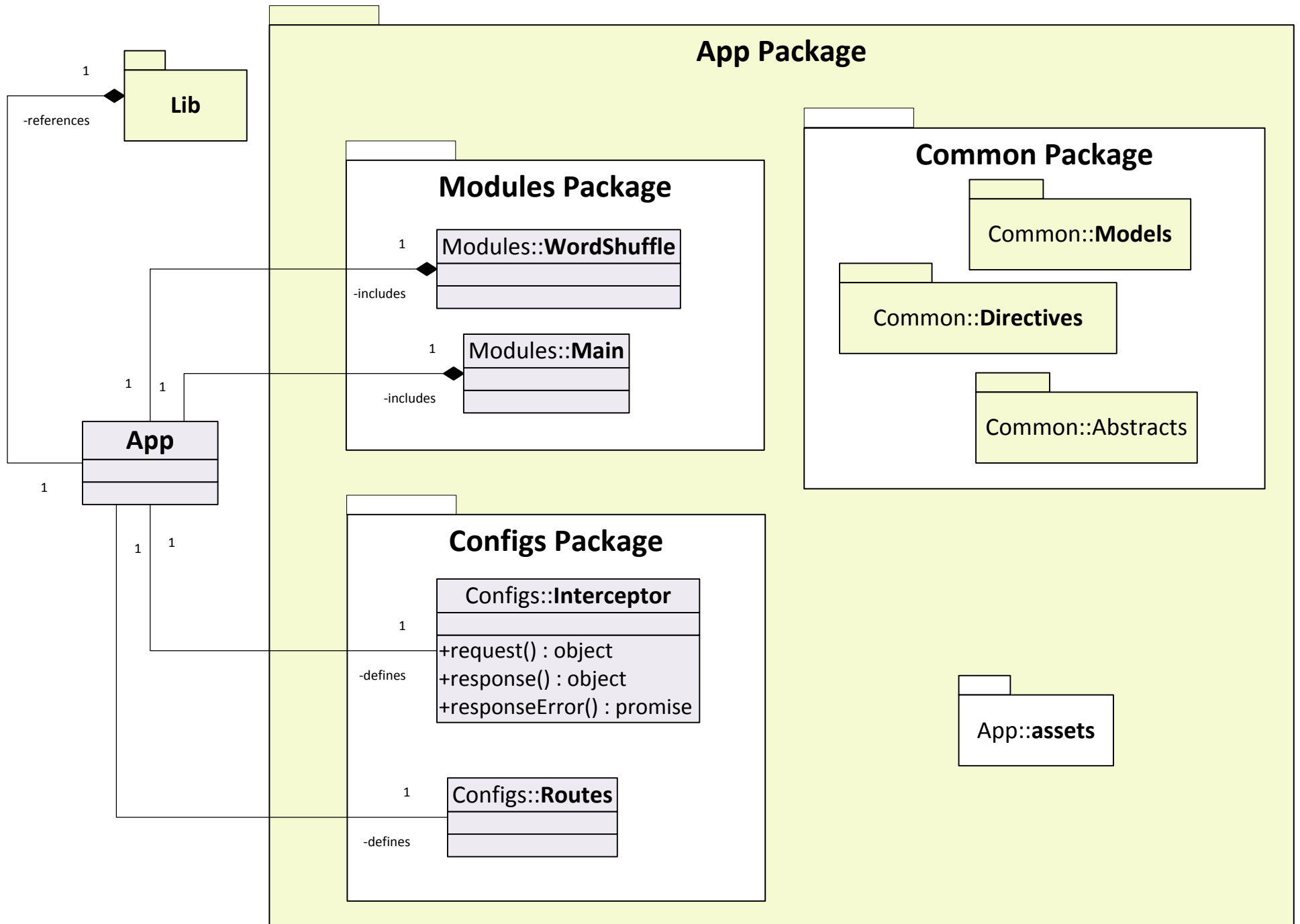
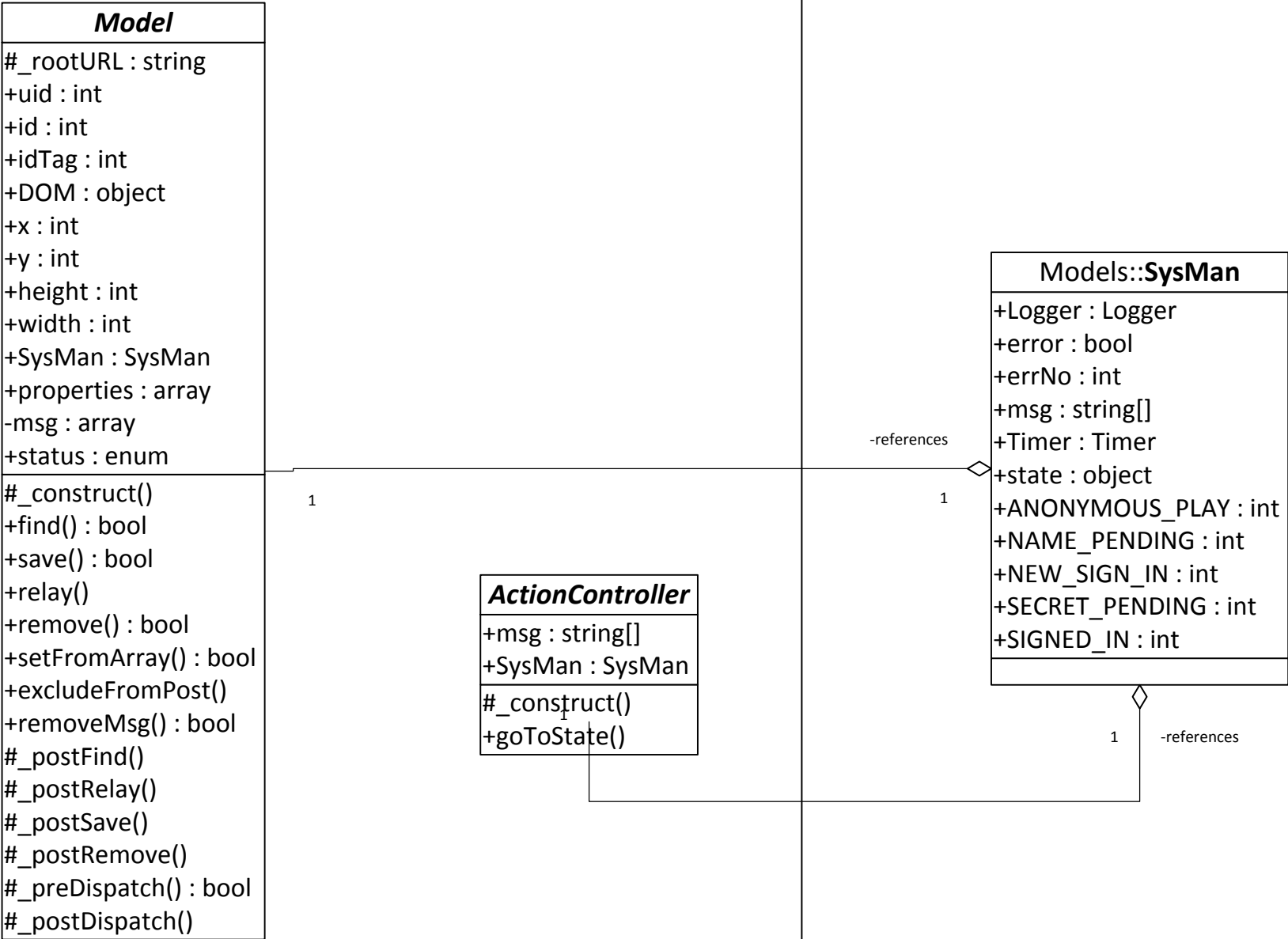


