

Design Documentation – Paper, Rock, Scissors: Showdown

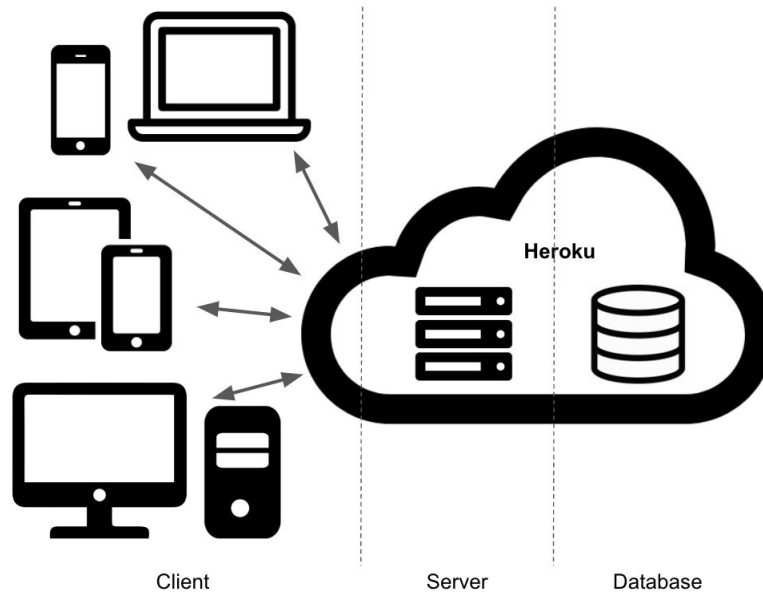
Software Engineering

1 Architectural Design

1.1 Overview

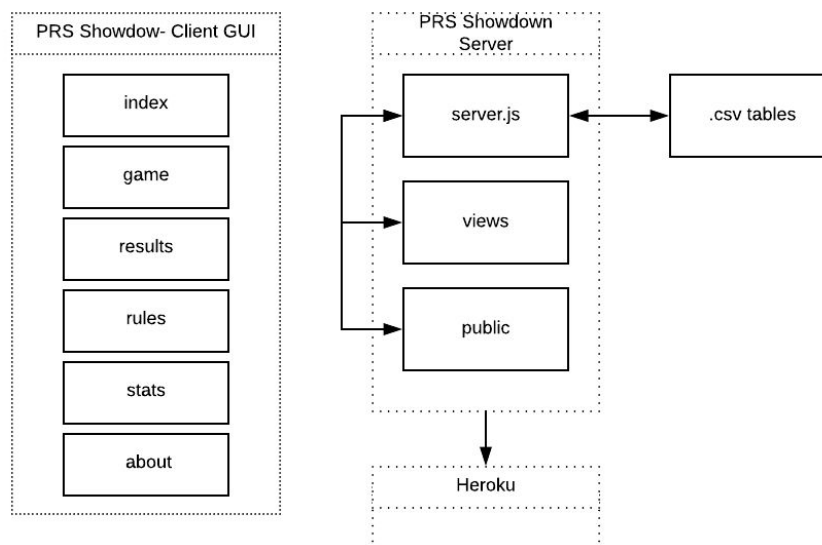
Our system design is the standard client-server architecture common in web apps. It consists of several high-level components:

- **Client:** Any HTML5-compliant web browser
- **Server:** Heroku
- **Database:** Node fs -> .csv tables



2 Low Level Design

2.1 Component Diagram



2.2 Data Diagram

2.2.1 `villains.csv`

Villains.csv

Villains	Game_Count	Win_Count	Loss_Count	W-L %	Rock Played	Paper Played	Scissors Played	Tendency [string]
Villain 1								
Villain 2								
Villain 3								

