

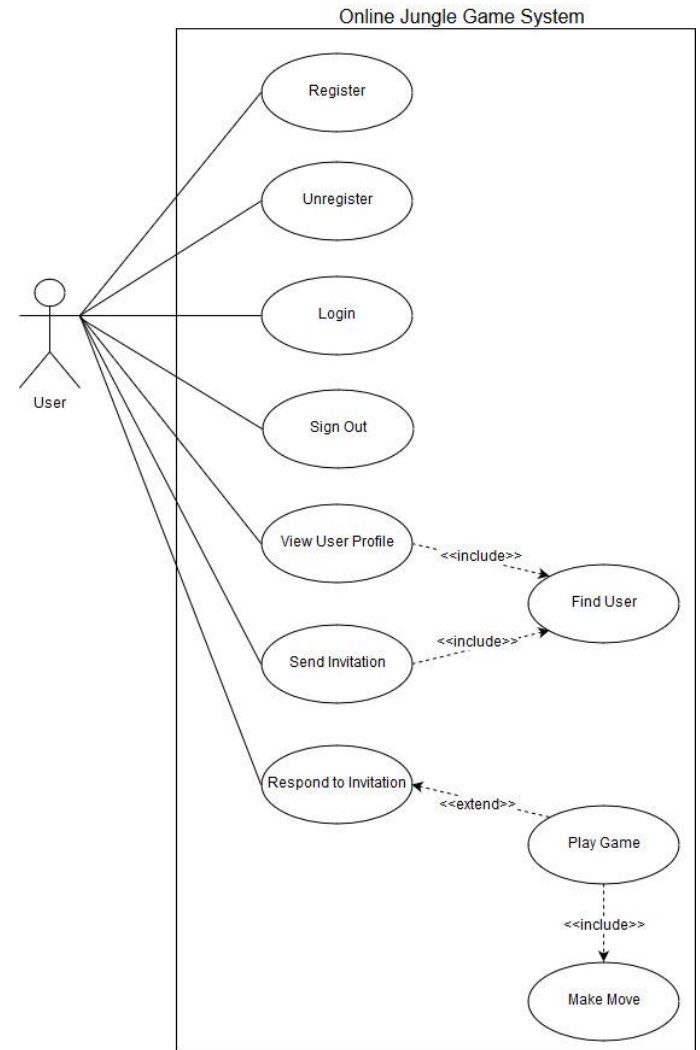
Jungle: Final Iteration

Team And Yet It Compiles

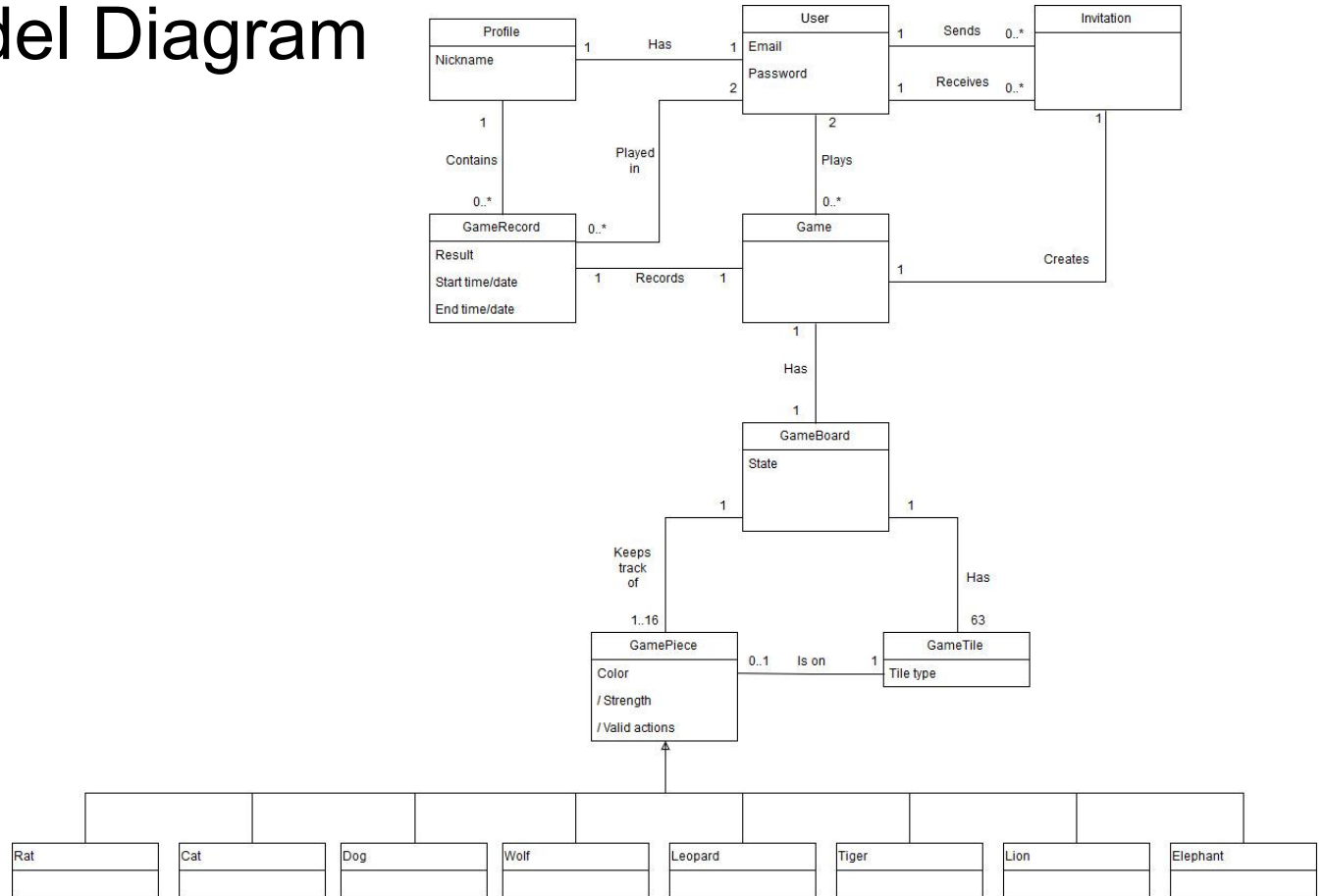
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Use Case Diagram / Description

