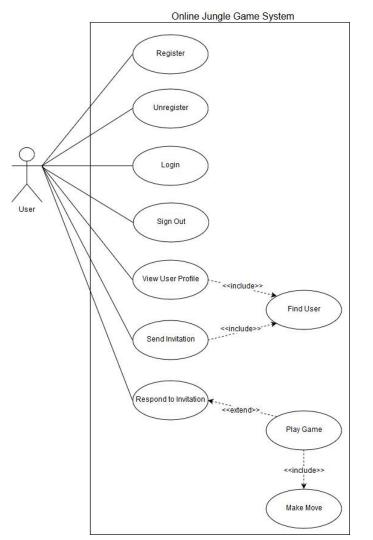
Jungle: Final Iteration

Team And Yet It Compiles

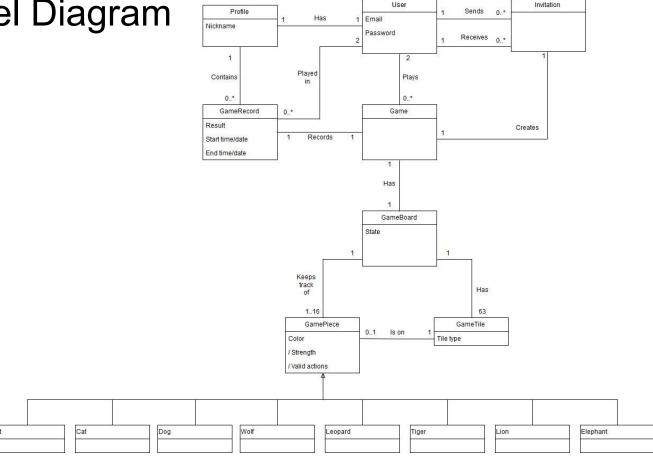
Laura South, Isaac Mauro, Brian Larson, Duck Keun Yang, Yan Wang

Use Case Diagram / Description

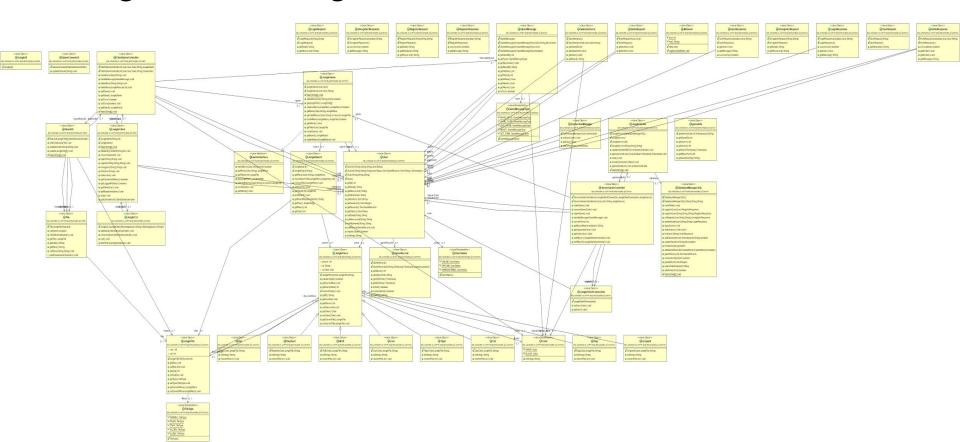
ID:	1					
Use Case Name:	Register					
Overview:	Enters user information into the system and allows them to access other features in the system					
Scope:	Online Jungle Game Software					
Level:	User Goal					
Actors:	Actor: User					
Stakeholders and Interests:	User: Wants to register his account, and play the jungle game System Administrator: Wants to store the new user's information in the Database System without an error. Wants to ensure that there is no duplicate users in the database.					
Preconditions:	None					
Success Guarantee:	User's information has been saved into the Database System. User is registered in the system					
Main Success Scenario:	System presents forms that are needed for registering a new user into the database. User fills the forms, and submits it. System saves User's information to the database. User's information include Email and password. System validates the user input and stores it. User is redirected to the login screen.					
Extensions:	1a. If the email or the nickname are not unique in the database, or the password is invalid: 1. System notifies user and do not save User's information to the database.					
Special Requirements:	None					



