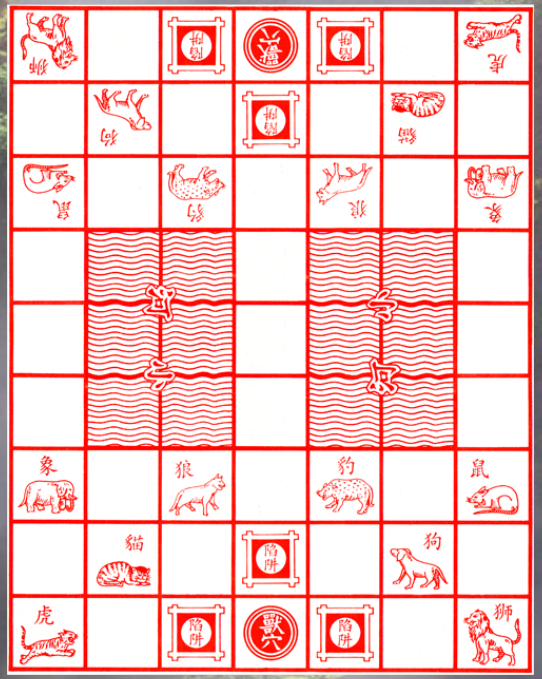
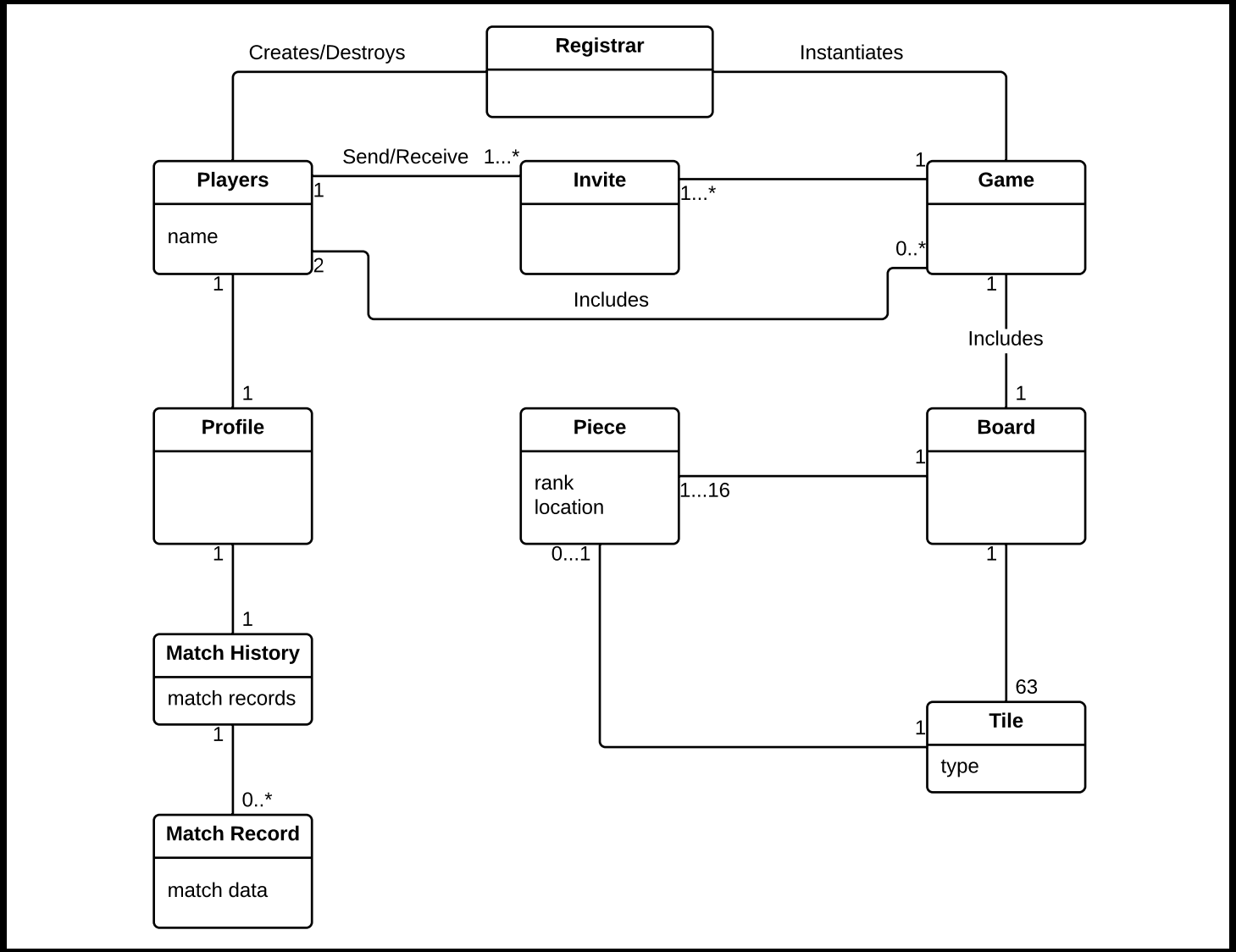