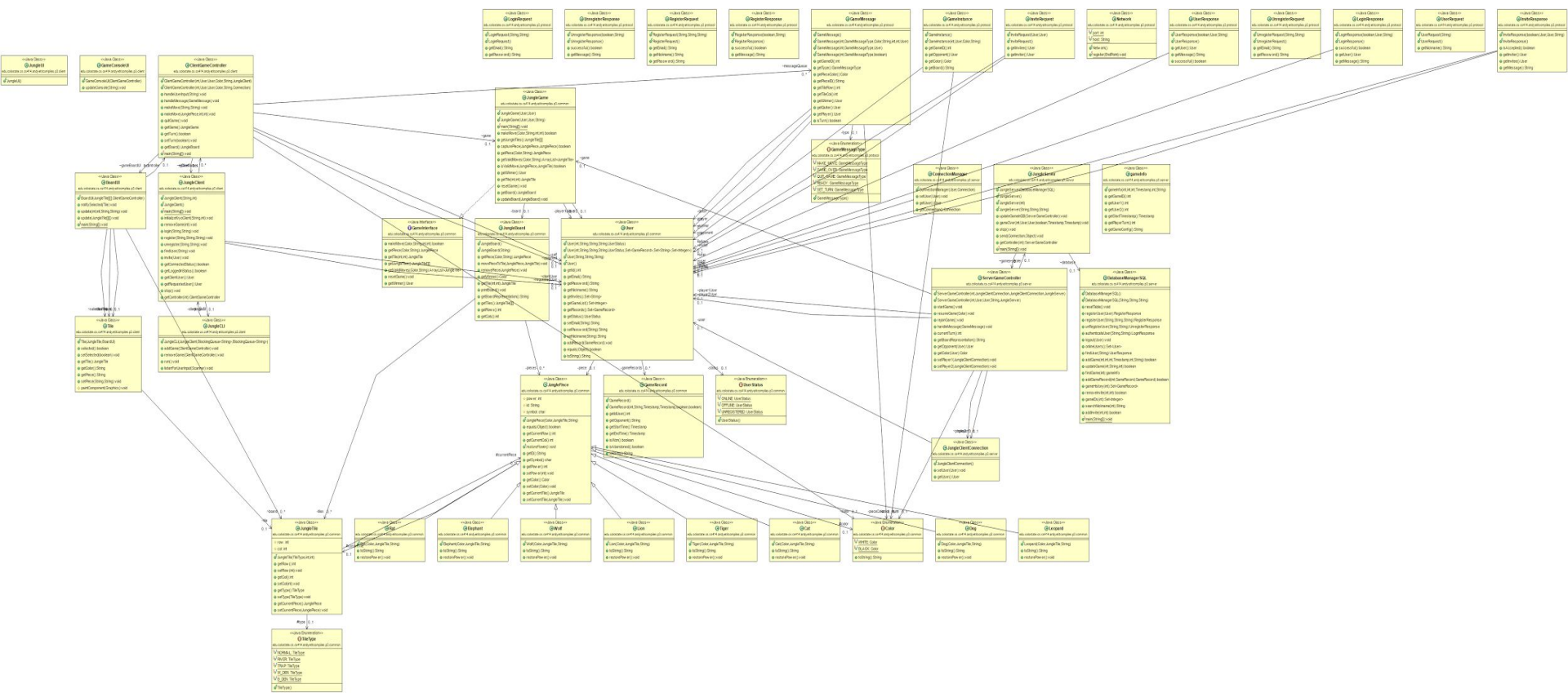
ID:	1
Use Case Name:	Register
Overview:	Enters user information into the system and allows them to access other features in the system..
Scope:	Online Jungle Game Software
Level:	User Goal
Actors:	Actor: User
Stakeholders and Interests:	User: Wants to register his account, and play the jungle game System 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:	1. User's information has been saved into the Database System. 2. User is registered in the system
Main Success Scenario:	1. System presents forms that are needed for registering a new user into the database. 2. User fills the forms, and submits it. 3. System saves User's information to the database. 4. User's information include Email and password. 5. System validates the user input and stores it 6. 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



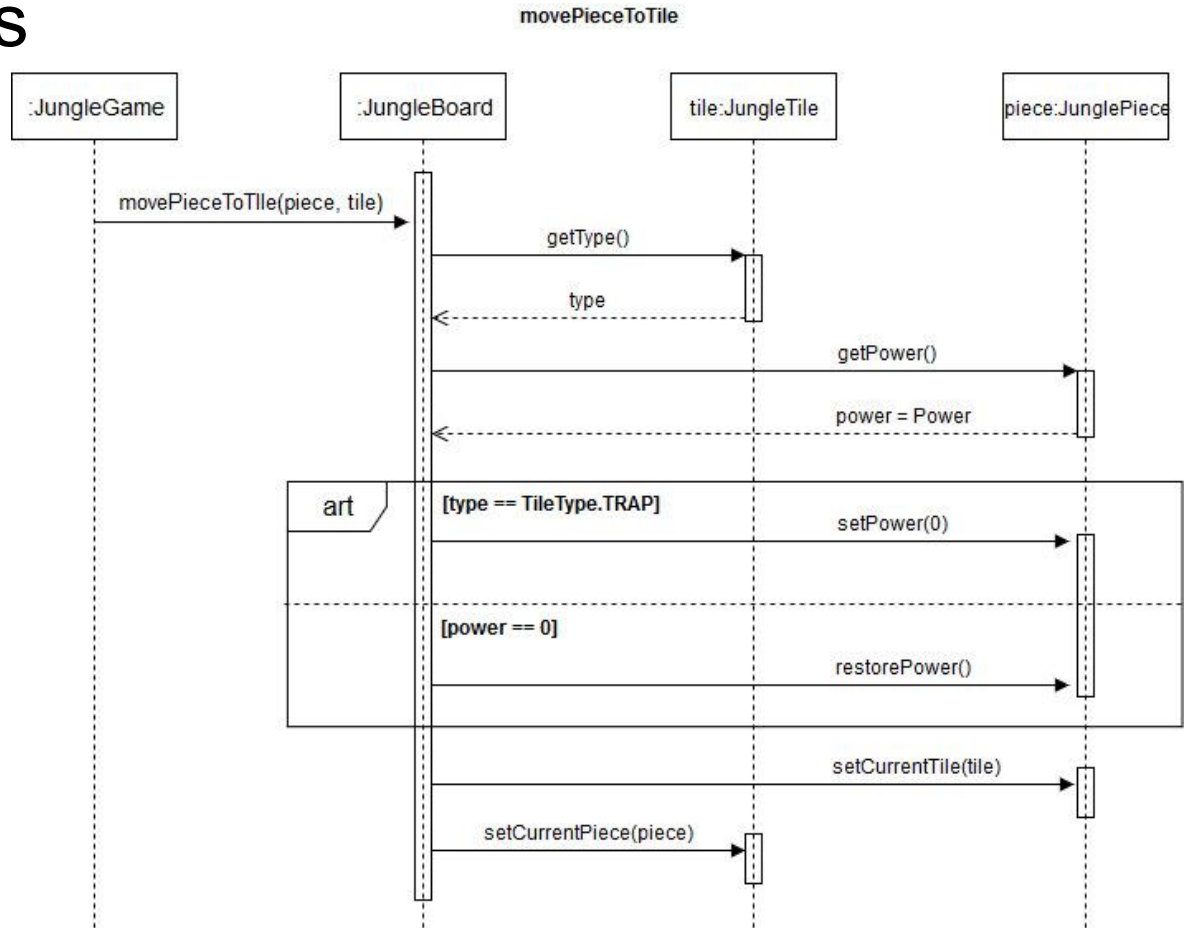
Domain Model Diagram



Design Class Diagram



Sequence Diagrams



Testing Document

Project Name: Jungle

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

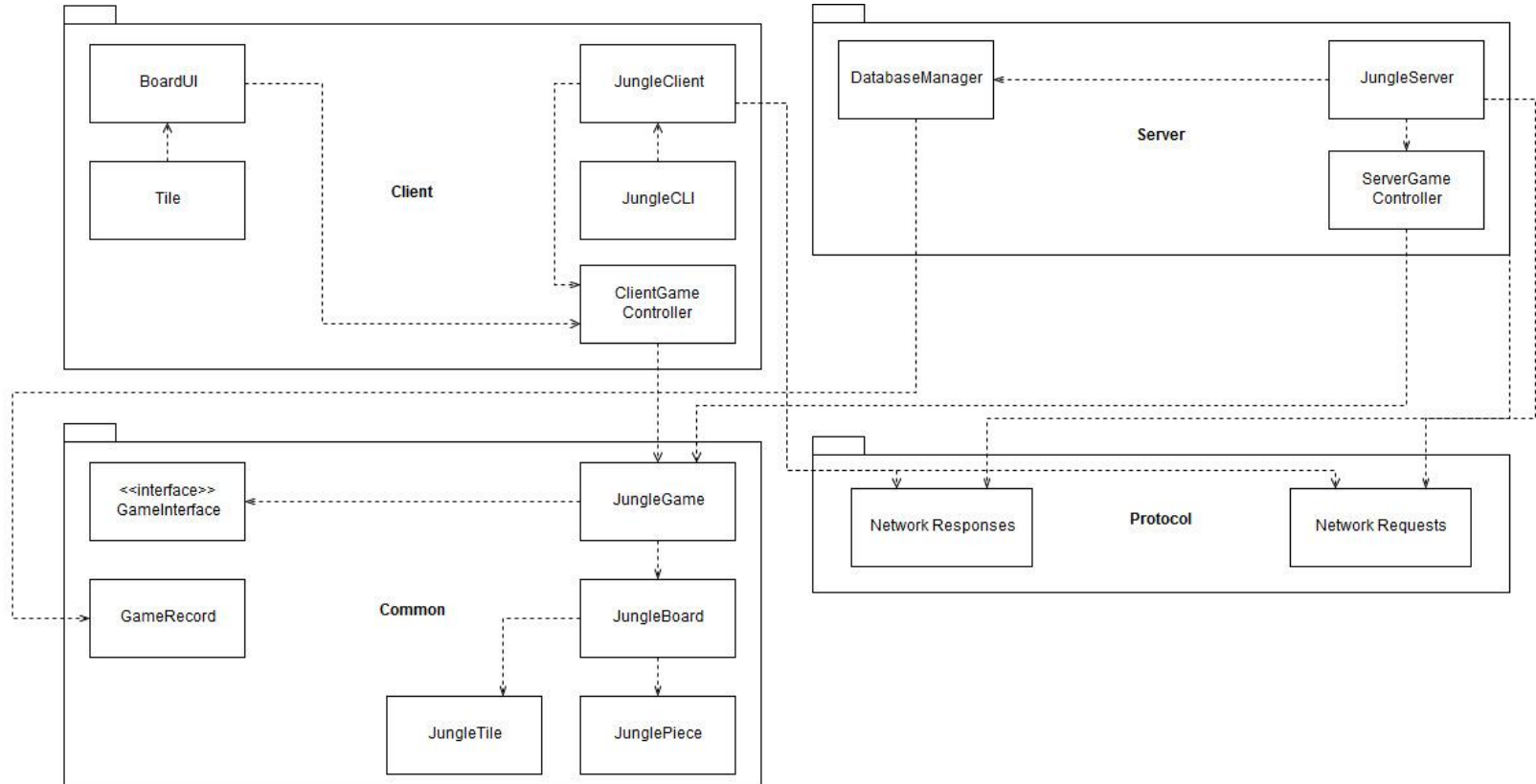
Dependencies: None

Step	Test Steps	Test Data	Expected Result	Actual Result	Status (Pass/Fail)	Notes
1	User moves a piece to the enemy trap		Piece's power is reduced to zero	Piece's power is reduced to zero	Pass	
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						

Post-conditions:

None

Package Diagram



Traceability Matrix

[illegible]

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 user's active games are automatically added to the GUI when they log in
- Tournament business logic is completed
- Fixed a number of issues brought up in the P4 presentation and feedback
 - Additional game logic refactoring
 - Removed extra database
 - Fixed null pointer reference in DatabaseManager
 - Password hiding

Demo