

CS414: Object-Oriented Design - Fall 2018

Project 2: Banqi Game Domain Model

Team:

ByteMe

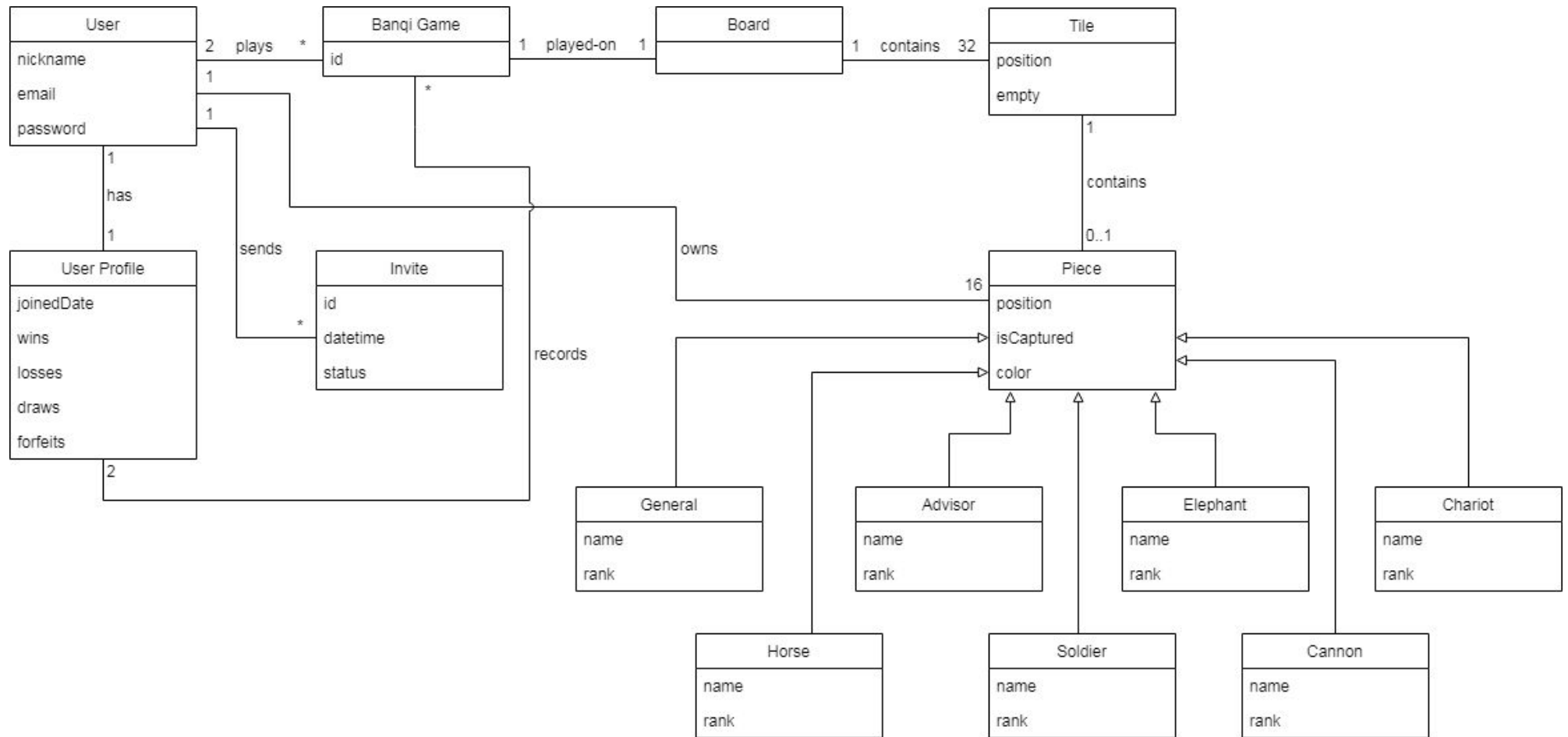
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Banqi Game: Domain Model



Banqi Game: Domain Model Glossary

CONCEPT	DESCRIPTION
Advisor	<p>Definition: a type of Piece in the Banqi Game with the fifth highest ranking among the Pieces in terms of the moves/captures it can make; there are two per User and four per Banqi Game</p> <p>Attributes:</p> <ul style="list-style-type: none">• <u>name</u>: the type of Piece, which is Advisor in this case• <u>rank</u>: the precedence of the Advisor in the Banqi Game (fifth)
Banqi Game	<p>Definition: the type of game being played; a variation of chess with ties to Hong Kong with an associated Board, 32 Pieces and 32 Tiles and 2 Users with respective User Profiles</p> <p>Attributes:</p> <ul style="list-style-type: none">• <u>id</u>: a unique, non-repeating identifying code assigned to each Banqi Game that is created in the system
Board	<p>Definition: the conceptual representation of the state of the Banqi Game for two Users, maintaining the positions of up to 32 Pieces, on 32 equally-sized Tiles arranged in a 4 x 8 pattern</p> <p>Attributes:</p> <ul style="list-style-type: none">• No Board-specific attributes
Cannon	<p>Definition: a type of Piece in the Banqi Game with the fourth highest ranking among the Pieces in terms of the moves/captures it can make; there are two per User and four per Banqi Game</p> <p>Attributes:</p> <ul style="list-style-type: none">• <u>name</u>: the type of Piece, which is Cannon in this case• <u>rank</u>: the precedence of the Cannon in the Banqi Game (fourth)

