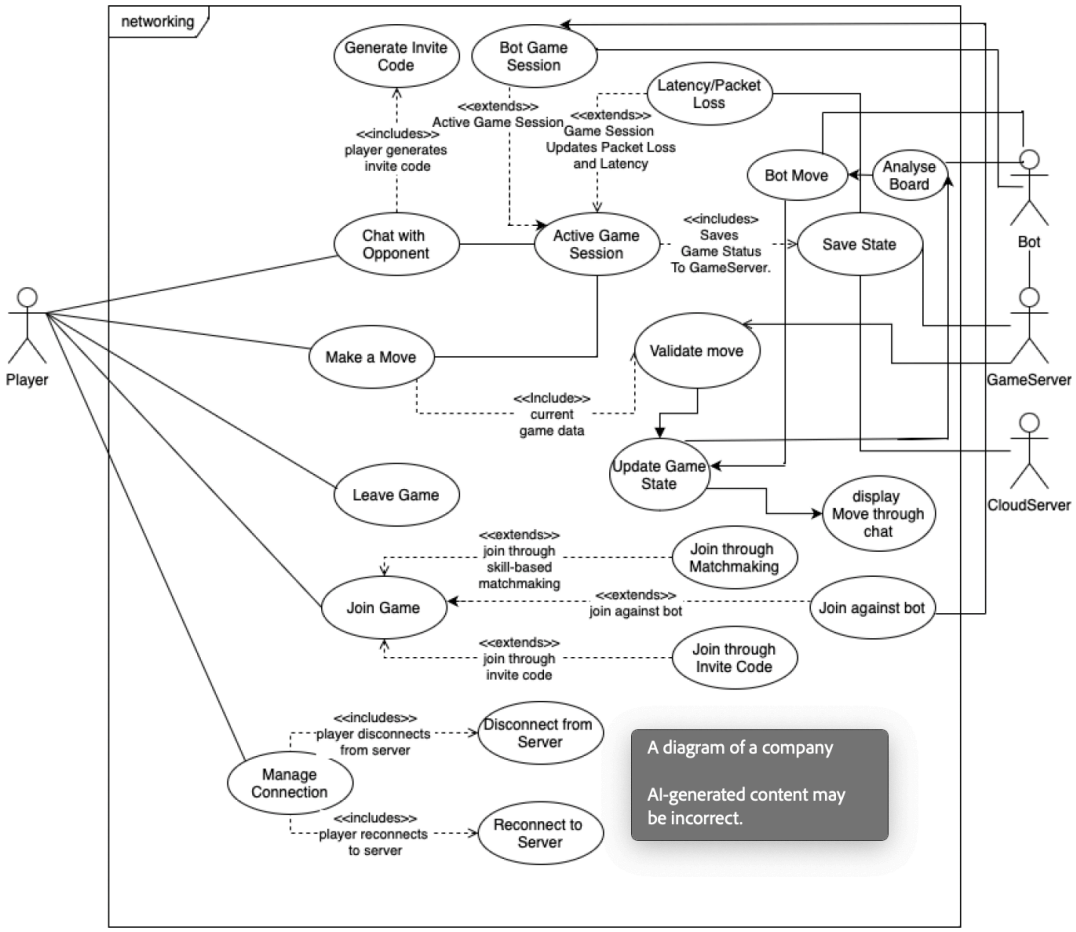
USE CASE DIAGRAM AND DESCRIPTIONS - CHECKERS



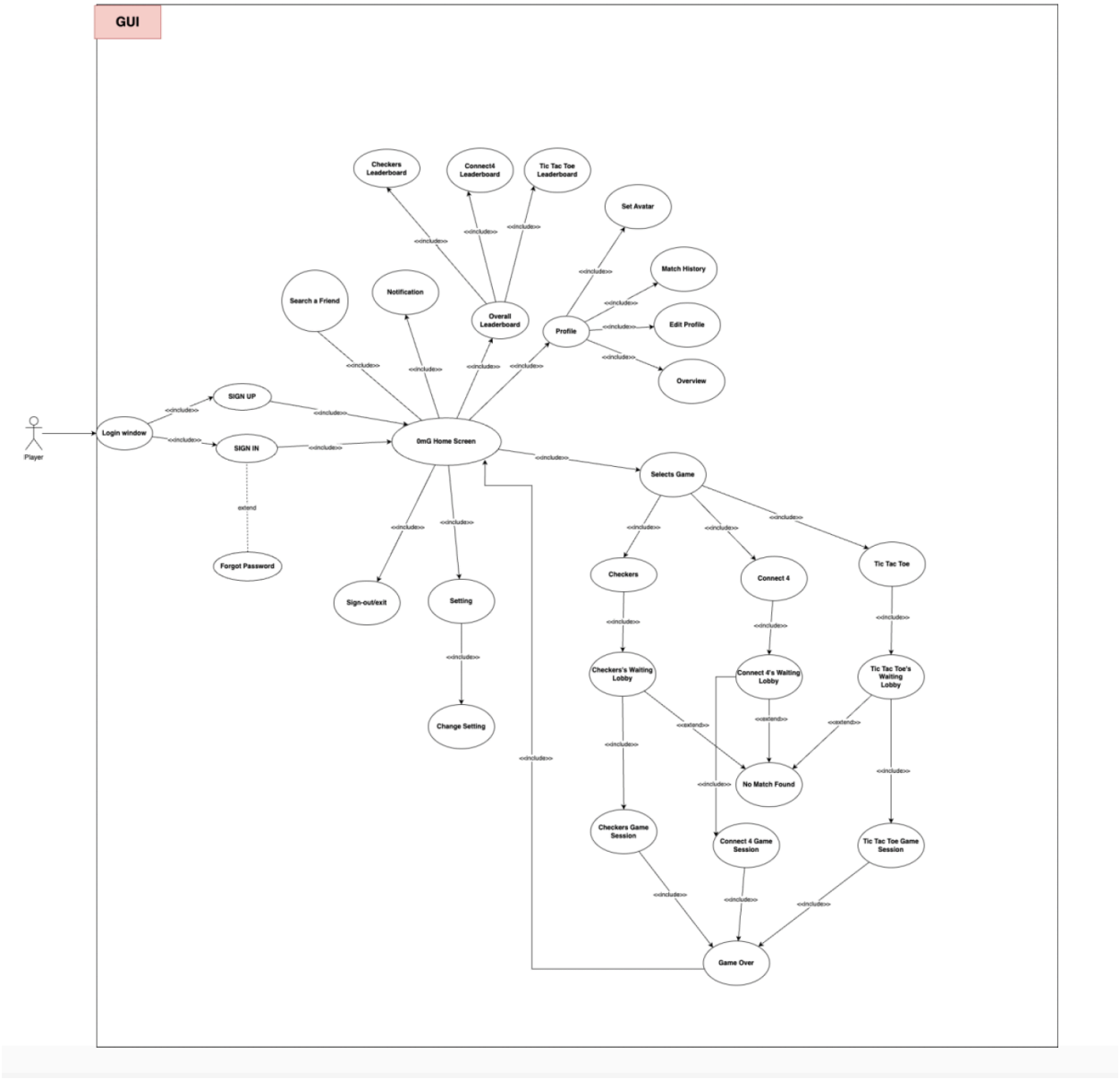
Leaderboard design

Networking design

Use Case Diagram:



GUI designs


GUI
Checkers Leaderboard
Connect4 Leaderboard
Tic Tac Toe Leaderboard
Set Avatar
Match History
Edit Profile
Overview
Search a Friend
Notification
Overall Leaderboard
Profile
SIGN UP
Login window
SIGN IN
Player
Forgot Password
0mG Home Screen
Sign-out/exit
Setting
Change Setting
Selects Game
Checkers
Connect 4
Tic Tac Toe
Checkers's Waiting Lobby
Connect 4's Waiting Lobby
Tic Tac Toe's Waiting Lobby
No Match Found
Checkers Game Session
Connect 4 Game Session
Tic Tac Toe Game Session
Game Over
«include»
«extend»
extend

Use Case Descriptions

UI Designs