

The Cherry Picker web application has five main entities that store data. They are inclusively the User, League, Schedule, Highlights, and Game entities. There are also five lesser entities that store data such as the Message Thread, MessageItem, LeagueItem, HighlightsItem, and GameItem.

Descriptions:

User: A User entity represents that data of a single user of Cherry Picker. The entity holds the data consisting of a user's ID, name, age, etc. The entity can be part of a league, send messages, have a schedule, have games, and have a highlights page.

League: A League entity represents a collection of users with similar interests that is administrated by one user. It has similar relationships to the User entity with the exception that a League can create LeagueItems which are displayed on the league user's highlights page.

Schedule: A schedule is used by a League or User to display the the dates and times of upcoming games. It is completely dependent on a User or League.

HighLights: A highlights entity represents the main feed where a user's league and GameItems are displayed in the form of HighlightsItems.

Game: A Game entity represents a game that a league or a user can be apart of. They can be independent of leagues and and are required in order to create GameItems and HighlightsItems for a user's highlight page.

Message Thread: A message thread is shared by two users and contains any number of MessageItems in order for users to interact with one another.

MessageItem: A MessageItem is a message that is shared between two users on a message thread.

LeagueItem: A LeagueItem is displayed in the highlights page or respective league page. A league item could either be an update for league members or a GameItem.

HighlightsItem: A HighlightsItem is a LeagueItem or GameItem that is displayed on a user's highlight page.

GameItem: A GameItem is displayed on a user's highlights page or respective league page. A GameItem is an update written by the creator of the game page.

Widget and Entity Relationships:

The Bottom Bar widget and the Navigation Bar widget do not use any of the entities.

Suggested Games: The suggested games widget pulls information from different Game entities.

Create Game (Form): The Create Game (Form) widget creates new Game entities.

Schedule - List: The Schedule - List widget pulls information from multiple game entities to populate a list of Games that the user is scheduled to play.

User Profile - Recent Games Played: Uses the User and Games entities.

User Profile - Sports Played: Uses the User entity to get basic information about the sports and skill level of a user.

User Profile - Basic Info: Uses the User entity to get basic information about the user.

Game Information: Uses the Game entity to get basic information about a game for a user.

Game Participants: Uses the Game and User entities to identify the users in specific game.

User Profile - Leagues Listing: Uses League entities to populate a table of leagues that a user is a part of.

Upcoming Games: The Upcoming Games widget uses a Schedule entity to populate a list of a user or leagues upcoming games.

User Hub: The User Hub widget uses a User entity to populate basic user information to the top of the right sidebar.

Highlights: The Highlights widget uses the Highlights entity that is populated with HighlightItems for a user to view.

Schedule - Calendar: The Calendar widget uses the Schedule entity to populate a list of upcoming games and mark them on the schedule.

Create Game League - Additional Options:

Search - Form: This widget uses multiple Game entities in order to populate a list of games based on a user's search parameters.

Search - Result List: This widget uses multiple Game entities in order to display a list of games based upon a user's search.

League Profile - League Members: This widget pulls the users that are a prt of a certain league to populate a table of league members.

League Profile - Basic Info: This widget pulls basic information from a League entity.

League Profile - Upcoming Games: This widget pulls information from a league's Schedule entity to populate a list of upcoming games.

League Profile - Sports We Play: This widget pulls the sports information from a League entity.

League Profile - Previous Games: This widget pulls information from a league's Schedule entity to populate a list of previously played games.

Expand/Popup Game: This widget pulls information from a Game entity.

Message - List of Contacts: This widget uses a User entity or a League entity to populate the list of users contacted through messages.

Message - Chat Interface: This widget uses a User or s League entity to populate the message history between two users.

A larger image of the diagram is found in our reports section of our repository.

Team Cherry



Key:

