Jungle: Iteration 3

Team And Yet It Compiles

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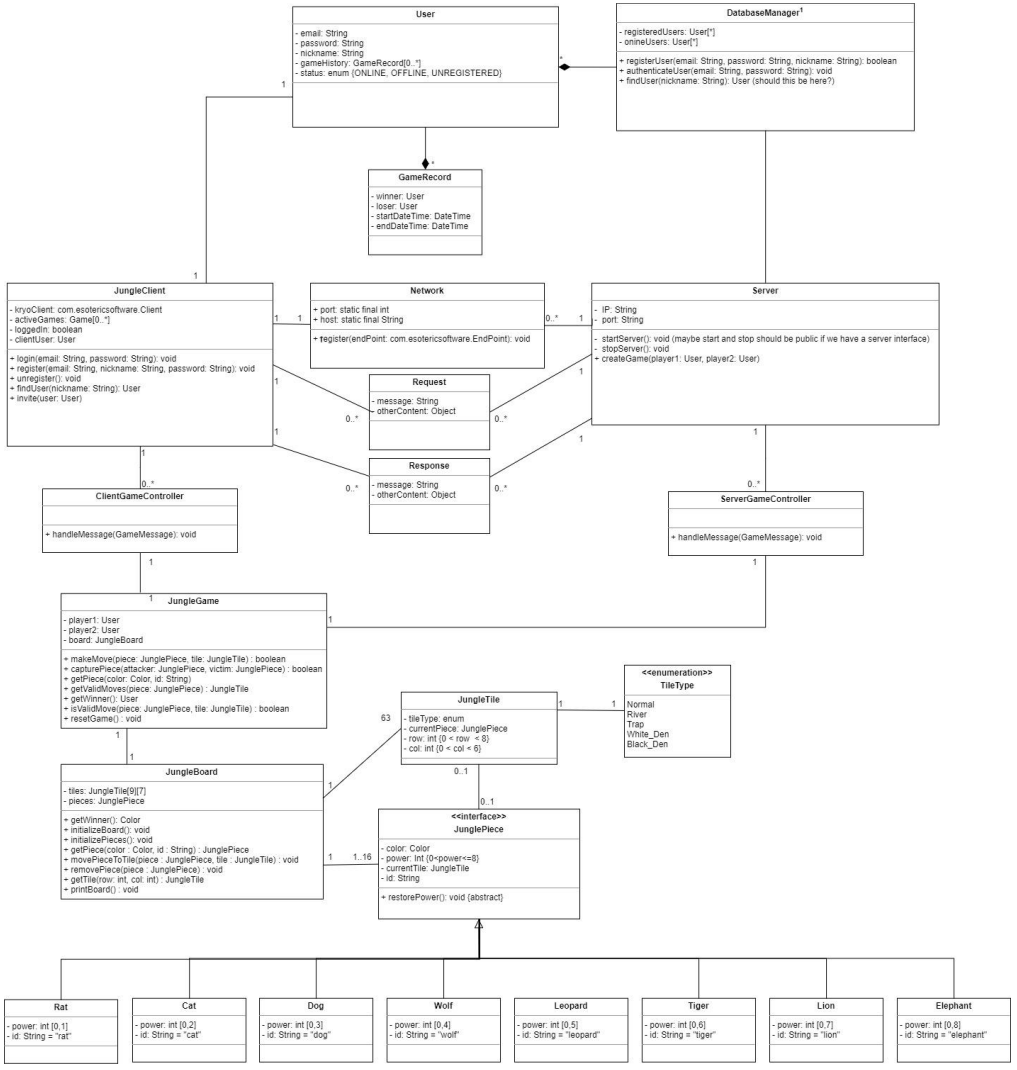
Changes from the previous iteration

- Invitation / Profile will not be implemented as separate classes
- JungleServer/JungleClient/DatabaseManager classes added. JungleGame and User are now managed and created by JungleClient and JungleServer
- Created several classes used to store information that is sent between JungleServer and JungleClient
- Glossary of the second iteration is now in alphabetical order

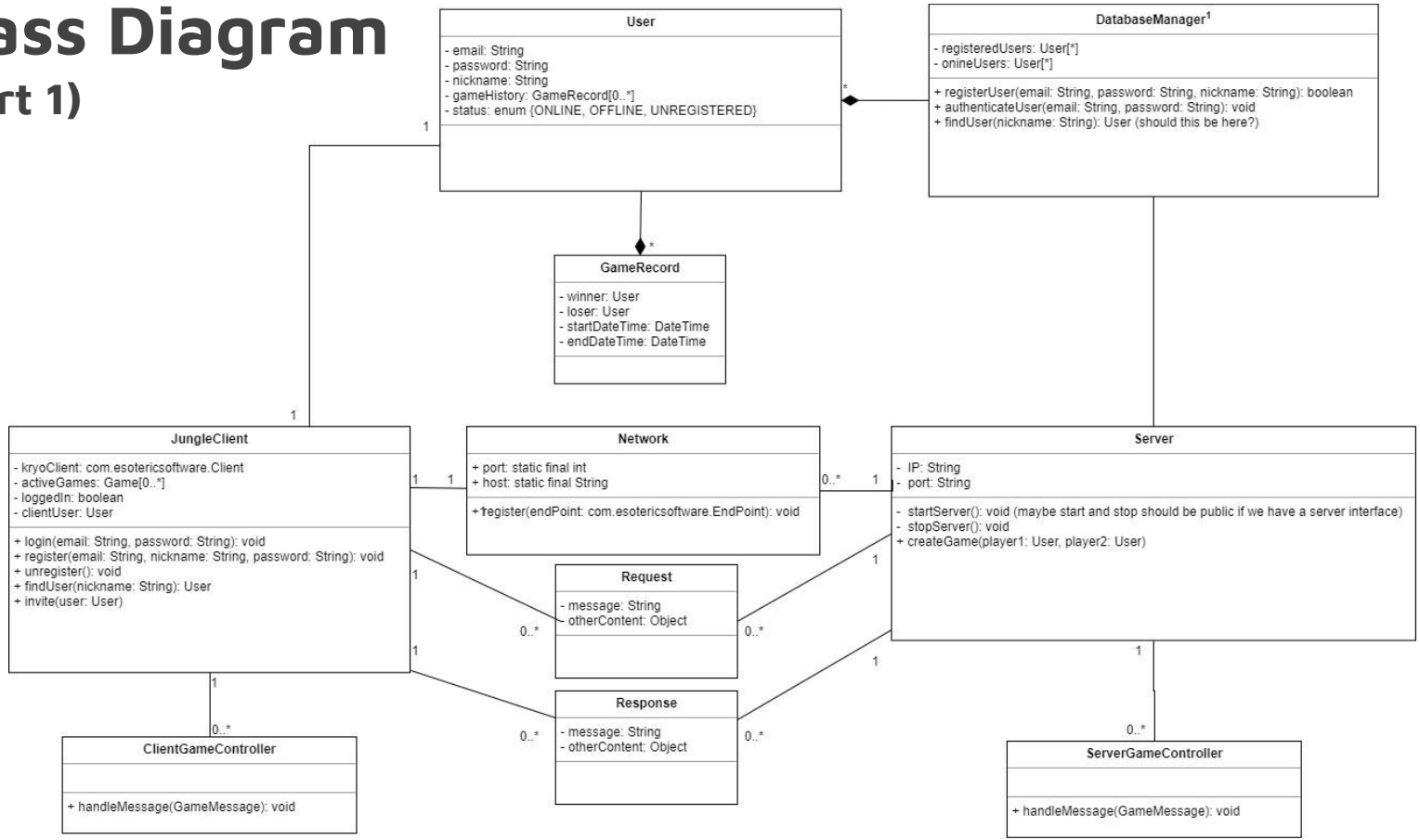
Implementation Decisions

- Decided to use KryoNet library for network communications. This allows us to focus on the problem domain without worrying about network code and protocols
- JUnit is being used for unit testing
- JavaFX is being used for the UI
- We setup a build configuration using Maven so it is easier to manage dependencies and lays the foundations for implementing continuous integration.