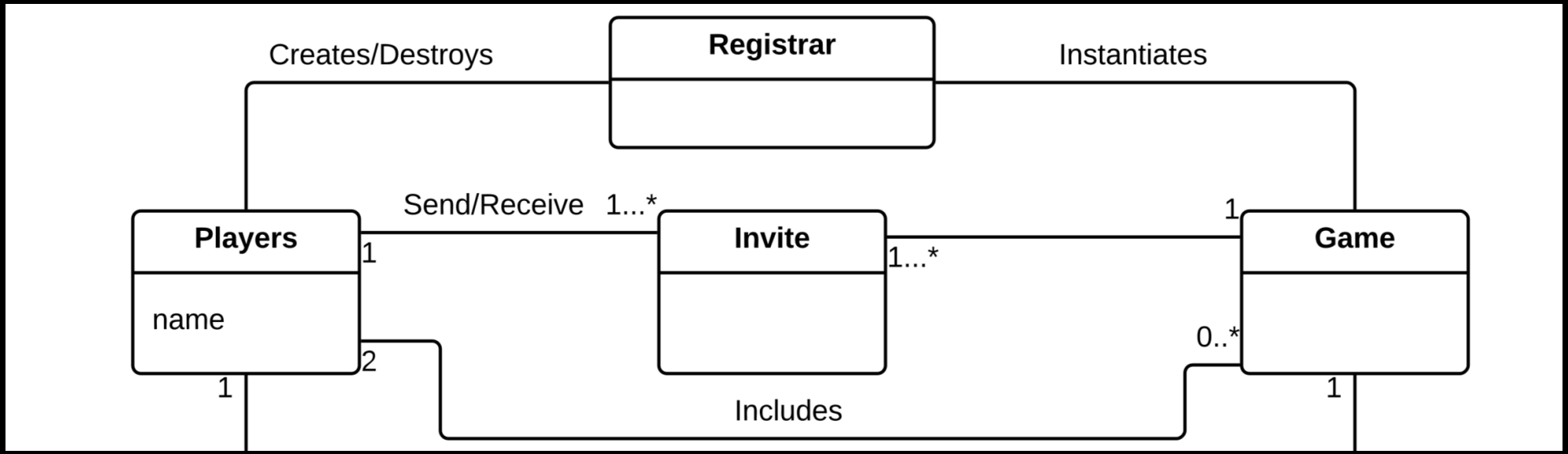
Jungle: Domain Model