Chariot	<p>Definition: a type of Piece in the Banqi Game that has the second highest rank among the Pieces in terms of the moves/captures it can make; there are two per User</p> <p>Attributes:</p> <ul style="list-style-type: none"> • <u>name</u>: the type of Piece, which is Chariot in this case • <u>rank</u>: the precedence of the Chariot in the Banqi Game (second)
Elephant	<p>Definition: a type of Piece in the Banqi Game with the sixth highest ranking in terms of the moves/captures it can make; there are two per User and four per Banqi Game</p> <p>Attributes:</p> <ul style="list-style-type: none"> • <u>name</u>: the type of Piece, which is Elephant in this case • <u>rank</u>: the precedence of the Elephant in the Banqi Game (sixth)
General	<p>Definition: a type of Piece in the Banqi Game that has the highest rank and can capture any Piece in the game, except for a Soldier; there is one per User and two per Banqi Game</p> <p>Attributes:</p> <ul style="list-style-type: none"> • <u>name</u>: the type of Piece, which is General in this case • <u>rank</u>: the precedence of the General in the Banqi Game (first)
Horse	<p>Definition: a type of Piece in the Banqi Game with the third highest ranking in terms of the moves/captures it can make; there are two per User and four in the Banqi Game</p> <p>Attributes:</p> <ul style="list-style-type: none"> • <u>name</u>: the type of Piece, which is Horse in this case • <u>rank</u>: the precedence of the Horse in the Banqi Game (third)
Invite	<p>Definition: the request that that is sent to a User to inform them that another User has asked for them to join a Banqi Game</p>

	Attributes: <ul style="list-style-type: none"> • <u>id</u>: a unique, non-repeating identifying code assigned to each request sent out by a User when creating a new Banqi Game on the system • <u>dateTime</u>: the time in which the Invite was sent out/last updated • <u>status</u>: whether the invite has been accepted, rejected or is still pending
Piece	Definition: any of the 32 (16 per User) moveable items within the Banqi Game with a name, color, ability/abilities and an associated User Attributes: <ul style="list-style-type: none"> • <u>position</u>: the current position of the piece on the Board of the Banqi Game • <u>isCaptured</u>: a true or false condition for whether the piece is captured or not by the opposing User • <u>color</u>: either red or black to identify the team it is associated with
Soldier	Definition: a type of Piece in the Banqi Game with the lowest rank, but can capture the General of the opposing User; there are five per User and ten in the Banqi Game Attributes: <ul style="list-style-type: none"> • <u>name</u>: the type of Piece, which is Soldier in this case • <u>rank</u>: the precedence of the Soldier in the Banqi Game (seventh)
Tile	Definition: one of the 32 spots of the Board of the Banqi Game that can hold 0 or 1 pieces from either User at any given time during a Banqi Game Attributes: <ul style="list-style-type: none"> • <u>position</u>: the location of the specific Tile in relation to all of the Tiles on the 4x8 Board of the Banqi Game • <u>empty</u>: a true or false condition for whether the Tile has a Piece on it (false) or does not have a piece on it (true)
User	Definition: an individual with a registered account/profile on the system, who can play any number of Banqi Games

	<p>Attributes:</p> <ul style="list-style-type: none"> • <u>nickName</u>: a unique name that shows up on the Banqi Game system on a User's Profile and in all aspects of their engagement/games on the system • <u>email</u>: the electronic mailing address used to uniquely identify a User in the system when creating and logging into their registered account • <u>password</u>: an additional measure of authentication associated with a User's profile in the system
User Profile	<p>Definition: the visual structure, which shows the User's wins, losses, draws and information about the current Banqi Games they're playing</p> <p>Attributes:</p> <ul style="list-style-type: none"> • <u>joinedDate</u>: the date in which the User created/registered their account on the system • <u>wins</u>: the number of Banqi Game wins associated with the User • <u>losses</u>: the number of Banqi Game losses associated with the User • <u>draws</u>: the number of Banqi Game draws associated with the User • <u>forfeits</u>: the number of Banqi Games, which the User has forfeited