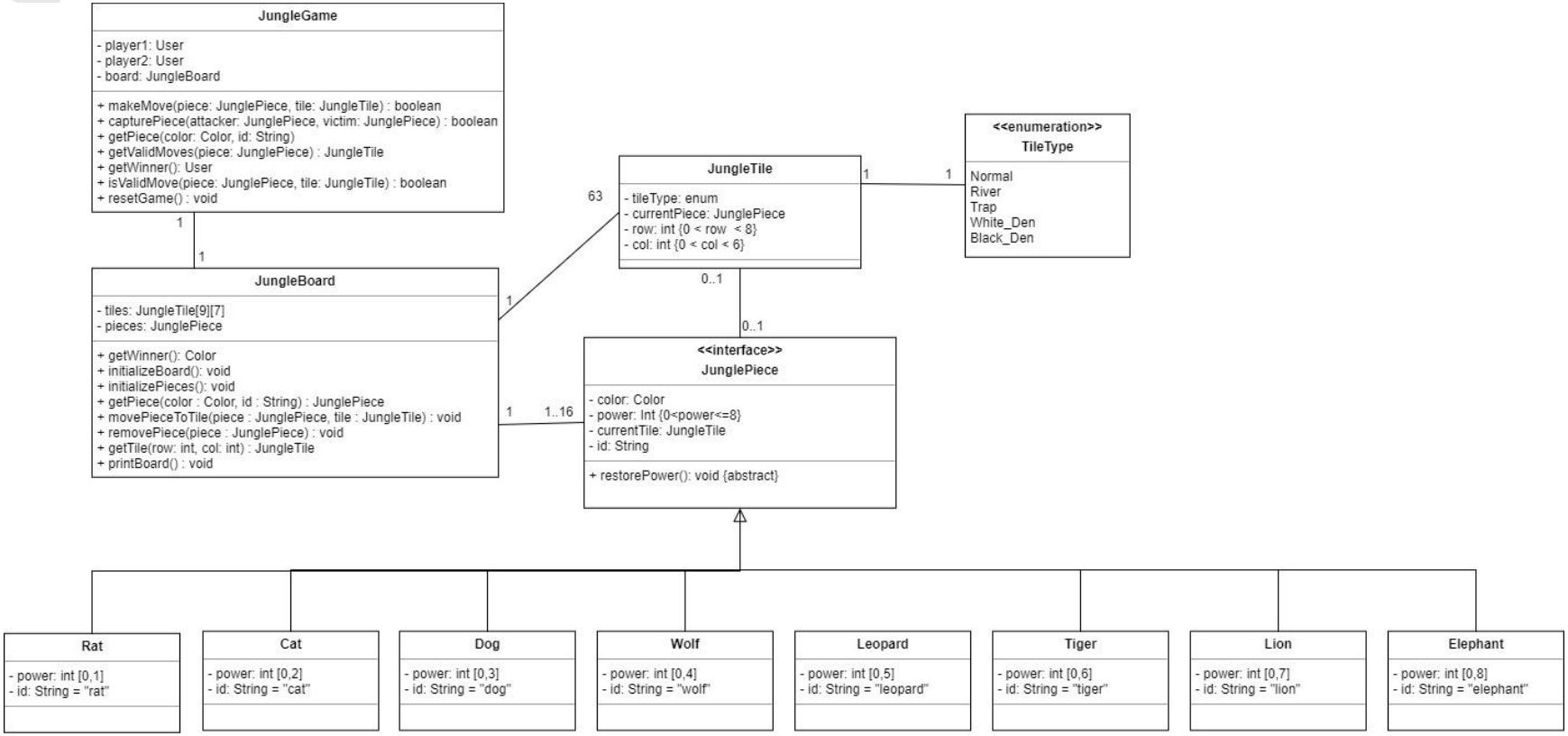
Class Diagram
(Overview)



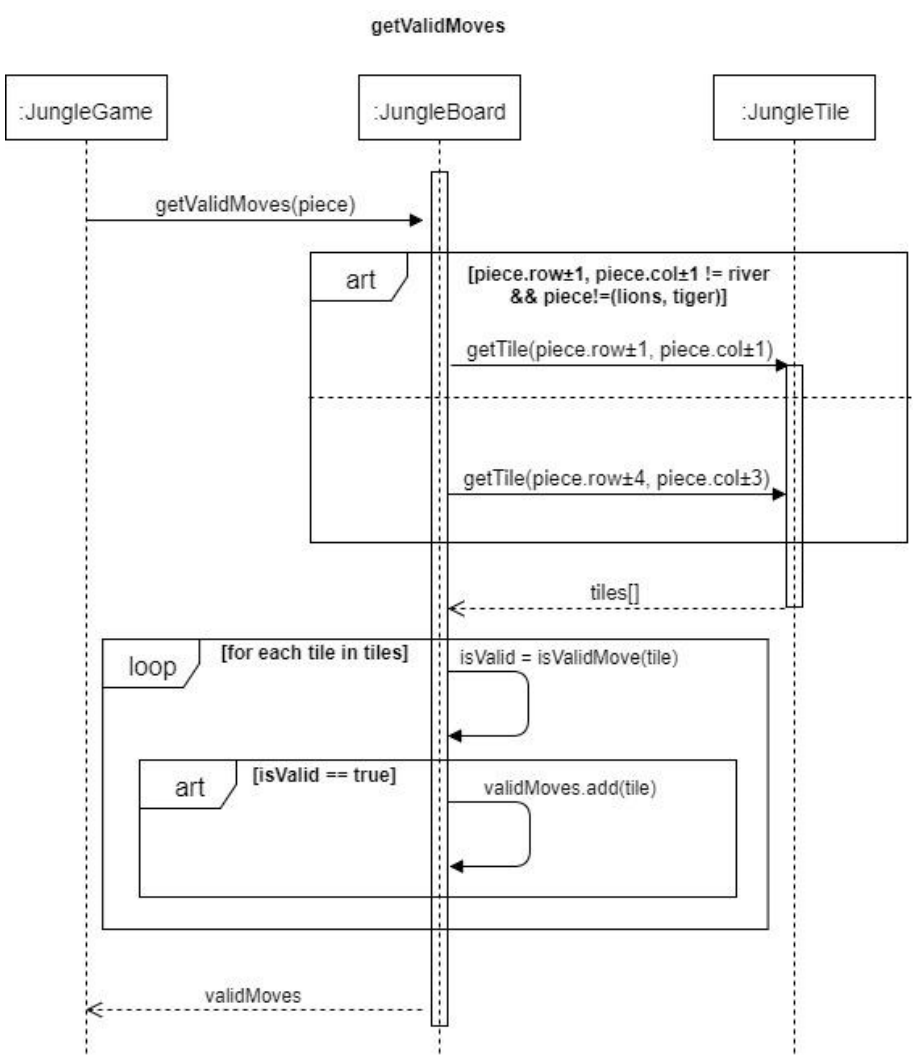
Class Diagram
(part 1)



Class Diagram (part 2)



Sequence Diagrams



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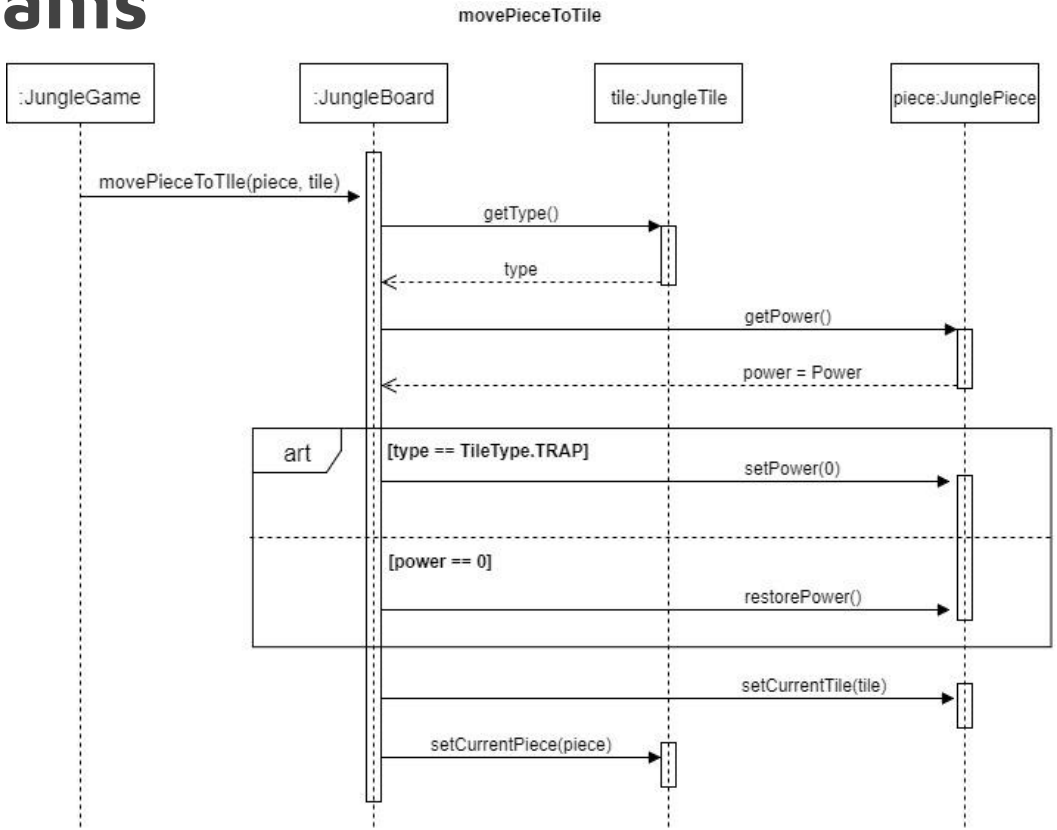

