Jungle: Iteration 3

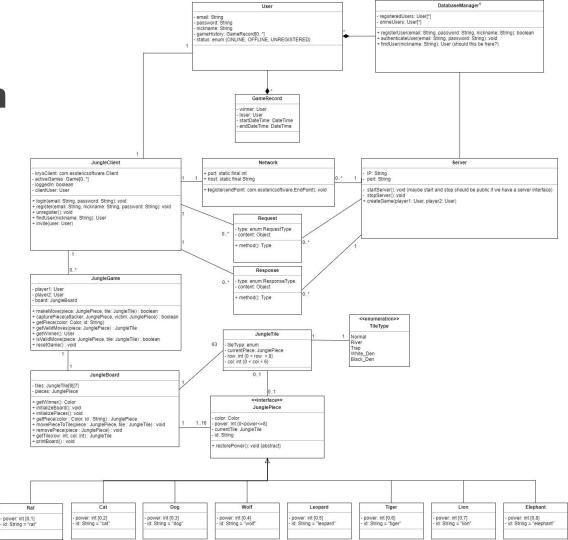
Team And Yet It Compiles

Laura South, Isaac Mauro, Brian Larson, Yan Wang, Duck Keun Yang

Changes from the previous iteration

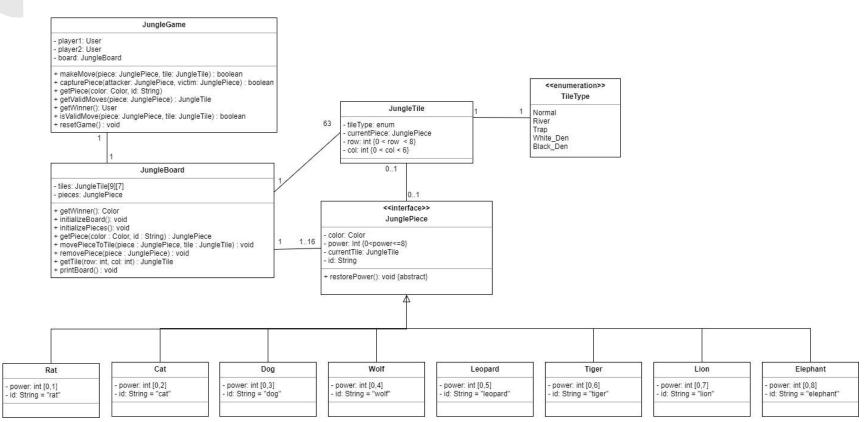
- Invitation / Profile will not be implemented as separate classes
- Created TileType enumeration
- JungleClient / Server / DatabaseManager will be implemented on top of User and JungleGame
- Glossary of the second iteration is now in alphabetical order

Class Diagram (Overview)



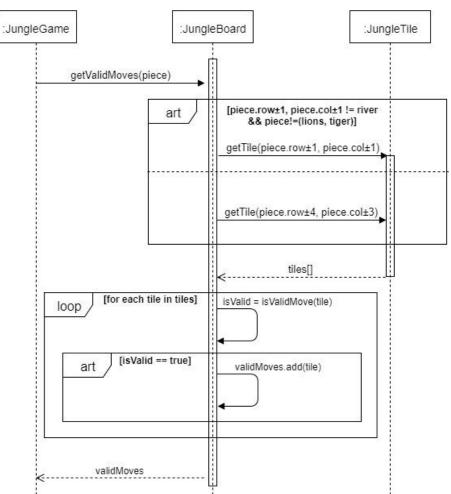
DatabaseManager¹ User Class Diagram email: String registeredUsers: User[*] onineUsers: User[*] - password: String nickname: String + registerUser(email: String, password: String, nickname: String): boolean - gameHistory: GameRecord[0..*] + authenticateUser(email: String, password: String); void status: enum (ONLINE, OFFLINE, UNREGISTERED) (part 1) + findUser(nickname: String): User (should this be here?) GameRecord winner: User loser: User startDateTime: DateTime endDateTime: DateTime JungleClient Network Server kryoClient: com.esotericsoftware.Client + port: static final int IP: String activeGames: Game[0..*] + host: static final String port: String loggedin: boolean clientUser: User +1register(endPoint: com.esotericsoftware.EndPoint): void startServer(): void (maybe start and stop should be public if we have a server interface) stopServer(): void + login(email: String, password: String): void createGame(player1: User, player2: User) + register(email: String, nickname: String, password: String): void + unregister(): void + findUser(nickname: String): User Request + invite(user: User) type: enum RequestType content: Object + method(): Type Response - type: enum ResponseType content: Object + method(): Type

Class Diagram (part 2)



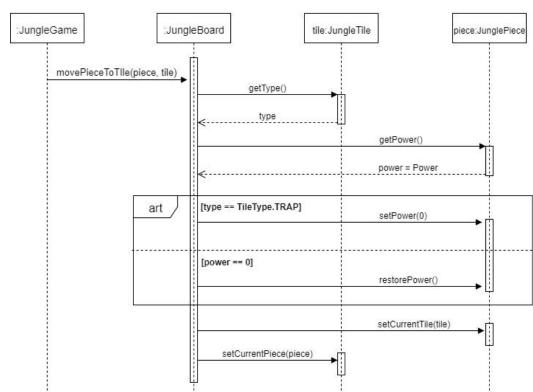




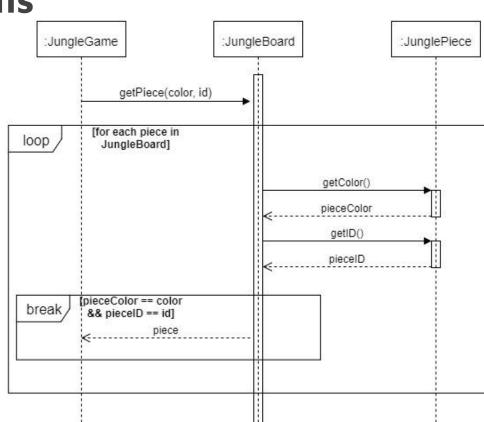




movePieceToTile







getPiece

Demo