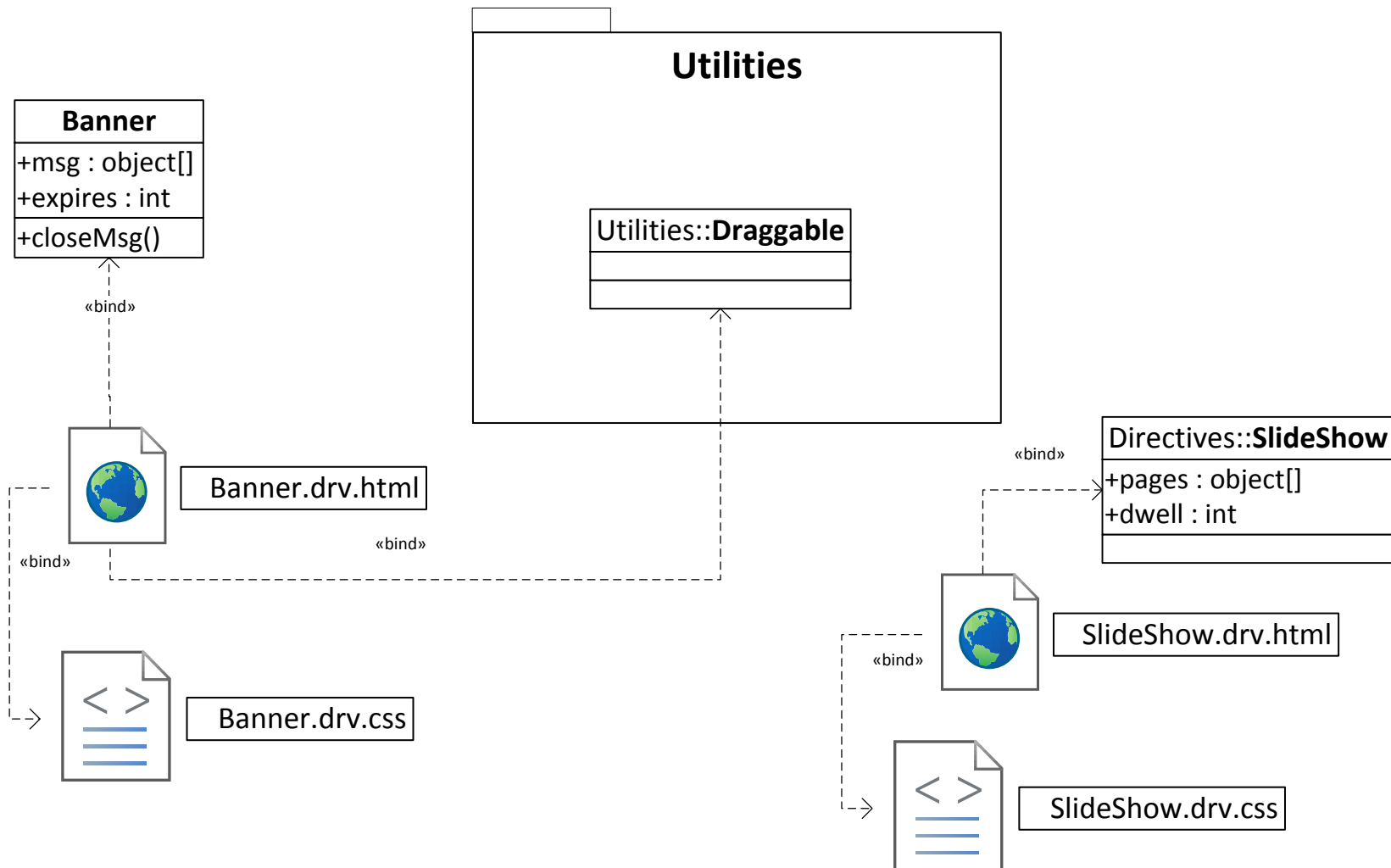
Grace Web Application



App_Common_Abstracts Package

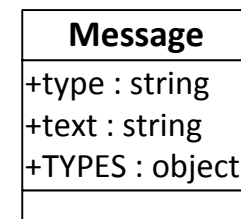
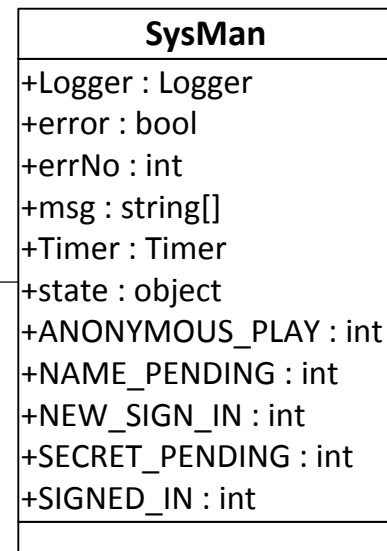
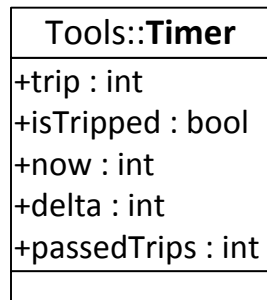
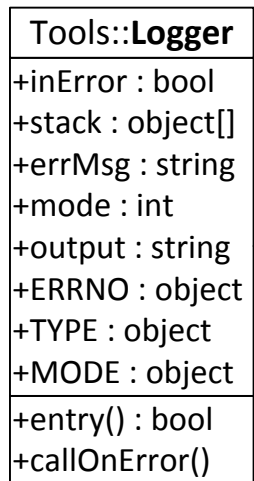


App_Common_Directives Package



App_Common_Models Package

App_Common_Models_Tools



1
-references

1
-has a

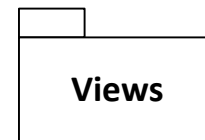
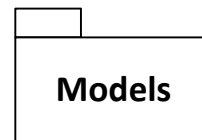
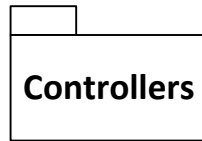
1

App_Modules Package

WordShuffle

WordShuffle

App_Modules_Wordshuffle Package



App_Views Package

Controllers Package

Error Package



Error.html



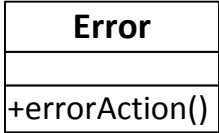
Error.html

css

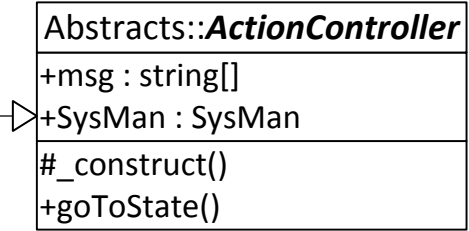


layout.html

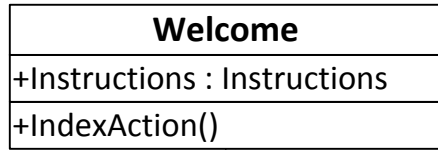
Main_Controllers Package



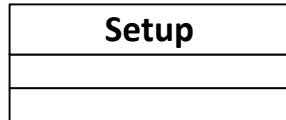
«extends»



WordShuffle_Controllers Package



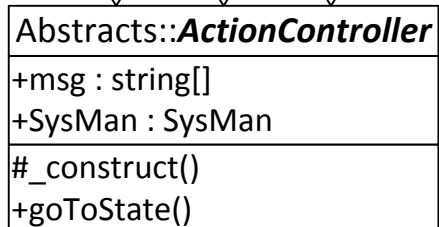
«extends»



«extends»



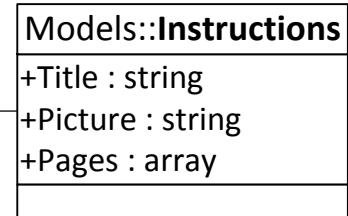
«extends»



1

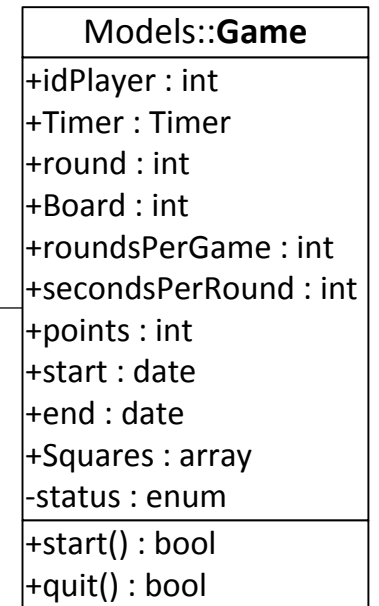
-presents

1



-references

1



WordShuffle::Models Package

Game

Player

+name : string
+signInState : enum
+secret : string
+idChallenge : int
+defaultName : string
+createDate : date
+modifyDate : date
+challengeChoices : array