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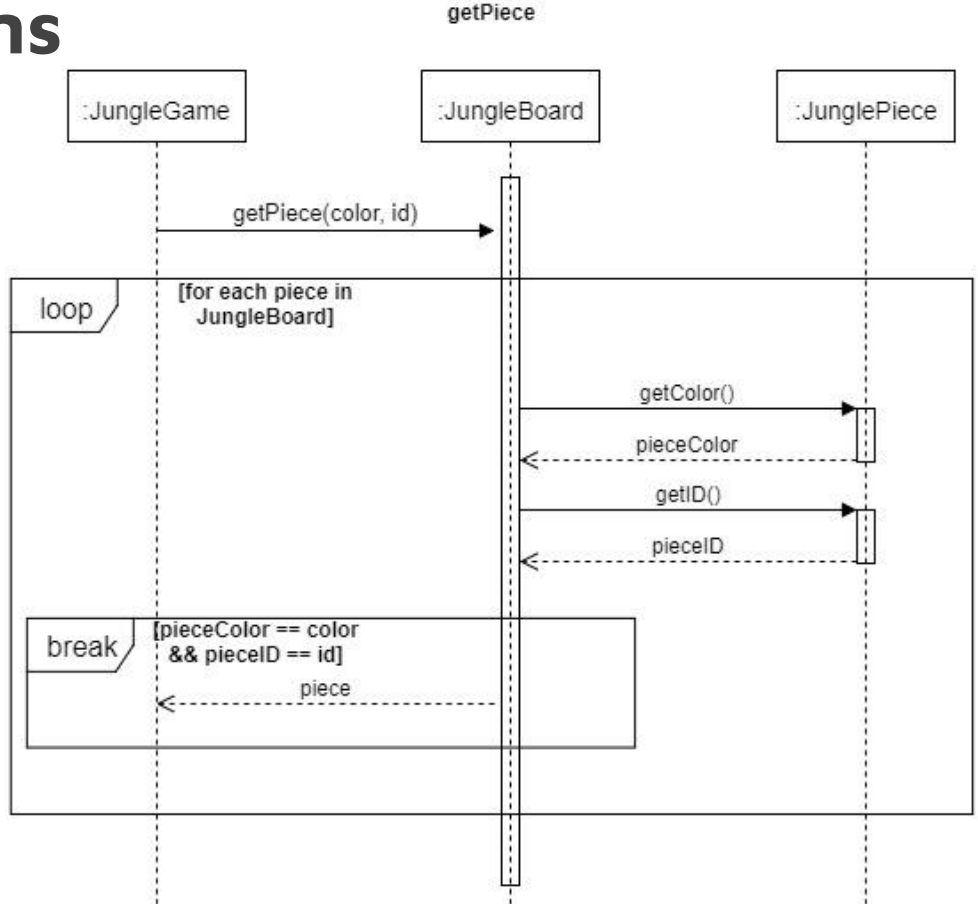

Demo