System Design Document

NeverOvertime

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Front End Classes:

Class name: HomePage

Responsibilities:

- Provides a menu to navigate to other pages
- Show Shop Icon
- Show Play Button
- Create appealing UI
- Show user icon (avatar, name)

Collaborators:

 All other Pages (because HomePage is what the users use to navigate to other pages)

Class name: ShopPage

Responsibilities:

- Shows the items that can be purchased, and allow the user to buy the items.
- Show bank balance

Collaborators:

- The Shop class at the back end
- Profile class (Profile stores money)

Class name: GamePage

Responsibilities:

- Show card distributed
- Able to see user card when the round starts
- change bank balance after winning or losing

Collaborators:

- The game class at the back end
- Profile class (Money can be added to Profile when the game is being played.)

Class name: AchievementPage

Responsibilities:

- Allow user to view finished/unfinished achievement
- Display UI design
- Allow user to claim achievement reward

Collaborators:

- The achievement class
- The GamePage class
- The Game class

Class name: ProfilePage

Responsibilities:

- Allow users to see details of their account.
- Show Avatar
- Basic Stats
- Able to search friends profile and their stats
- UI of user account

Collaborators:

- The profile class
- The Game class (you get tokens or money added to Profile, which will be shown on the ProfilePage)

Back End Classes:

Class name: Home

Responsibilities:

• Allow user to navigate to different page/screen

• Profile class
• ProfilePage class
• Game class
• GamePage class
• Achievement class
• Shop class

Class name: Profile

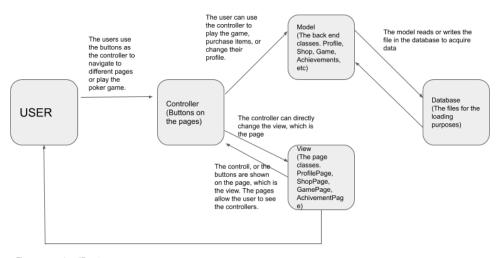
Responsibilities:

Register users account when created
Stores the details of user accounts.
Secure password
Allow users to delete their accounts.
List of friends
Search up friends

Collaborators:

Game class (stats)
ProfilePage class

Software Architecture Diagram



The users can view different pages of the programme to get feedback.