2.2.2 `users.csv`

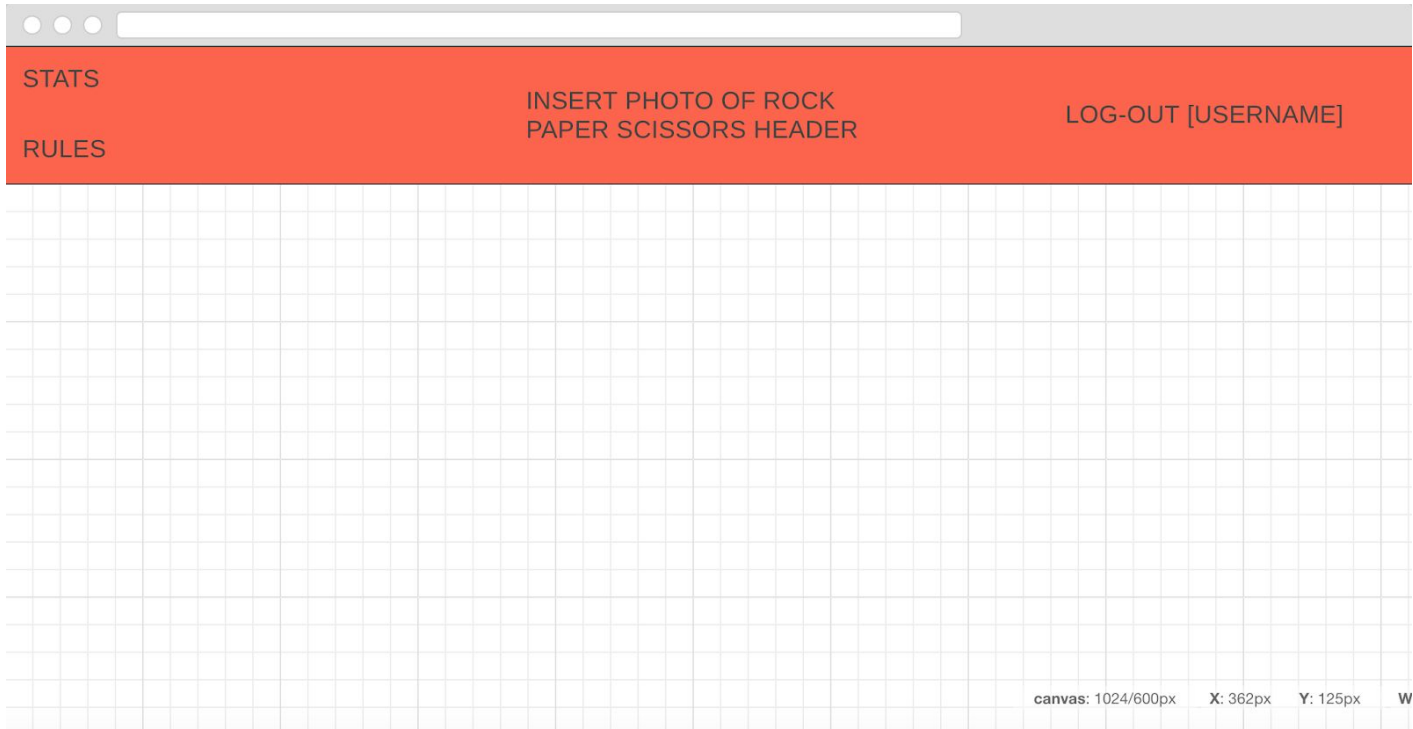
users.csv

User	Game_Count	Win_Count	Loss_Count	W-L %	Rock Played	Paper Played	Scissors Played
User 1							
User 2							
User 3							

3 User Interface Design

Insert your wireframes/interface design here. Use: <https://wireframe.cc/>
Include a wireframe diagram for header.ejs, footer.ejs, index.ejs, rules.ejs, stats.ejs, about.ejs, game.ejs, results.ejs