Instructions

+Title : string
+Picture : string
+Pages : array

1

-contains

*

Page

+idInstructions : int
+body : string
+sequence : int

«extends»

Game

+idPlayer : int
+Timer : Timer
+round : int
+Board : int
+roundsPerGame : int
+secondsPerRound : int
+points : int
+start : date
+end : date
+Squares : array
-status : enum
+start() : bool
+quit() : bool

«extends»

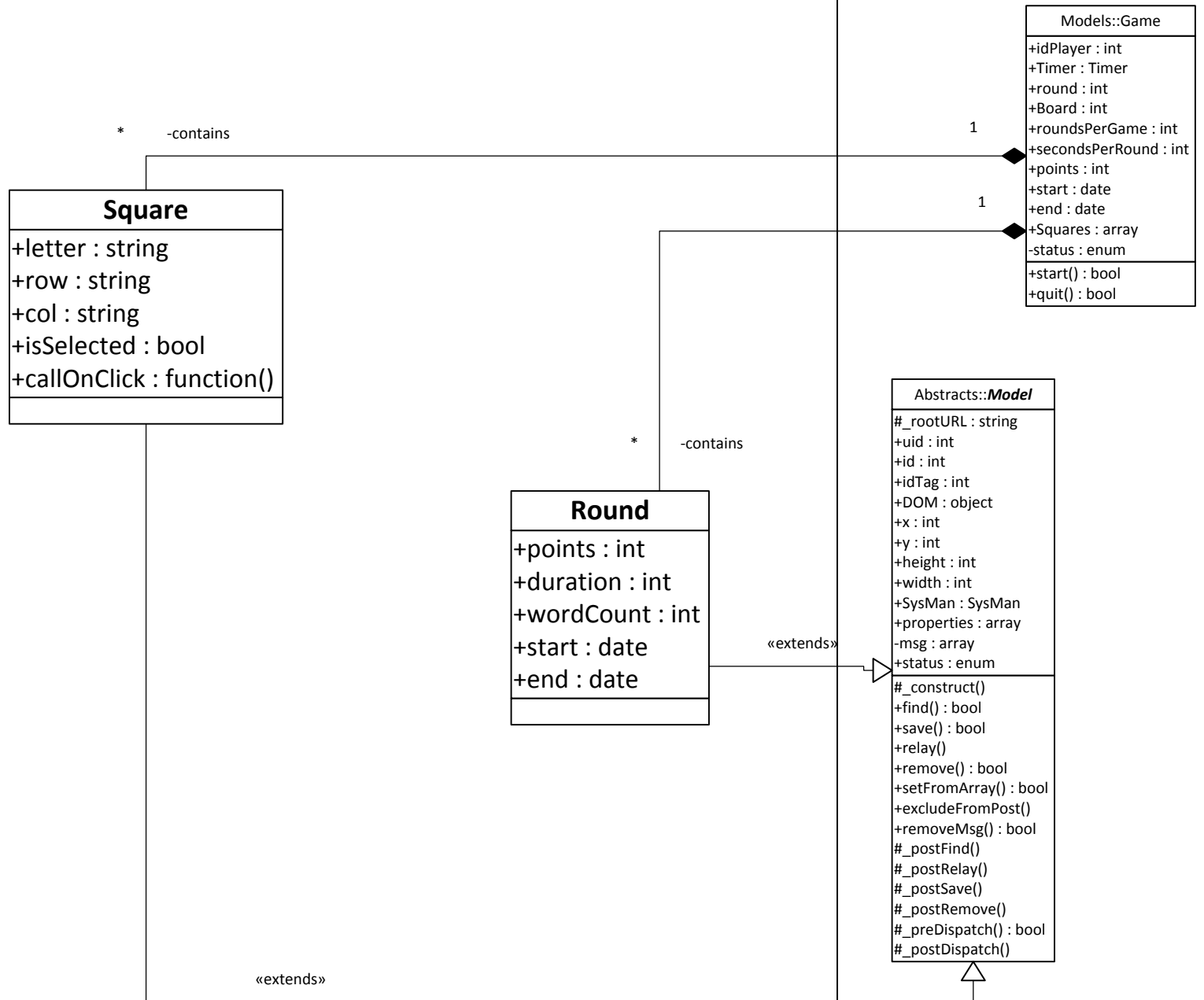
«extends»

