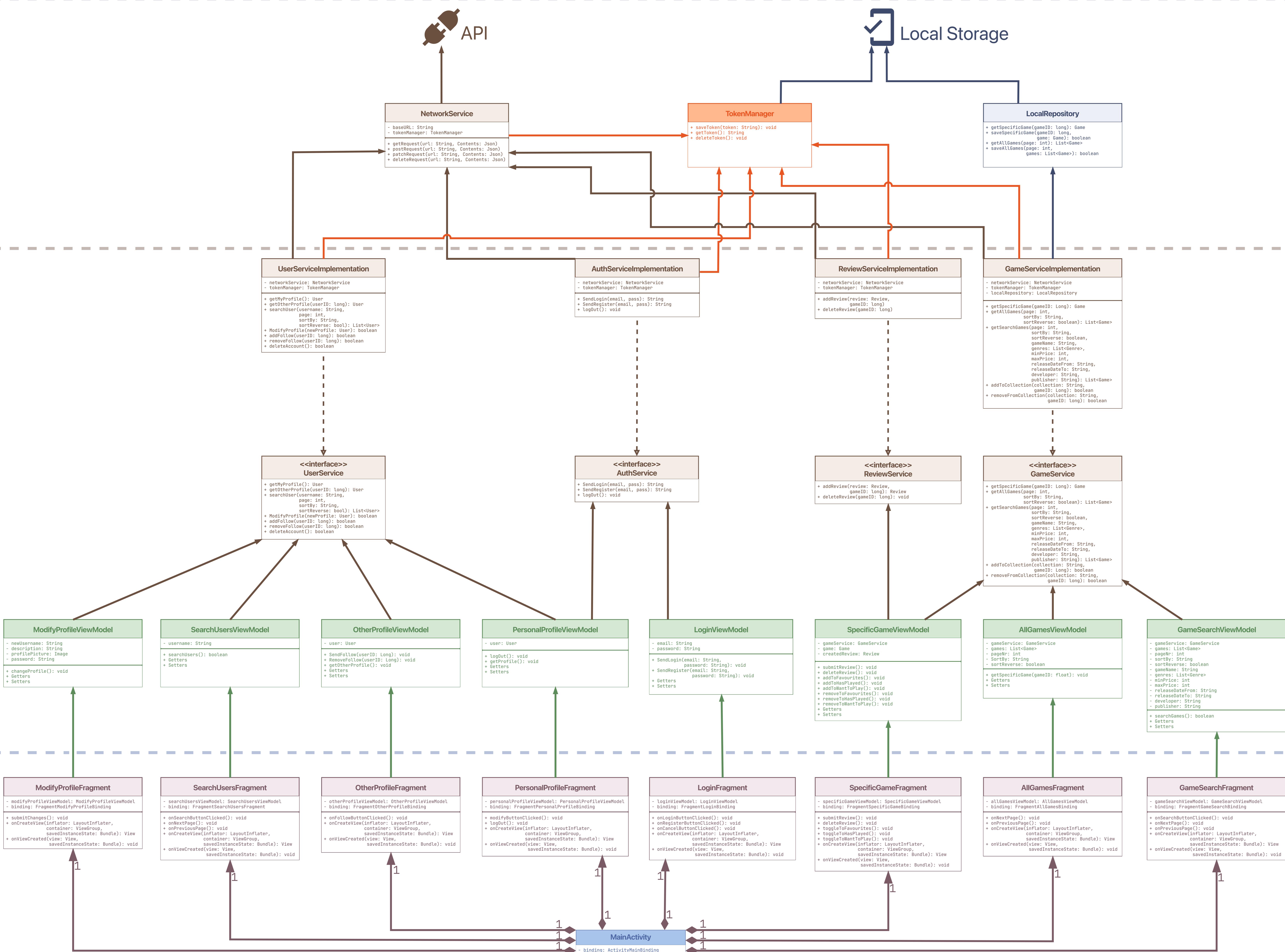
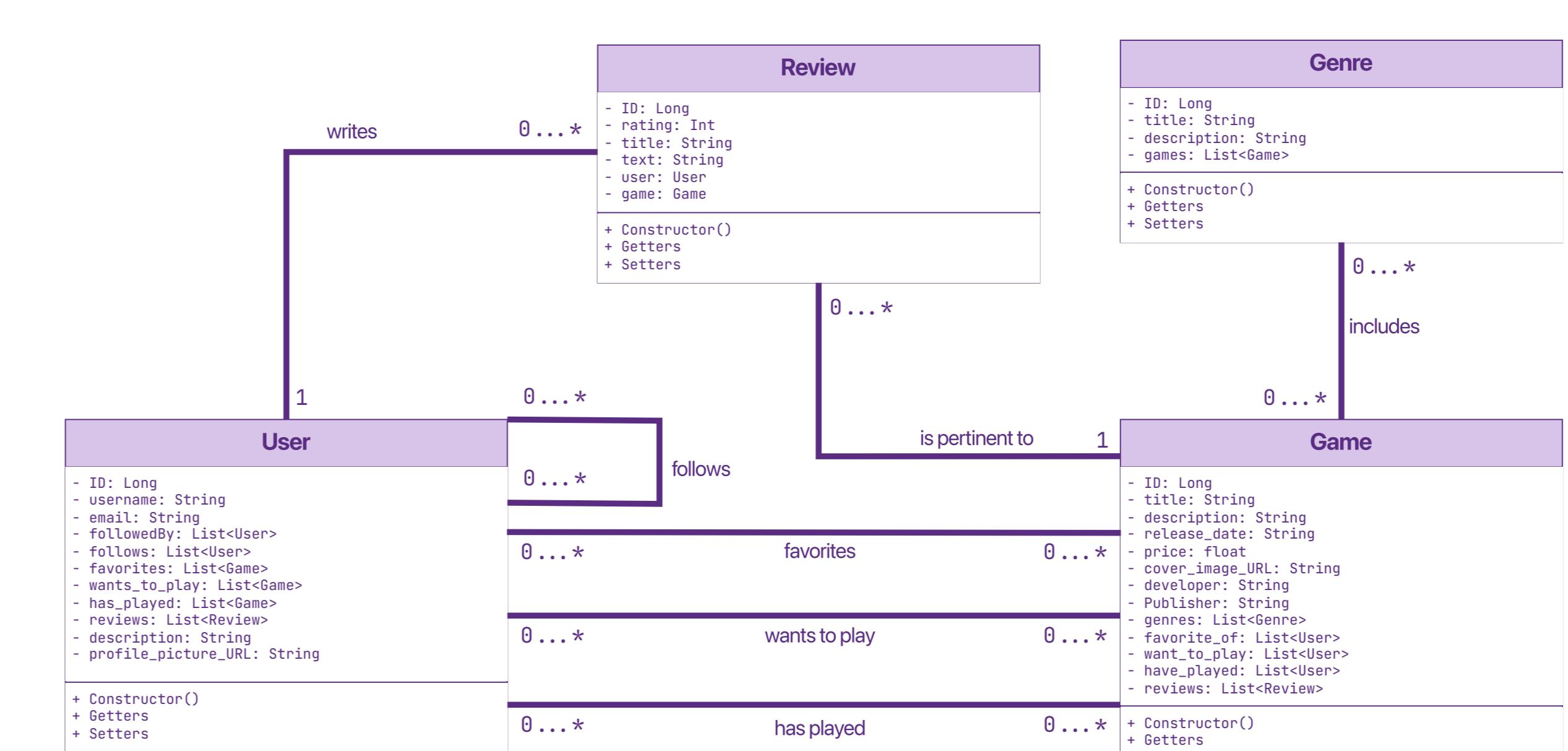