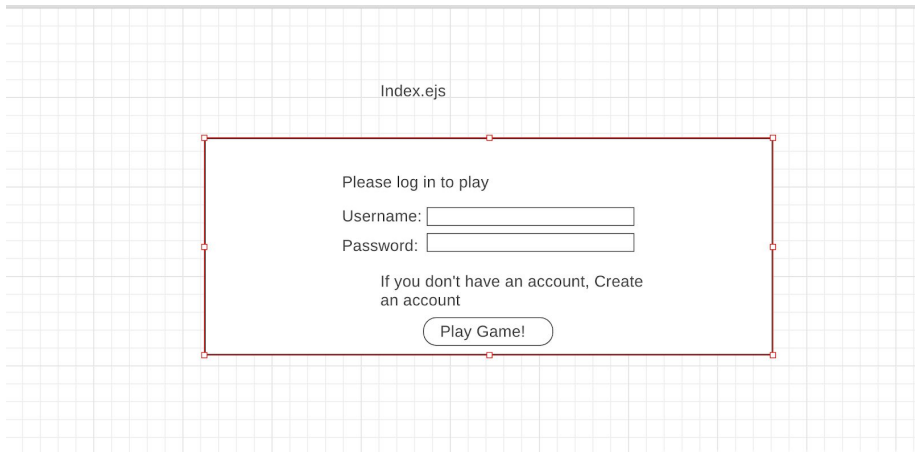
Header.ejs - Mit



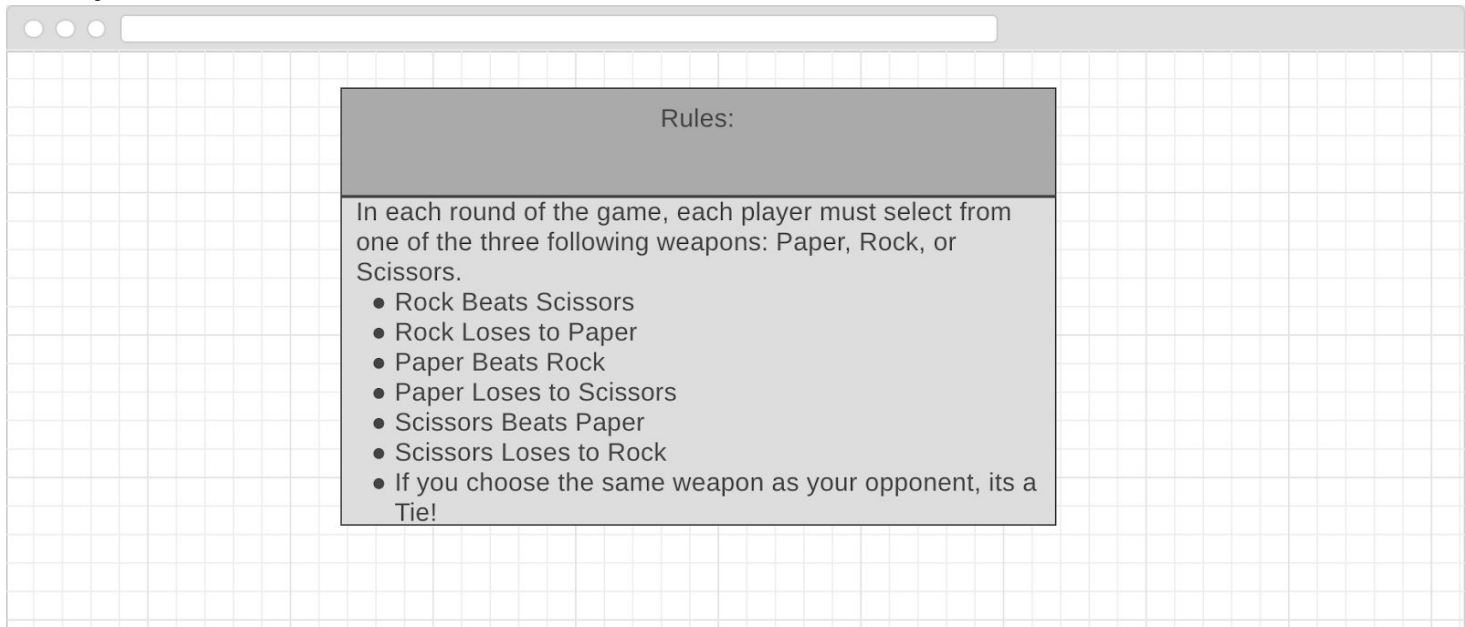
Footer.ejs - Georgie



Index.ejs - Mit



Rules.ejs - Georgie



Stats:

User:

User 1: W-L: 11-1; W-L.. Rplayed... s played.. p played.

User 2: W-L: 19-8; W-L.. Rplayed... s played.. p played.

User 3: W-L: 12-8; W-L.. Rplayed... s played.. p played.

Villian

Villian 1: W-L: 12-8; W-L.. Rplayed... s played.. p played.

Villian 2: W-L: 12-8; W-L.. Rplayed... s played.. p played.

About:

This app is meant to demonstrate the basic concepts necessary to run an Express server.

All villain images downloaded with permission from the Noun Project.

Image Credits:

- Bones: [Bart Laubsch](#)
- Comic Hans: [Josie Schultzz](#)
- Gato: [Strokeicon](#)
- Harry: [Dan Lowenstein](#)
- Manny: [Alice Noir](#)
- Mickey: [Cristiano Zoucas](#)
- Mr. Modern: [Maciej Świerczek](#)
- Pixie: [Filippo Lessio](#)
- Ref: [BomSymbols](#)
- Regal: [LeftHandedGraphic](#)
- Spock: [Rafaël Massé](#)
- The Boss: [Daouna Jeong](#)
- The Magician: [Maciej Świerczek](#)

Game.ejs

Welcome [username]. You are facing [villain_name]. You are called to battle. Choose your weapon already.

