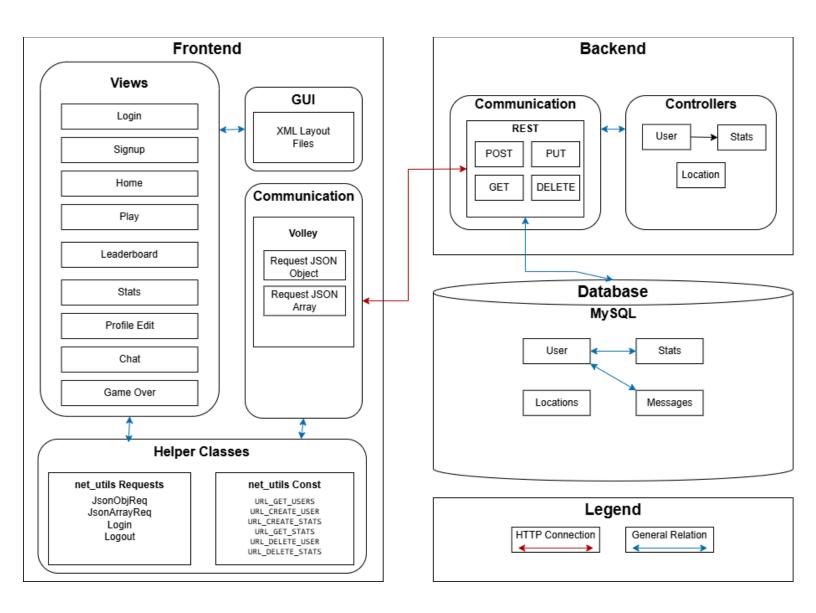
Design Document for ISU Geoguessr

Group 4_rasel_4

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1. Frontend

- **Views**: This section includes the different screens or views that the user interacts with in the app, such as:
 - o Login
 - o Signup
 - o Home
 - o Play
 - o Leaderboard
 - o Stats
 - o Profile Edit
 - Chat
 - o Game Over
- **GUI**: This part handles the user interface (UI), which consists of XML layout files for the design and display of the views.
- Communication:
 - Volley: A library used for network communication. It manages requests to the backend:
 - Request JSON Object: Request for a single JSON object.
 - Request JSON Array: Request for a list of JSON objects.
- **Helper Classes**: These are utility classes that handle network-related tasks:
 - o **net utils Requests**: Handles requests like JSON objects or arrays.
 - o net utils Const: Stores constants like URL endpoints:
 - URL_GET_USERS, URL_CREATE_USER, URL_CREATE_STATS,

2. Backend

- **Communication**: This section handles interactions between the frontend and backend using REST APIs:
 - o **POST**, **PUT**, **GET**, **DELETE**: These are HTTP methods used to perform operations on the backend (e.g., POST for creating data, GET for retrieving data, etc.).
- **Controllers**: These are the backend components that handle the logic of the app:
 - User: Manages user-related functionality.
 - Stats: Handles the user's statistics.
 - **Location**: Likely manages location data in the app.
- Database (MySQL):
 - Stores data and manages the relationships between different entities:
 - User: Stores user information.
 - Stats: Stores user stats.
 - Locations: Stores location data.
 - Messages: Stores chat or message data.