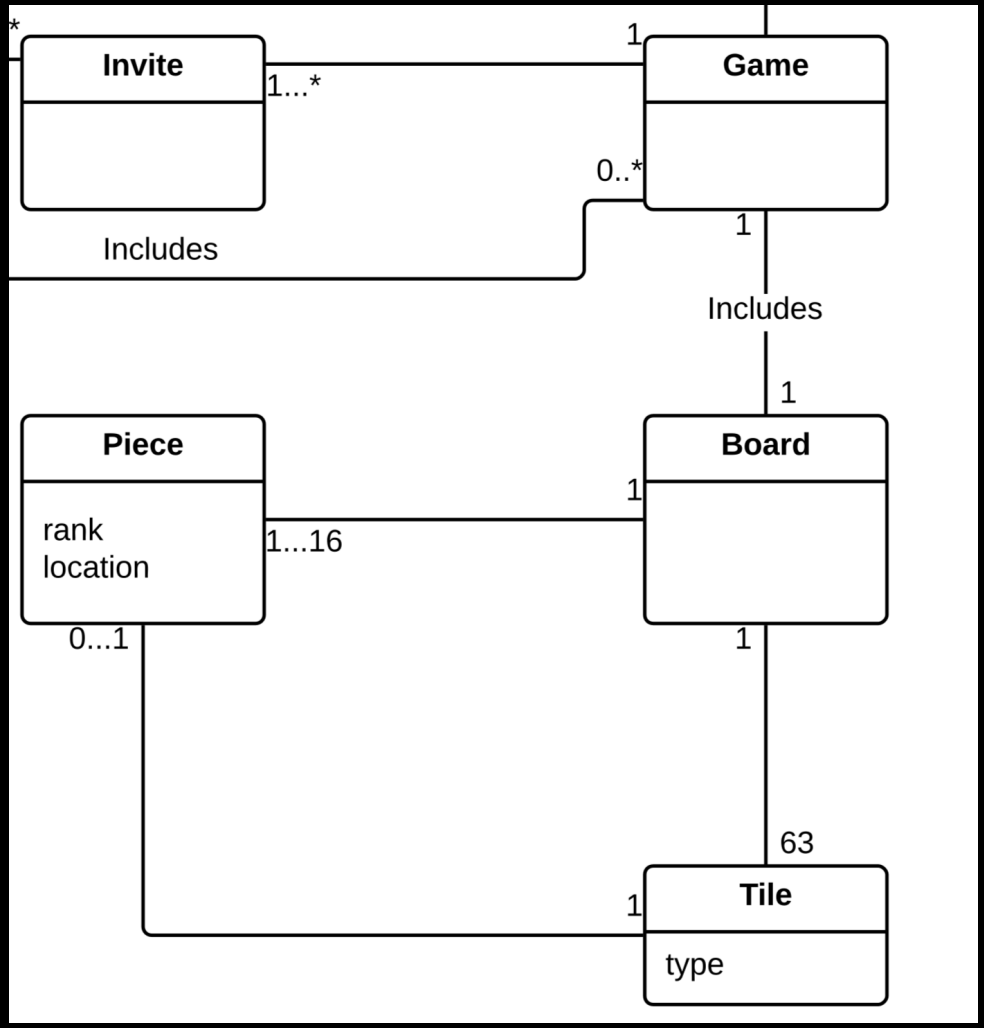


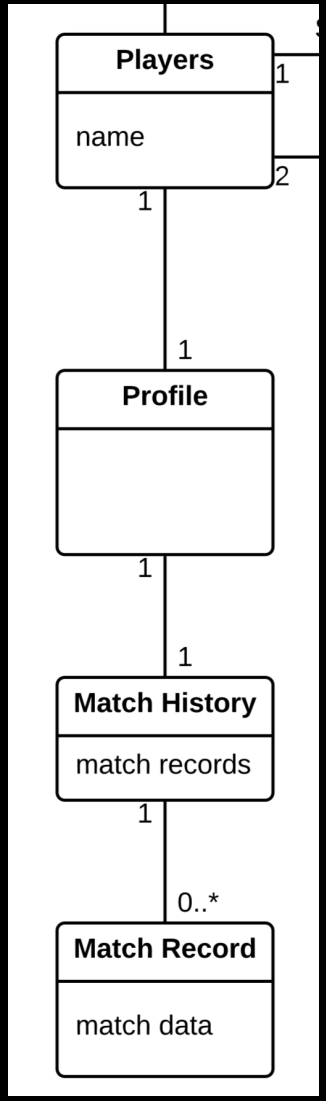
Method Men

Sober Dreamer


Registrar
Creates/Destroys
Instantiates
Players
name
Send/Receive
1...*
Invite
Game
1
1...*
0..*
2
Includes
Includes
Profile
Piece
rank
location
1...16
Board
0...1
Match History
match records
63
Tile
type
0..*
Match Record
match data


Registrar
Creates/Destroys
Instantiates
Send/Receive
1...*
Players
name
Invite
Game
1
1
1...*
1
0..*
2
1
1
Includes


*
Invite
1...*
1
Game
0..*
1
Includes
Includes
1
Piece
rank
location
1...16
1
Board
0...1
1
63
1
Tile
type


Players
name
1
2
1
1
Profile
1
1
Match History
match records
1
0..*
Match Record
match data

Glossary

- Registrar - deals with registering and unregistering users
- Player - a user in the system
- Invite - message sent between players, can be accepted or declined
- Game - instance of Jungle game
- Board - space in which game is played
- Tile - space on the board of a specific type - river, den, trap, other
- Piece - has a location on the board and a rank
- Profile - stores information about the player
- Match history - collection of match records for a player
- Match record - outcome of a specific match