«extends»

Abstracts::Model

#_rootURL : string
+uid : int
+id : int
+idTag : int
+DOM : object
+x : int
+y : int
+height : int
+width : int
+SysMan : SysMan
+properties : array
-msg : array
+status : enum
#_construct()
+find() : bool
+save() : bool
+relay()
+remove() : bool
+setFromArray() : bool
+excludeFromPost()
+removeMsg() : bool
#_postFind()
#_postRelay()
#_postSave()
#_postRemove()
#_preDispatch() : bool
#_postDispatch()

WordShuffle::Models::Game Package



WordShuffle_Models_Game

idPlayer	{int}	- primary key for player
instructions	{string[]}	- html pages explaining game
Timer	{App_Library_Models_Timer}	- game timer
round	{int}	- current round
roundsPerGame	{int}	- number of rounds in the game
secondsPerRound	{int}	- seconds in each round
points	{int}	- total game points
start	{date}	- date/time game started
end	{end}	- date/time game ended
Rounds	{WordShuffle_Models_Game_Round[]}	- array of game rounds

start()	{bool}
<i>details:</i>	Starts the game
<i>arguments:</i>	none
<i>return:</i>	true if start successful
quit()	{bool}
<i>details:</i>	Quit current game
<i>arguments:</i>	none
<i>return:</i>	true if quit successful
save()	{bool}
<i>details:</i>	Saves results of completed game to the database
<i>arguments:</i>	none
<i>return:</i>	true if save successful

Wordshuffle_Views Package

Controllers Package

Controllers::**Welcome**

Controllers::**Setup**

Controllers::**Play**

welcome.html

setup.html

play.html

layout.html

css

Directives::**Banner**

+msg : object[]

