

# JSON-Diagrama de base de datos - HangMan

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## INDICACIONES

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PERSISTENCE 3 & 4

- ☒ ~~Diagrama relaciones~~
  - ☒ JSON
  - ☒ ~~Diagrama de tablas~~
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JSON-En base al diagrama de domino

```
{
  "players": [
    {
      "name": "Player 1",
      "rol": "WordGusser"
    },
    {
      "name": "Player 2",
      "rol": "WordGiver"
    }
  ],
  "turn": [
    {
      "attempts": "6",
      "gameFinished": true,
      "winner": {
        "name": "Player 1"
      }
    }
  ],
  "secretWord": [
    {
      "position": 1,
      "value": "F",
      "result": "guessed"
    },
  ],
}
```

```
{
  {
    "position": 2,
    "value": "R",
    "result": "guessed"
  },
  {
    "position": 3,
    "value": "I",
    "result": "failed"
  },
  {
    "position": 4,
    "value": "D",
    "result": "guessed"
  },
  {
    "position": 5,
    "value": "A",
    "result": "guessed"
  },
  {
    "position": 6,
    "value": "Y",
    "result": "guessed"
  },
  {
    "position": 3,
    "value": "I",
    "result": "guessed"
  }
]
}
```

## Diagrama de Dominio-Diseño preliminar

```
@startuml

object player
object HangMan

player : name = "Player1"
player : id = 1
player : rol = "WordGiver"

object turn

turn : attempts = "6"
turn : gameFinished = true
turn : winner = "Player1"

object "secretWord" as SecretWord1{
    position= "1"
    value= "F"
    result:"guessed"
}
object "secretWord" as SecretWord2{
    position= "2"
    value= "R"
    result:"guessed"
}
object "secretWord" as SecretWord3{
    position= "3"
    value= "I"
    result:"failed"
}
object "secretWord" as SecretWord4{
    position= "4"
    value= "D"
    result:"guessed"
}
```

```

object "secretWord" as SecretWord5{
  position= "5"
  value= "A"
  result:"guessed"
}

object "secretWord" as SecretWord6{
  position= "6"
  value= "Y"
  result:"guessed"
}

object "secretWord" as SecretWord7{
  position= "3"
  value= "I"
  result:"guessed"
}

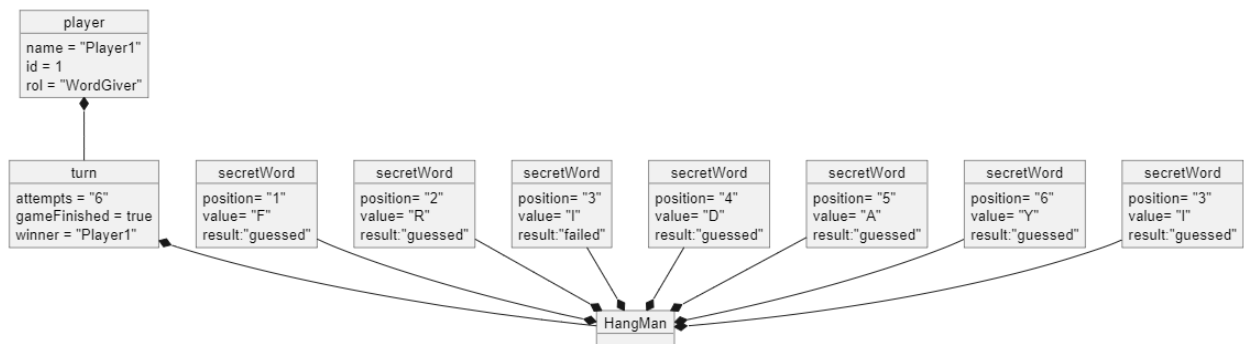
}

player*--turn
turn*--down-HangMan

SecretWord1--*HangMan
SecretWord2--*HangMan
SecretWord3--*HangMan
SecretWord4--*HangMan
SecretWord5--*HangMan
SecretWord6--*HangMan
SecretWord7--*HangMan

@enduml

```



## Dominio por cada tabla

Tabla para Players

Player		
ID	NAME	ROL
1	Player 1	Guesser
2	Player 2	Giver

Tabla para Turn

Turn						
ID	NAME	ATTEMPTS	FINISHED	PLAYER1	PLAYER2	WINNER
1	Firstgame	7	true	1	2	1

Tabla para SecretWord

SecretWord			
ID_TURN	POSITION	VALUE	RESULT
1	1	F	guessed
1	2	R	guessed
1	3	I	failed
1	4	D	guessed
1	5	A	guessed
1	6	Y	guessed
1	3	I	guessed

## Diseño con notación Chen