Domain Model Diagram

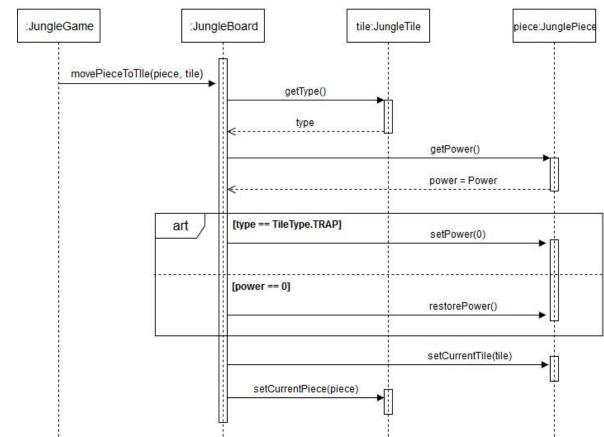


Design Class Diagram



Sequence Diagrams

movePieceToTile



Testing Document

Project Name	: Jungle
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Test Case ID: JungleBoard_1

Test Priority (Low/Medium/High): Med

Test Title: Verify Trap Mechanism

Description: Verify that a piece's power is reduced to zero when it moves onto one of the opposing player's traps and that the power is restored when

the piece leaves the trap.

Pre-conditions: None Dependencies: None

Step	Test Steps	Test Data	Expected Result	Actual Result	Status (Pass/Fail)	Notes
5	User moves a piece to the		Piece's power is reduced to zero	Piece's power is reduced to	Pass	
_ 1	enemy trap			zero		
2	User moves a piece out of the enemy trap		Piece's power is increased to original	Piece's power is increased to original	Pass	
3				:		
4						

Pos	t-co	ndi	tio	ns

None

Traceability Matrix

	BoardUI	ClientGameController	GameConsoleUl	JungleCLI	Tile	JungleClient	JungleGame	JungleBoard	JunglePiece	JungleTile	TileType
Register	Х		х	X		x					
Unregister	x		X	X		X					
Login	X		X	X		X					
Sign out	x		X	X		X					
View User Profile	x		X	X		X					
Send Invitation	x		X	X		X					
Respond to Invitation	x		X	X		X					
Play Game	x	x	X	X	X	X	x	x	x	x	x
Make Move	x	x	X	X	X	X	x	x	x	x	x
Find User	х		x	x		x					
	GameRecord			0	D	1 - 1 0r - 10 r	L		0	o	0
Register	Gamekecord	User X	UserStatus		X DatabaseManagerSQL	JungleClientConnection X	JungleServer X	ServerGameController	Gameinstance	GameMessage	GameMessageTy
Unregister		X			X	X	X				
Login		X			x	X	x				
Sign out		X			x	X	x				
View User Profile	x	X	х		X	x	x				
Send Invitation	.,	X			x	X	X				
Respond to Invitation		X			X	X	X				
Play Game		X			X	X	x	х	X	Х	x
Make Move		X			X	X	x	X	X	X	X
Find User		X			X	X	X				
Time osci				^							
	Network	UserRequest		RegisterRequest	RegisterResponse	UnRegisterRequest	UnregisterResponse	LoginRequest	LoginResponse	InviteRequest	InviteResponse
Register	Х	X	X	X	X						
Unregister	Х	X	х			X	Х				
Login	Х		X					X	Х		
Sign out	X	X	X								
View User Profile	X	X	X								
Send Invitation	X	X	X							X	
Respond to Invitation			х								X
	Х		х								
	Х		Х								
Find User	Х	х	Х								
	GameInterface	Color	Cat	Dog	Leopard	Lion	Rat	Tiger	Wolf	Elephant	
Register											
Unregister											
Login											
Sign out											
View User Profile											
Send Invitation											
Respond to Invitation											
Play Game	X	х	X	X	X	X	x	X	X	X	
Make Move	x	x	X	X	X	X	X	X	X	X	

Challenges / Lessons Learned

- Communication issues (online and in person)
- Regular meeting times
- Assigning responsibility equally
- How to effectively use diagrams
- How to encourage members to work in a timely manner
- Trying to integrate JavaFX UI into an already working backend. Threading issues made us end up going with swing instead
- Managing code smells that surface during an ongoing project with multiple team members

Changes Since the Last Iteration

- Traceability Link Matrix now contains all the implemented classes
- Client now only opens one window with tabs to interact with all the games
- Game state is now stored in the database, and a users active games are automatically added to to the ui when they log in
- Tournament business logic is completed
- Fixed a number of issues brought up in the P4 presentation and feedback

Demo