Dao Pattern

UserDao

_username: string

_password: string

_userId: string

<<Enumeration>> UserState

NOTLOGGEDIN

LOGGEDIN

Singleton Pattern

FileHandler

_instance: FileHandler()

+ GetInstance(): FileHandler

- ReadFile(_pathToFile: string): any

+ ReadArrayFile(_pathToFile: string): any[]

+ ReadObjectFile(_pathToFile: string): any

+ WriteFile(_pathToFile: string, _dataToWrite: any): void

AbstractUser

_username: string

_password: string

_userId: string

Null Object Pattern

NullUser

TextAdventureDataBase

_textAdventures: TextAdventure[]

_users: User[]

_currentUser: User

_userState: UserState

+ ShowFunctionalities(): Promise<void>

- ShowRegisteredFunctionalities(): Promise<void>

- HandleLoggedInAnswer(_answer: string): Promise<void>

- HandleAnswer(_answer: string): Promise<void>

- SearchTextAdventureByTitle(): Promise<void>

- ListAllTextAdventures(): Promise<void>

- Login(): Promise<void>

- Register(): Promise<void>

- CreateTextAdventureMap(): Promise<void>

- PlayTextAdventure(_textAdventure: TextAdventure): Promise<void>

- ShowStatistics(): void

- GoNext(): Promise<void>

User

Singleton Pattern

ConsoleHandling

_instance: ConsoleHandling()

+ GetInstance(): ConsoleHandling

+ Question(_question: string): Promise<string>

+ ShowPossibilities(_showPossibilities: string[], _question: string): Promise<string>

+ PrintInput(_input: string): void

+ CloseConsole(): void

Dao Pattern

TextAdventureDao

_title: string

_x: number

_y: number

_map: Location[]

_startX: number

_startY: number

_textAdventureId: string

_creatorUserId: string

_playCounter: number

_turnCounter: number

TextAdventure

_title: string

_x: number

_y: number

_map: Location[]

_startX: number

_startY: number

_textAdventureId: string

_creatorUserId: string

_playCounter: number

_turnCounter: number

+ PlayTextAdventure(): Promise<void>

+ PrintMap(_north?: Location, _east?: Location, _south?: Location, _west?: Location): void

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Location

_x: number

_y: number

_title: string

1

0...1

0...1

0...n

0...n