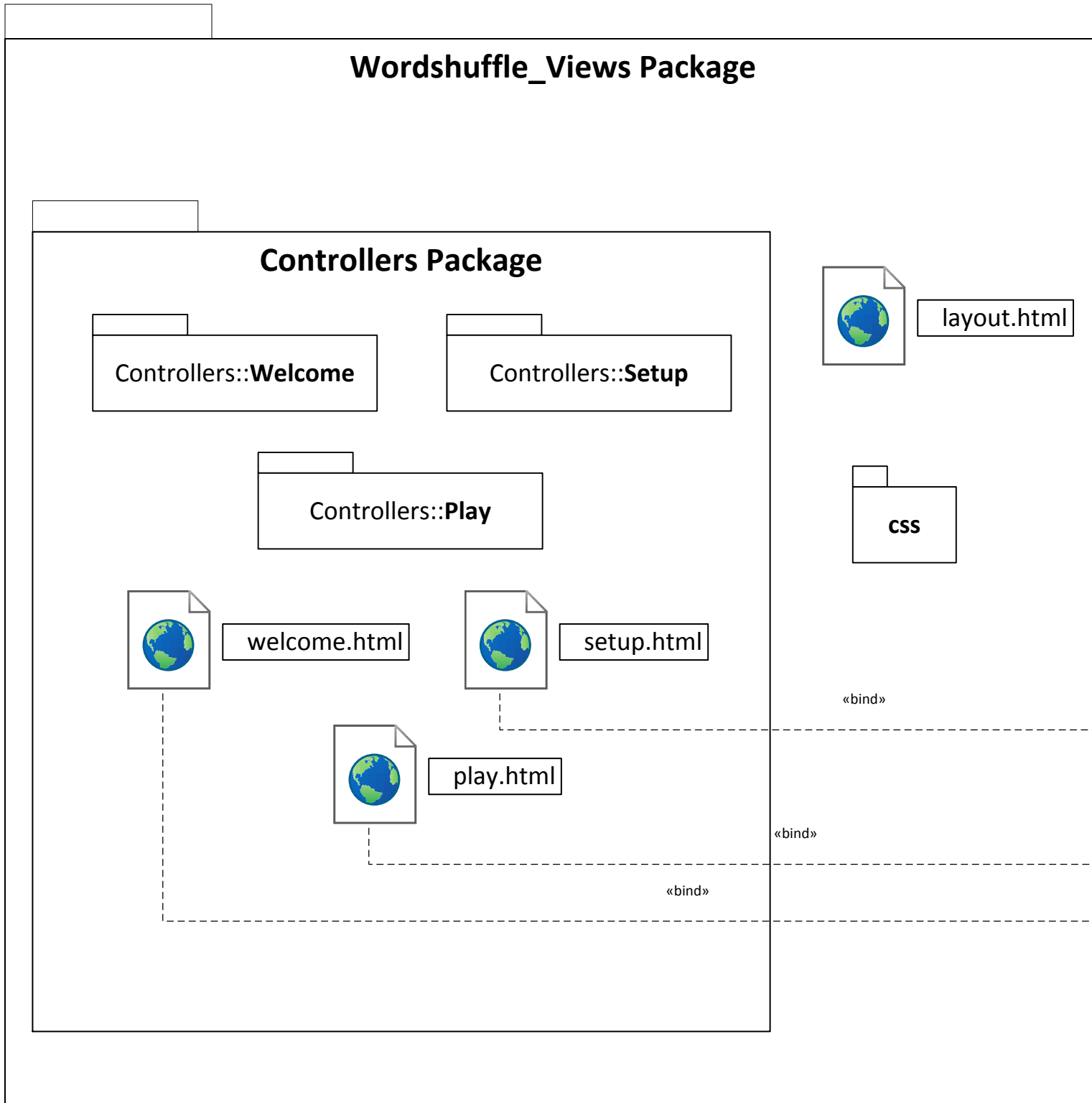
+expires : int

+closeMsg()

«bind»

«bind»

«bind»



Wordshuffle_Views_Controllers_Welcome Package



index.html

«bind»



Word Shuffle

Welcome Setup Play



WordShuffle_Views_Controllers_XXX.html



Word Shuffle

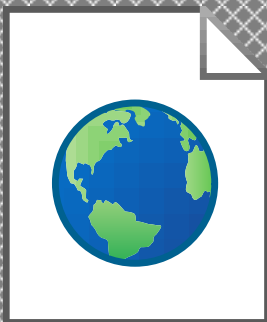
Welcome Setup Play

Your Stats

Round High: 156
Round Avg: 91
Avg Pts per Word: 21
Longest Word: 8

<<msg[0]>>

close



WordShuffle_Views_Controllers_Welcome_XXX.html



Word Shuffle

Welcome Setup Play

Your Stats

Round High: 156
Round Avg: 91
Avg Pts per Word: 21
Longest Word: 8



Instructions.Title

Instructions.Picture



SlideShow.driv.html

ERROR: It looks like something went wrong!

Here is the stack trace before the error:

For each item in
Error.App.Log.stack

DateTime	Type	Source	Text
<<item.date>>	<<item.type>>	<<item.type>>	<<item.text>>
<<item.date>>	<<item.type>>	<<item.type>>	<<item.text>>
<<item.date>>	<<item.type>>	<<item.type>>	<<item.text>>



eForEveryone!

WordSuffle

ERROR: It looks like something went wrong!

appCommonDirectiveBanner.drv.html



msg[0].text

close

mediate icon
display with
msg[0].type

wordshuffleDirectivesInstructionsSlideShow.driv.html

Word Shuffle is an exciting word finding game. Twenty-five letters are randomly distributed over a 5x5 matrix. Your objective is to make as many words as possible with adjacent letters used only once. You can connect letters to the left and right, up and down, and even diagonally, but you can only touch a given letter once as you create the word.



The objective is to make as many words as possible. You get more points for making longer words. The point score follows: 1 point for each letter up to the 4th letter, 2 points for each letter thereafter up to the 6th letter, 4 points for each letter from thereafter.

continuously rotate
"index" to display
pages[index].body