Class Diagram

Networking

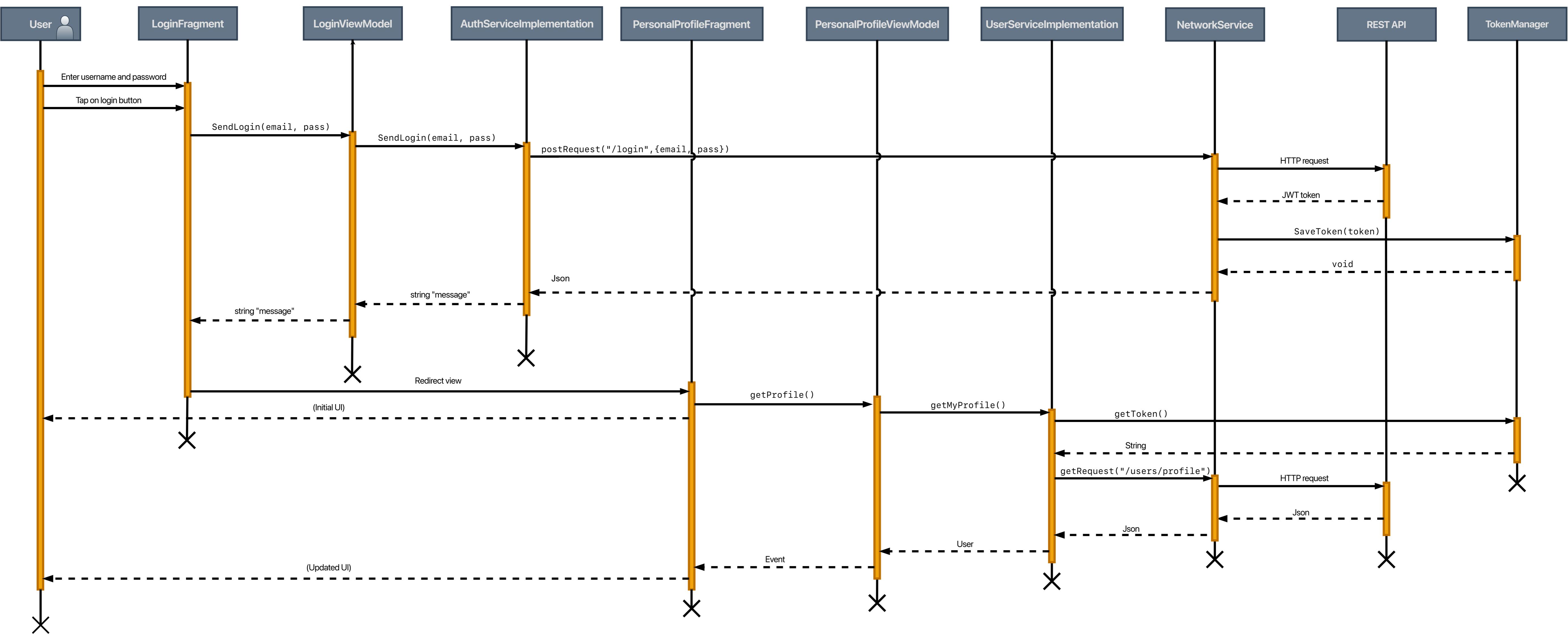


Service



Model

Sequence Diagram



OtherProfileFragment

```
- otherProfileViewModel: OtherProfileViewModel  
- usernameText: Text  
- backButton: Button  
- favouretGames: RecyclerView  
- wantsToPlay: RecyclerView  
- hasPlayed: RecyclerView  
- reviews: RecyclerView  
- describtion: TextArea  
- profilePicture: ImageView  
- followerCount: Text  
- followingCount: Text  
- followButton: Button  
  
+ onBackButtonClicked(): void  
+ onFollowButtonClicked(): void
```

LoginFragment

```
- loginViewModel: LoginViewModel  
- loginButton: Button  
- registerButton: Button  
- emailTextField: TextField  
- passwordTextField: TextField  
- cancelButton: Button  
  
+ onLoginButtonClicked(): void  
+ onRegisterButtonClicked(): void  
+ onCancelButtonClivked(): void
```

PersonalProfileFragment

```
- personalProfileViewModel: PersonalProfileViewModel  
- usernameText: Text  
- emailText: Text  
- backButton: Button  
- favouretGames: RecyclerView  
- wantsToPlay: RecyclerView  
- hasPlayed: RecyclerView  
- reviews: RecyclerView  
- describtion: TextArea  
- profilePicture: ImageView  
- followerCount: Text  
- followingCount: Text  
- modifyButton: Button  
  
+ onBackButtonClicked(): void  
+ modifyButtonClicked(): void
```

SpecificGameFragment

```
- specificGameViewModel: SpecificGameViewModel  
- title: TextView  
- description: TextArea  
- releaseDate: Text  
- price: Text  
- coverImage: ImageView  
- developer: Text  
- publisher: Text  
- avgRating: Text  
- genres: ListView  
- reviews: TextArea  
- favouriteAmount: Text  
- wantToPlayAmount: Text  
- hasPlayedAmount: Text  
- favouriteButton: Button  
- wantToPlayButton: Button  
- hasPlayedButton: Button  
- createReviewTitle: TextField  
- createReviewText: TextArea  
- createReviewRating: TextField  
- createReviewSubmit: Button  
- deleteReview: Button  
- backButton: Button  
  
+ submitReview(): void  
+ deleteReview(): void  
+ toggleToFavourites(): void  
+ toggleToHasPlayed(): void  
+ toggleToWantToPlay(): void  
+ backButtonPressed(): void
```

AllGamesFragment

```
- allGamesViewModel: AllGamesViewModel  
- prevPage: Button  
- nextPage: Button  
- fetchedPage: List<Game>  
- sortBy: TextField  
- sortReverse: Checkbox  
  
+ onNextPage(): void  
+ onPreviousPage(): void
```

SearchUsersFragment

```
- searchUsersViewModel: SearchUsersViewModel  
- usernameText: TextField  
- searchButton: Button  
- prevPageButton: Button  
- searchResults: RecyclerView  
- backButton: Button  
  
+ onSearchButtonClicked(): void  
+ onNextPage(): void  
+ onPreviousPage(): void
```

GameSearchFragment

```
- gameSearchViewModel: GameSearchViewModel  
- gameName: TextField  
- genres: List<CheckBox>  
- minPrice: TextField  
- maxPrice: TextField  
- releaseDateFrom: TextField  
- releaseDateTo: TextField  
- developer: TextField  
- publisher: TextField  
- prevPage: Button  
- nextPage: Button  
- searchButton: Button  
- searchResults: List<Game>  
  
+ onSearchButtonClicked(): void  
+ onNextPage(): void  
+ onPreviousPage(): void
```

ModifyProfileFragment

```
- modifyProfileViewModel: ModifyProfileViewModel  
- username: TextField  
- description: TextArea  
- profilePicture: Button  
- password: TextField  
- submitButton: Button  
- backButton: Button  
  
+ submitChanges(): void  
+ onBackButtonClicked(): void
```