Choose your villain

(Dropdown)

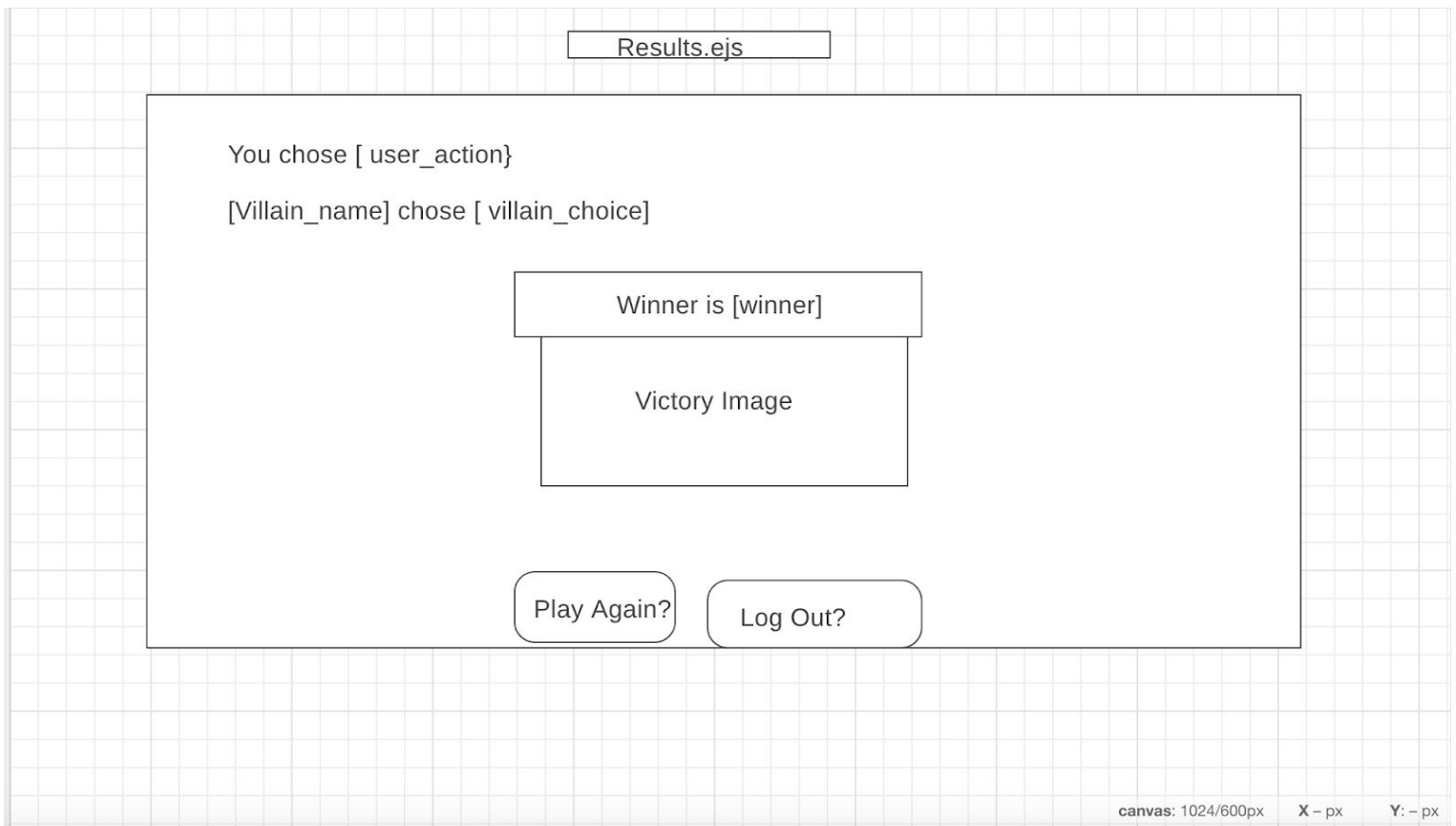
Choose your weapon

☐ Paper

☐ Rock

☐ Scissors

☐ Forfeits



4 Routing Table

4.1 server.js

<u>HTTP ACTION</u>	<u>Route</u>	<u>Query Parameters</u>	<u>Result</u>
GET	/, /index	n/a	index.ejs
GET	/rules	n/a	rules.ejs
GET	/stats	n/a	stats.ejs
GET	/about	n/a	about.ejs
GET	/game	user_name, user_password	game.ejs
GET	/:user	Weapon, villain	results.ejs