

Cairo University

Faculty of Computers and Information



CS352 – Software Engineering II

Phase 3

2017

Project Team

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CS352: Phase 3 – **NM^3, Game To Gain**

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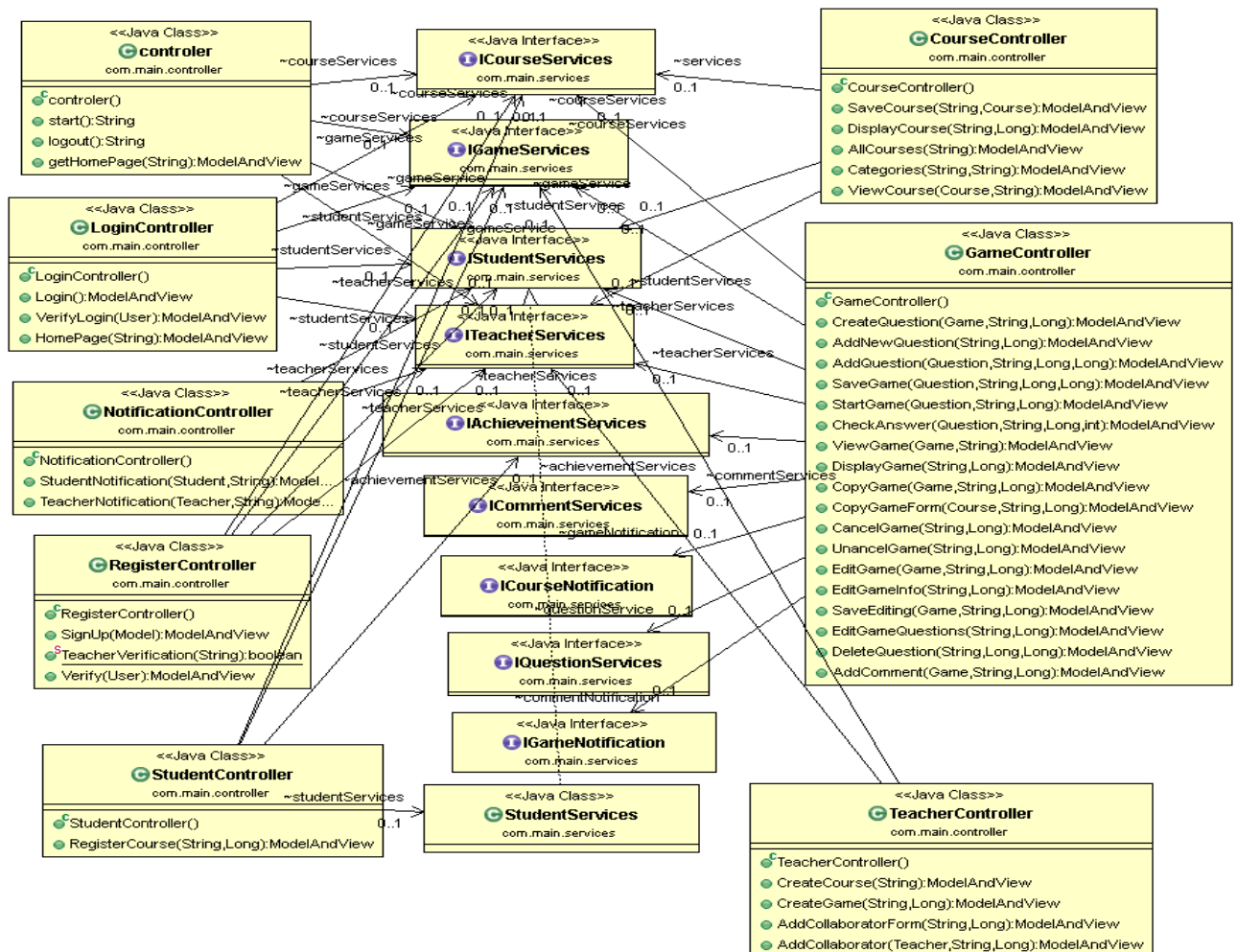
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Your Restful API (In case of you choose SOA)

We used MVC architecture not SOA architecture.

Class diagram design

Controllers Package:

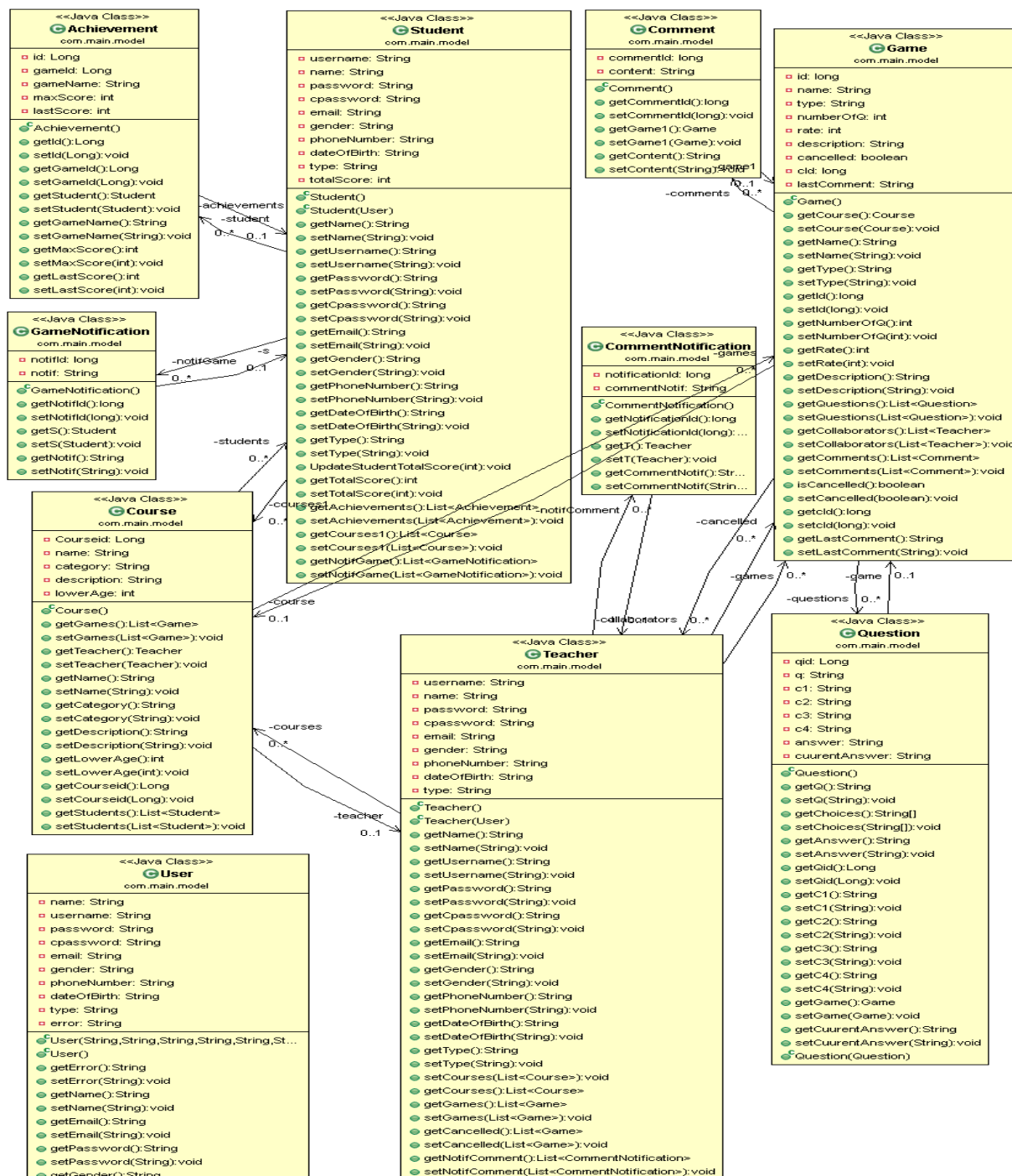




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Models Package:

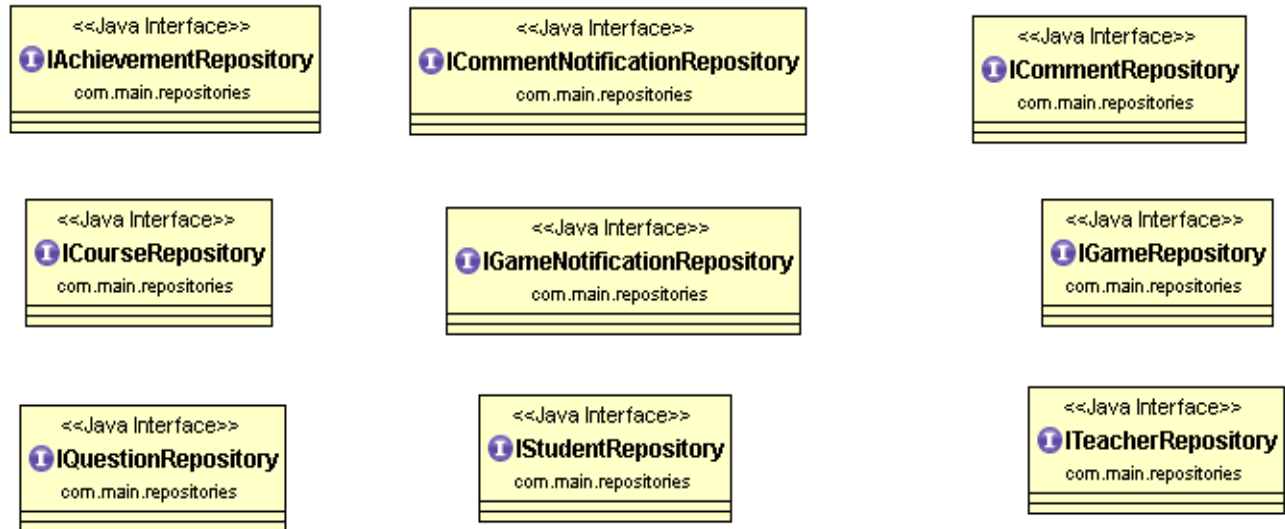




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Repositories Package:

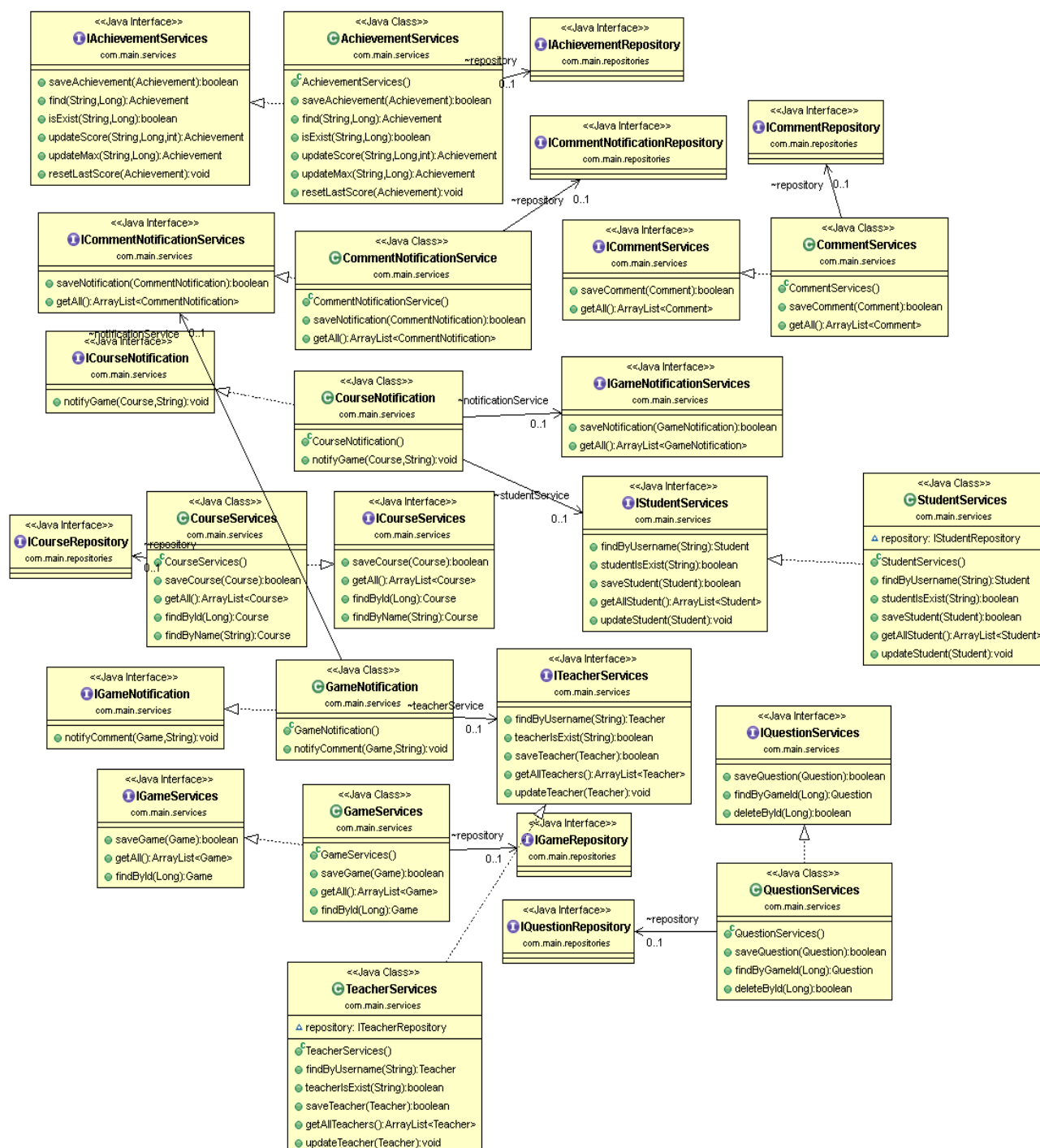




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Services Package:



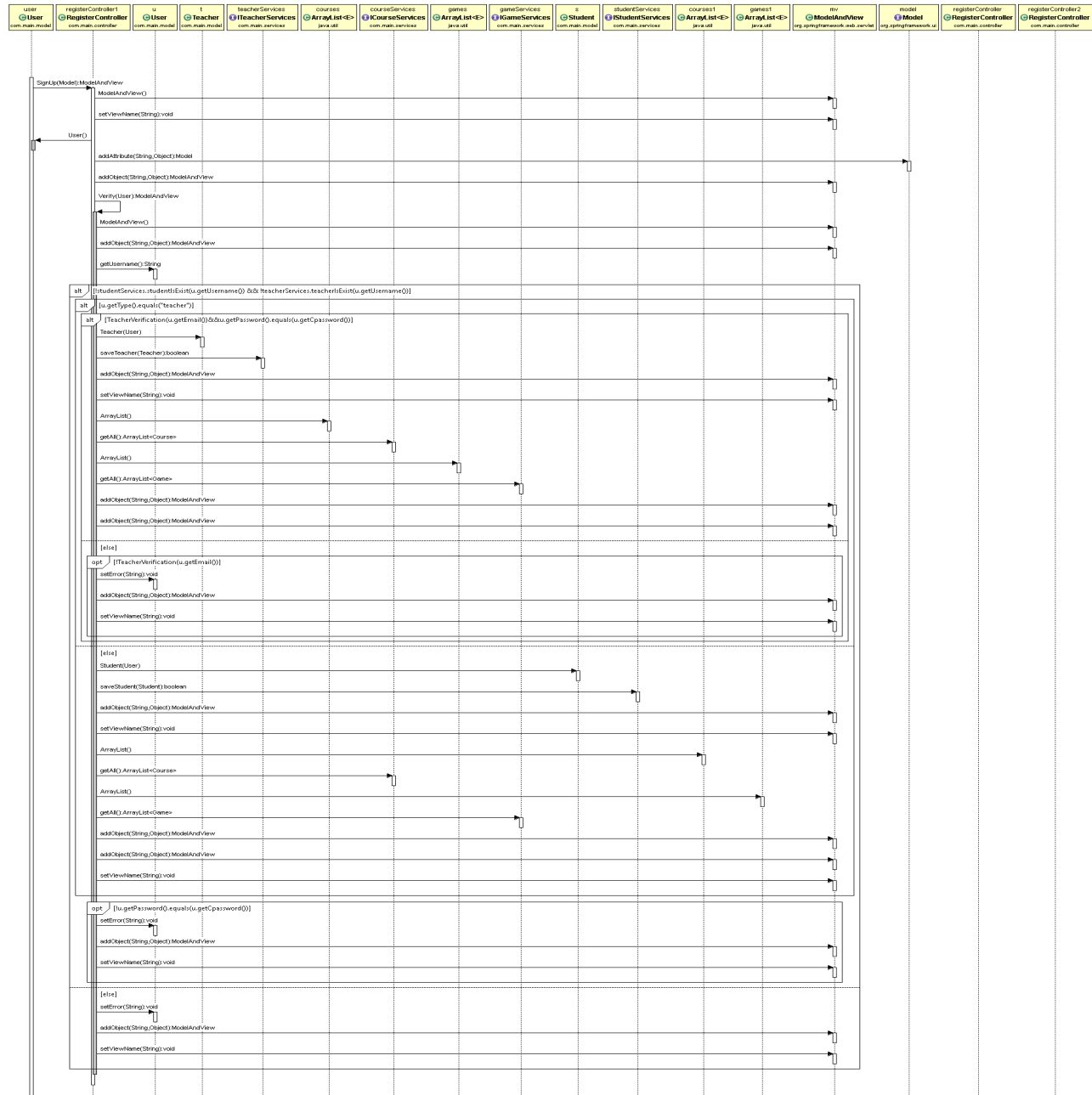


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Sequence diagram design

Register:

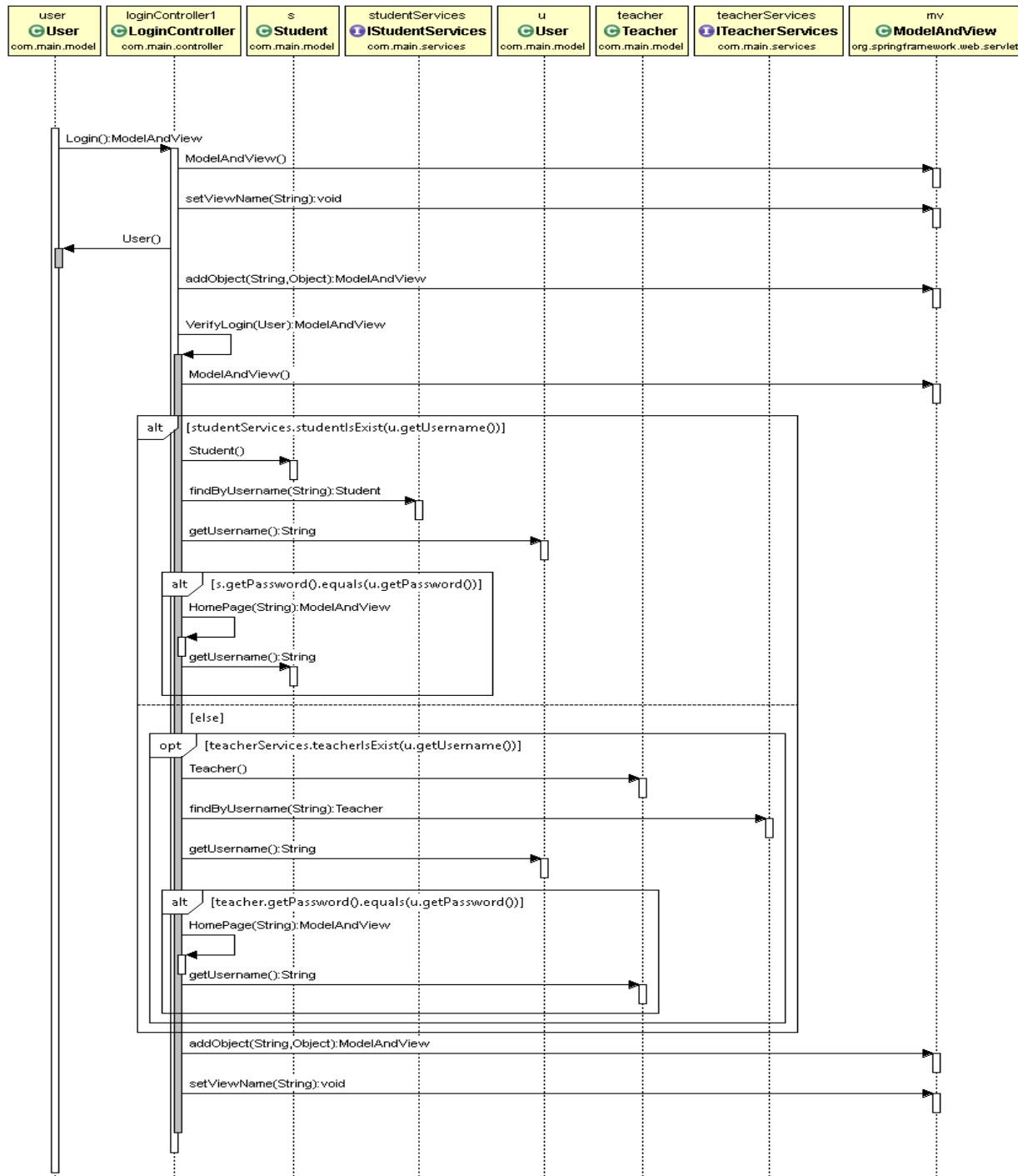




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Login:

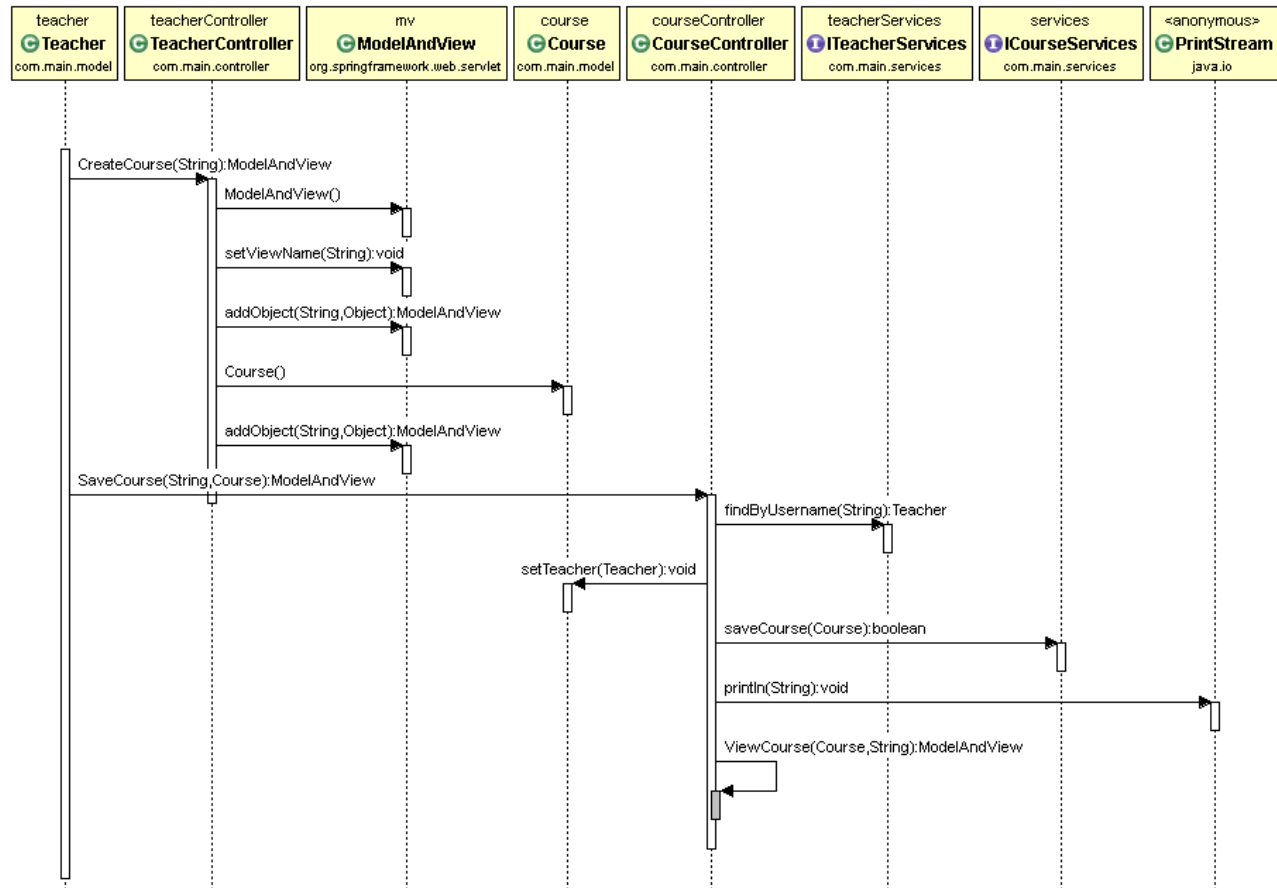




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Create Course:

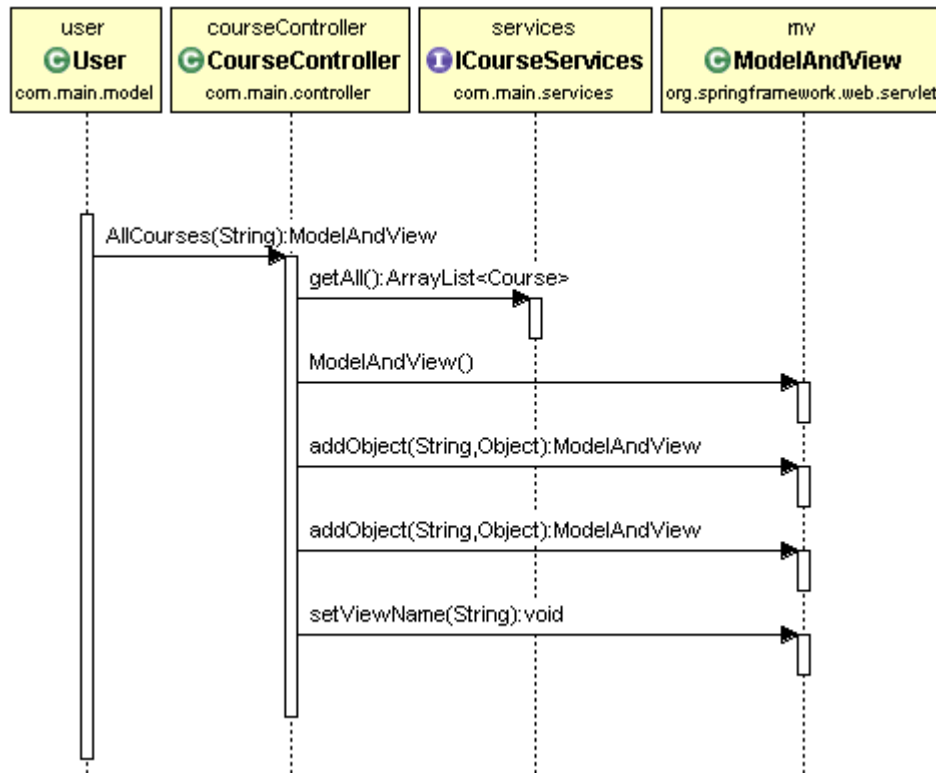




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Show All Courses:

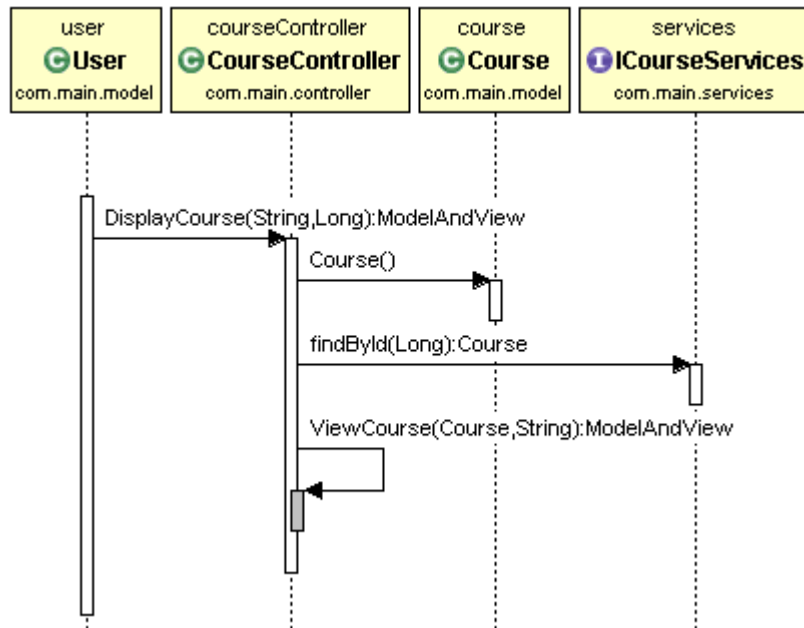




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Show Games in specific Course:

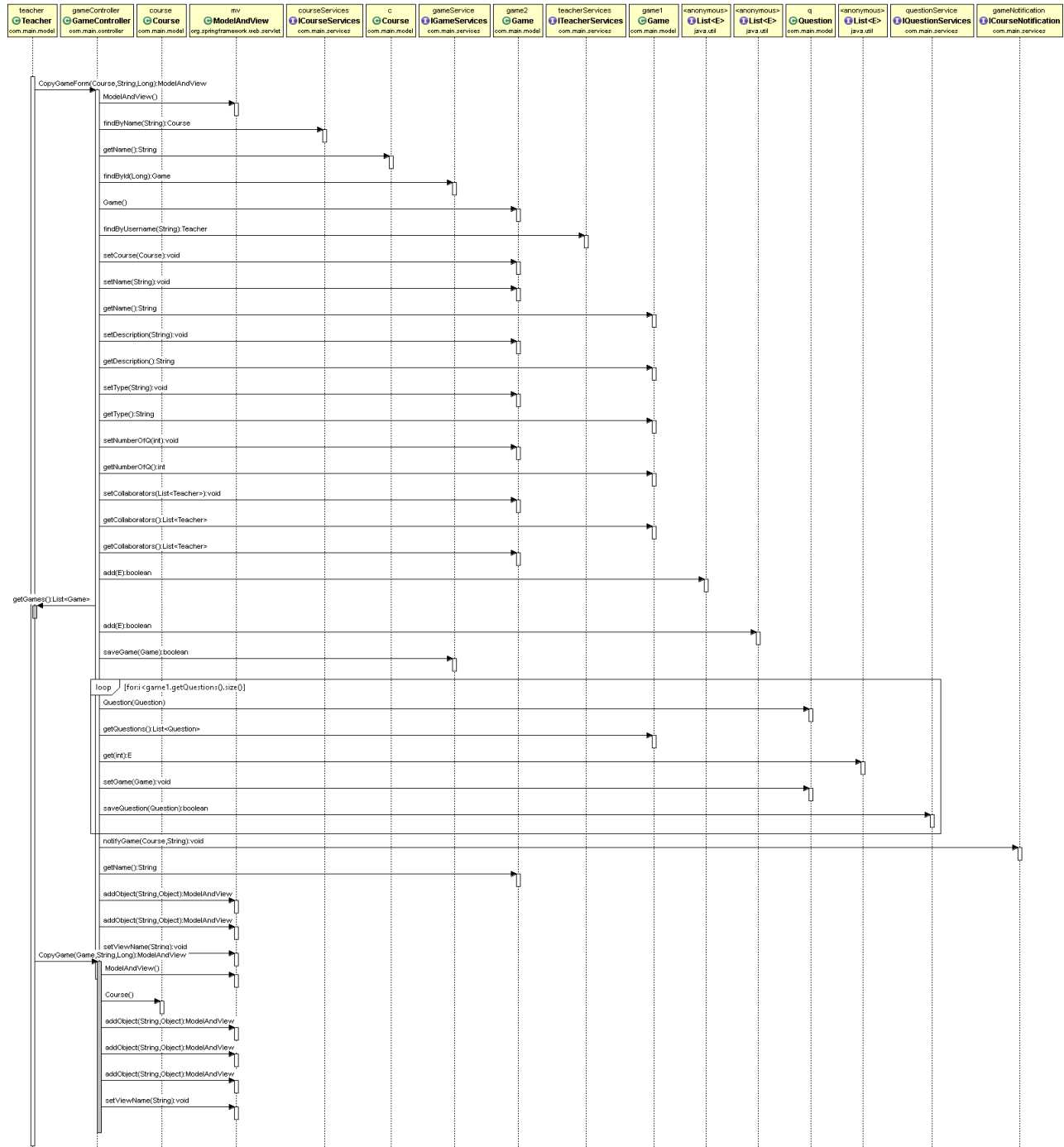




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Copy Game:

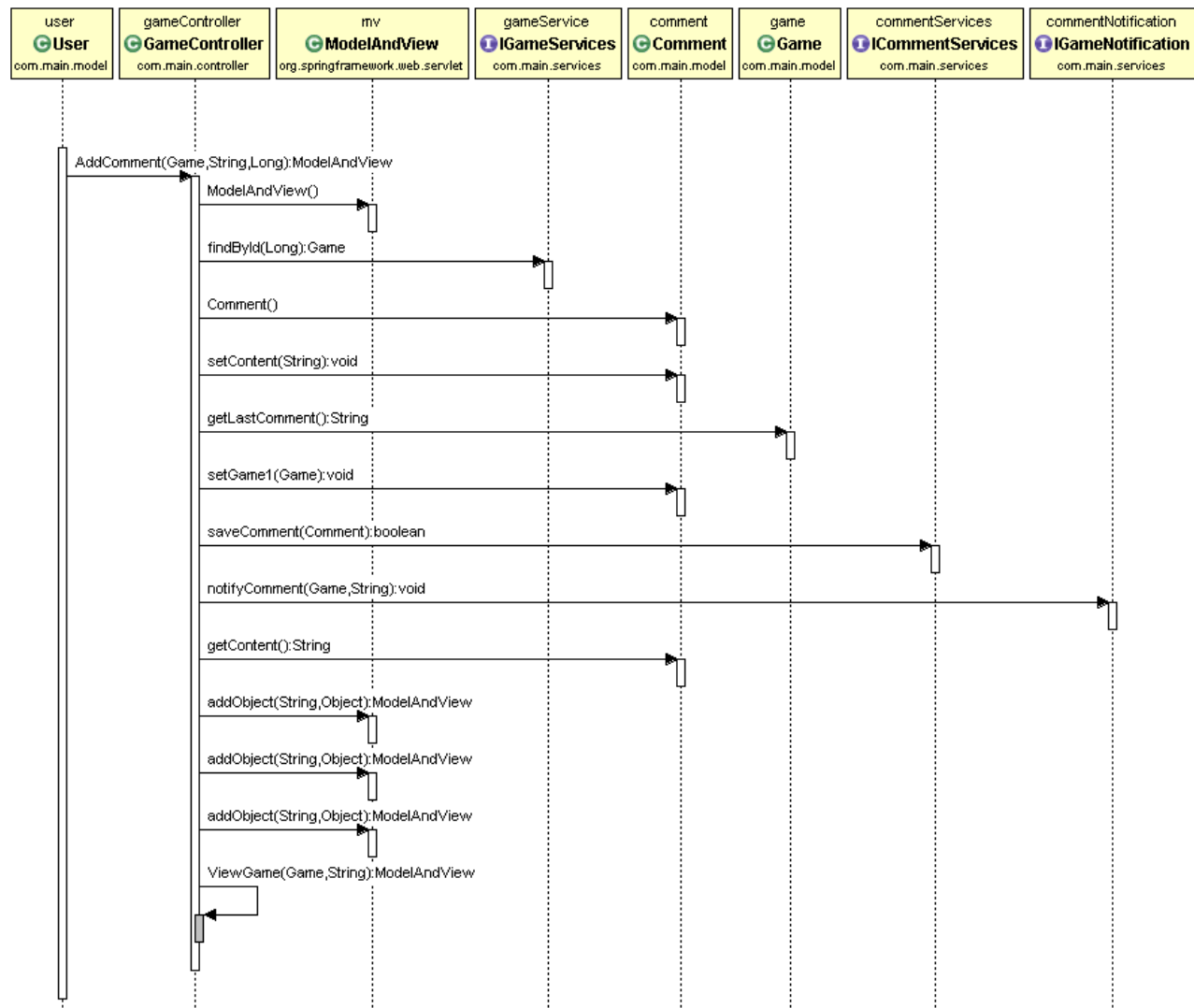




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Comment on a Game:

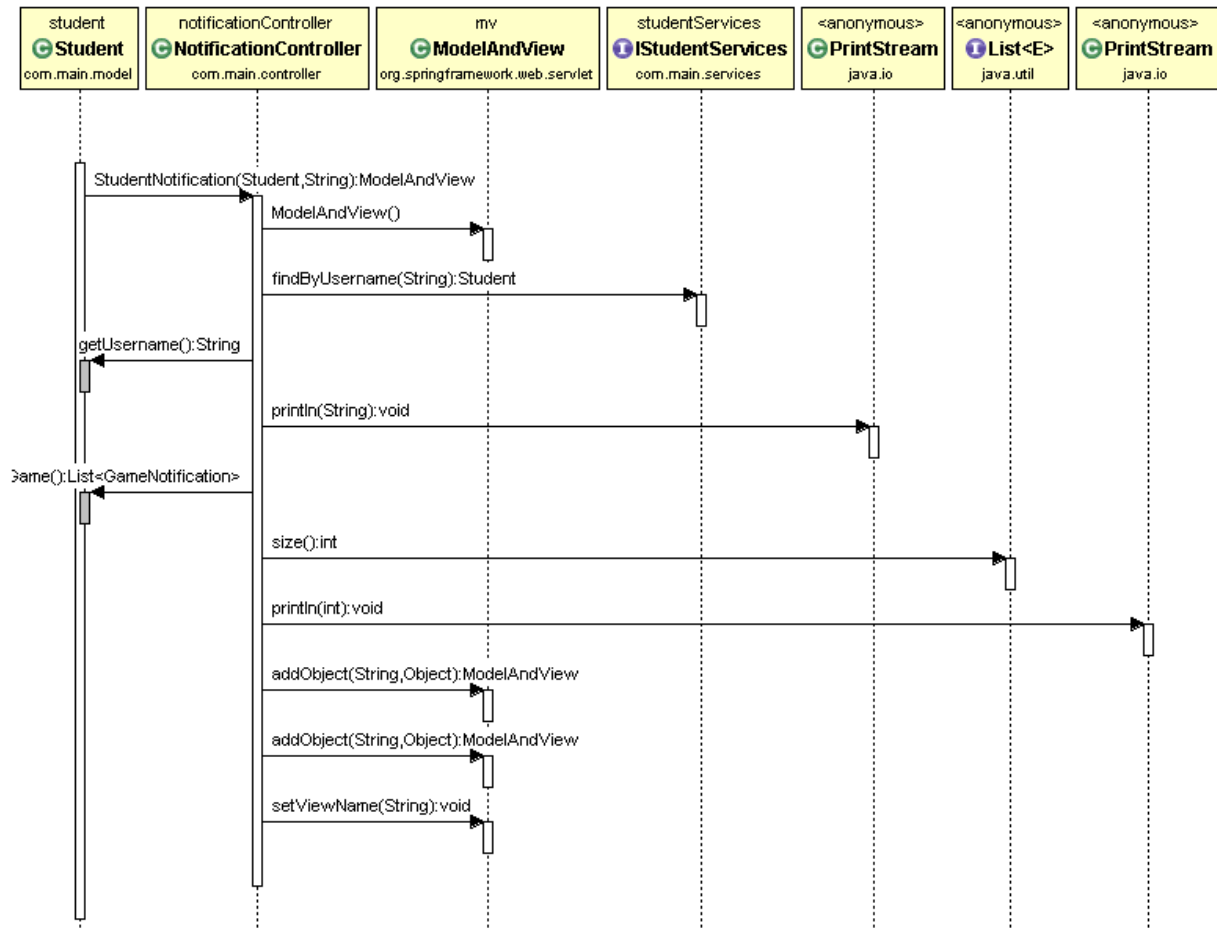




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Notify new Game in a Course:

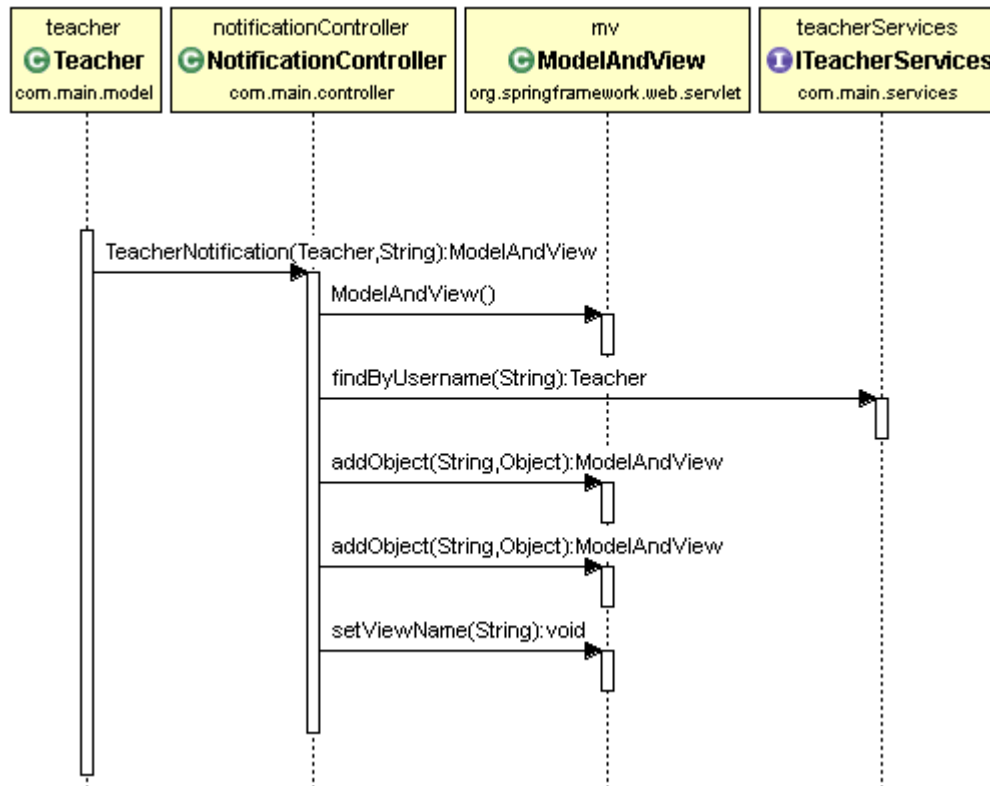




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Notify Teacher with new Comment:

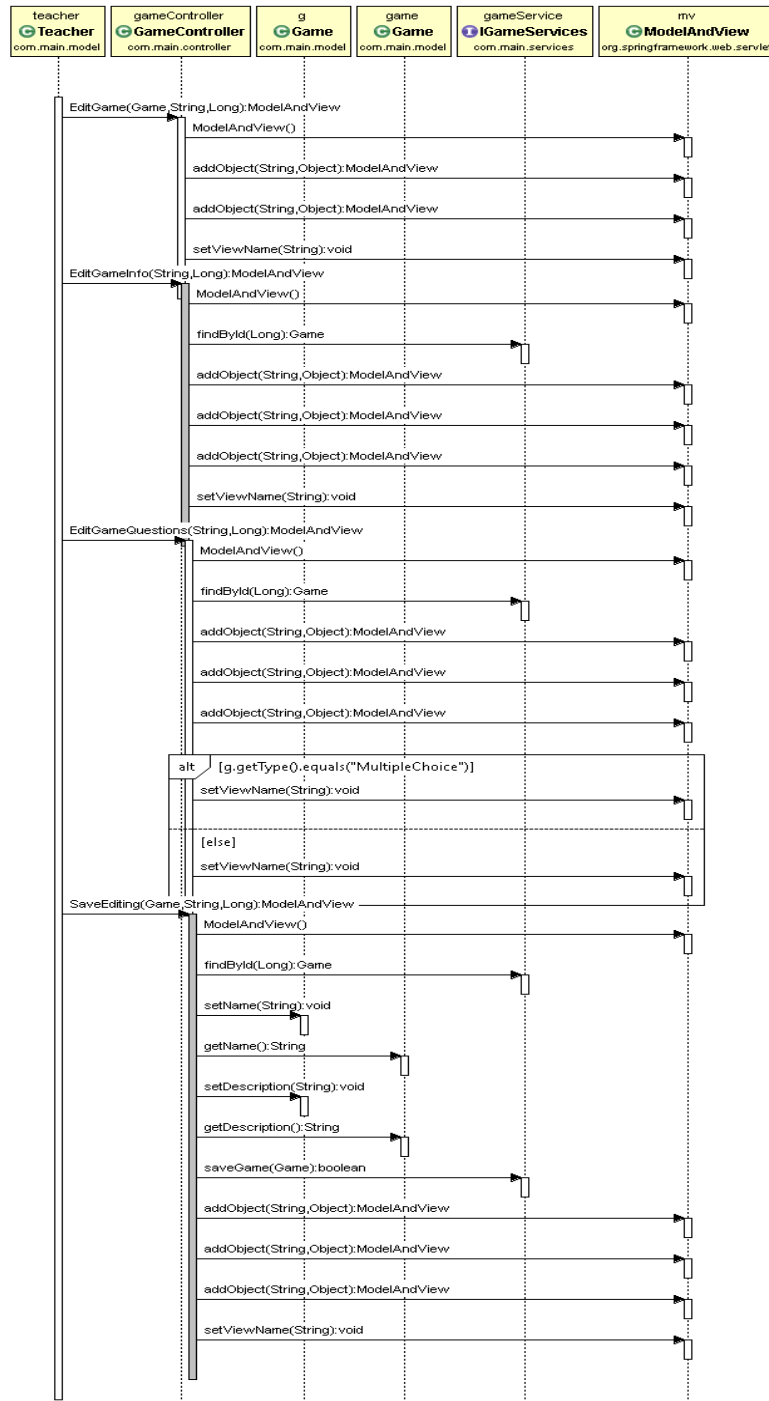




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Edit Game:

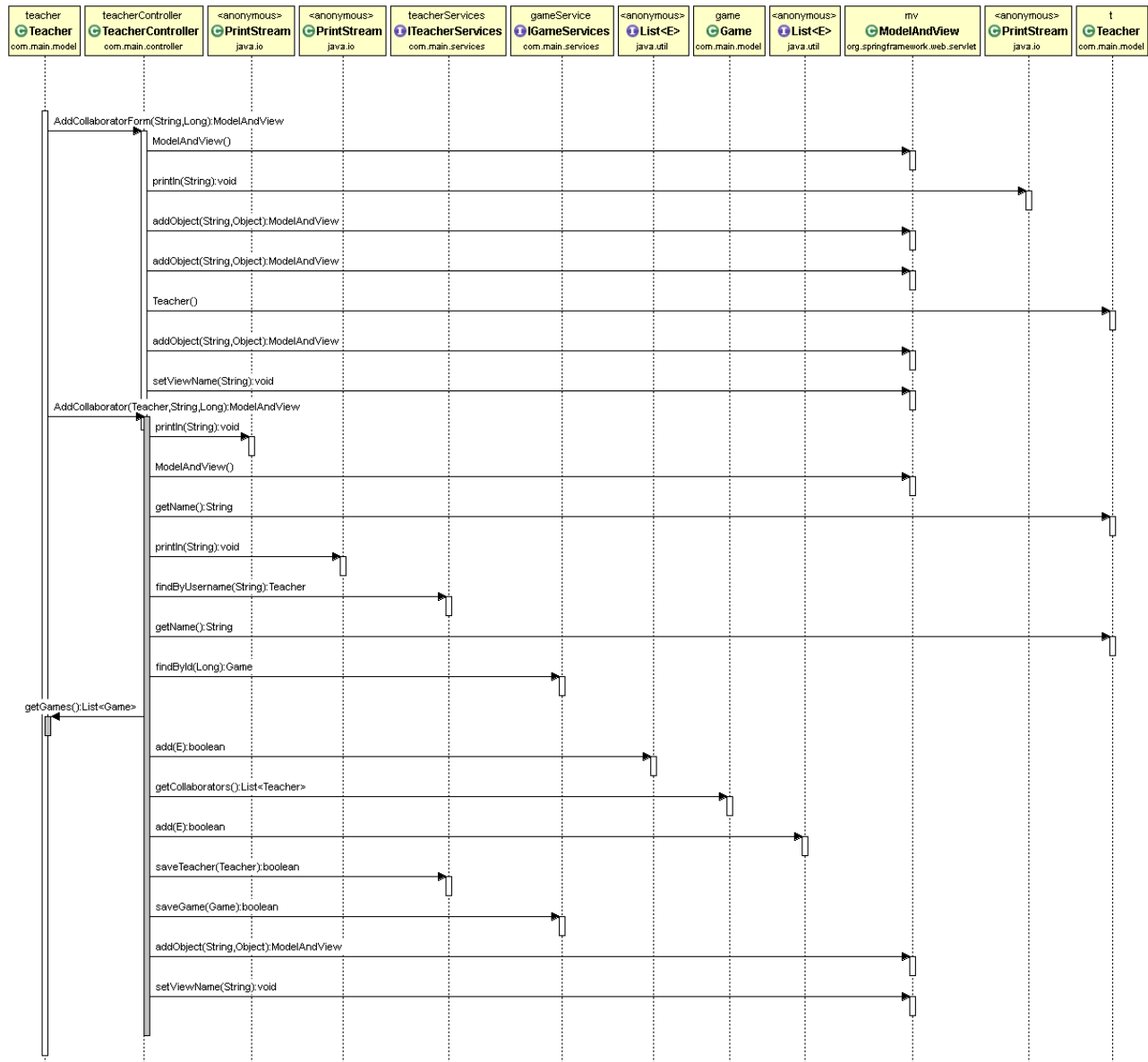




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Add Game Collaborator:

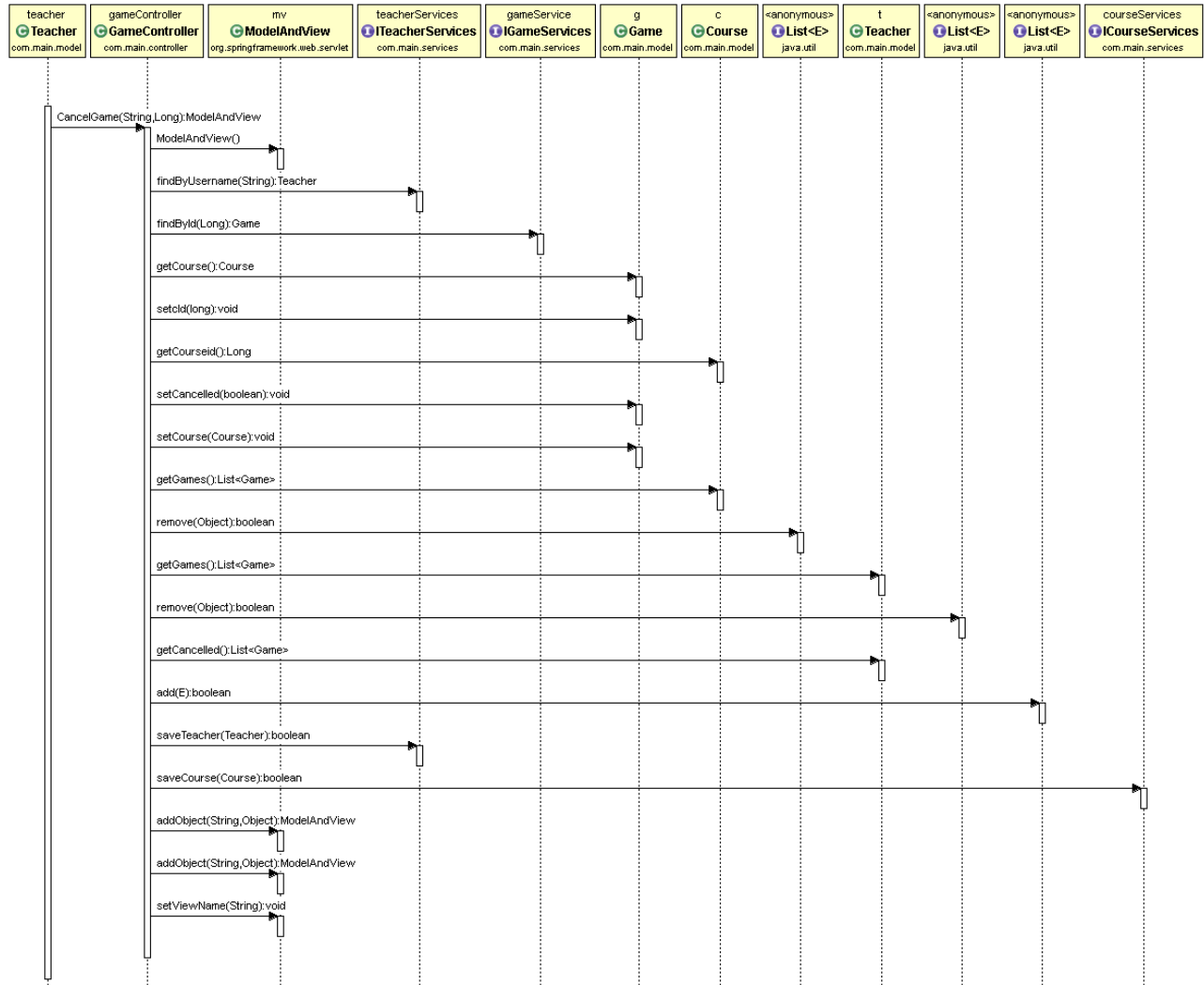




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Cancel Game:





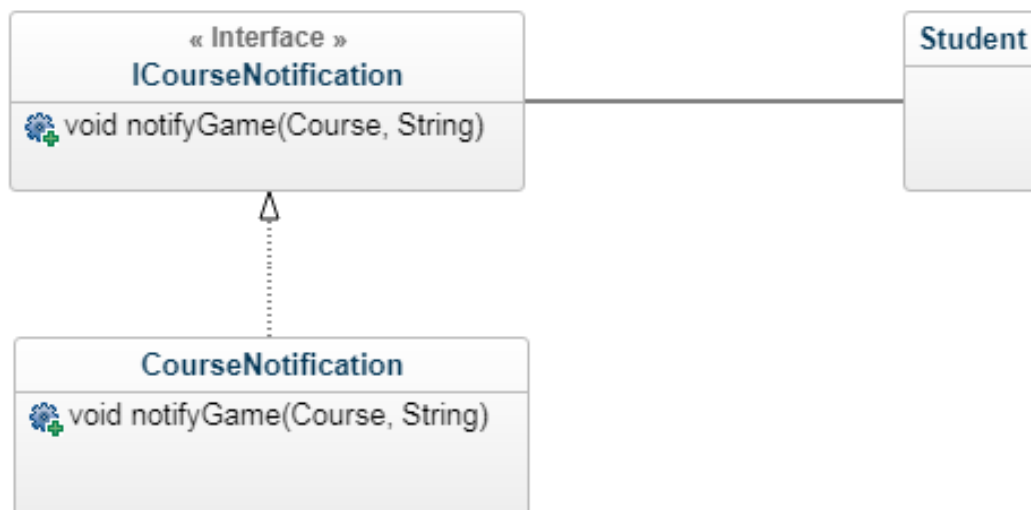
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Used Design patterns

We Used Observer Design Pattern in Notify Student new Game and in Notify Teacher a new Comment, as the observer design pattern is used to send updates from a subject to group of subscribers and that is what we were doing here.

Notify Student new Game:

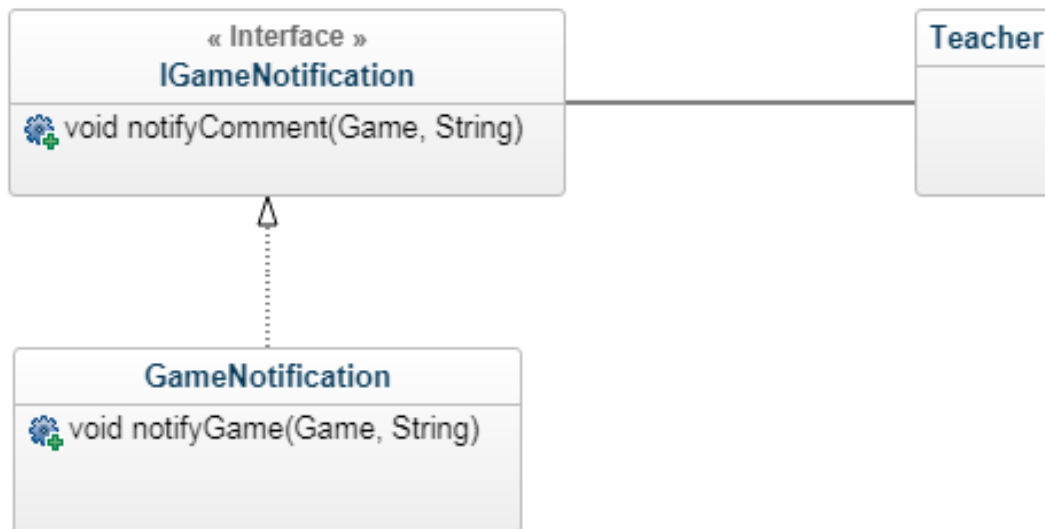




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Notify Teacher new Comment:

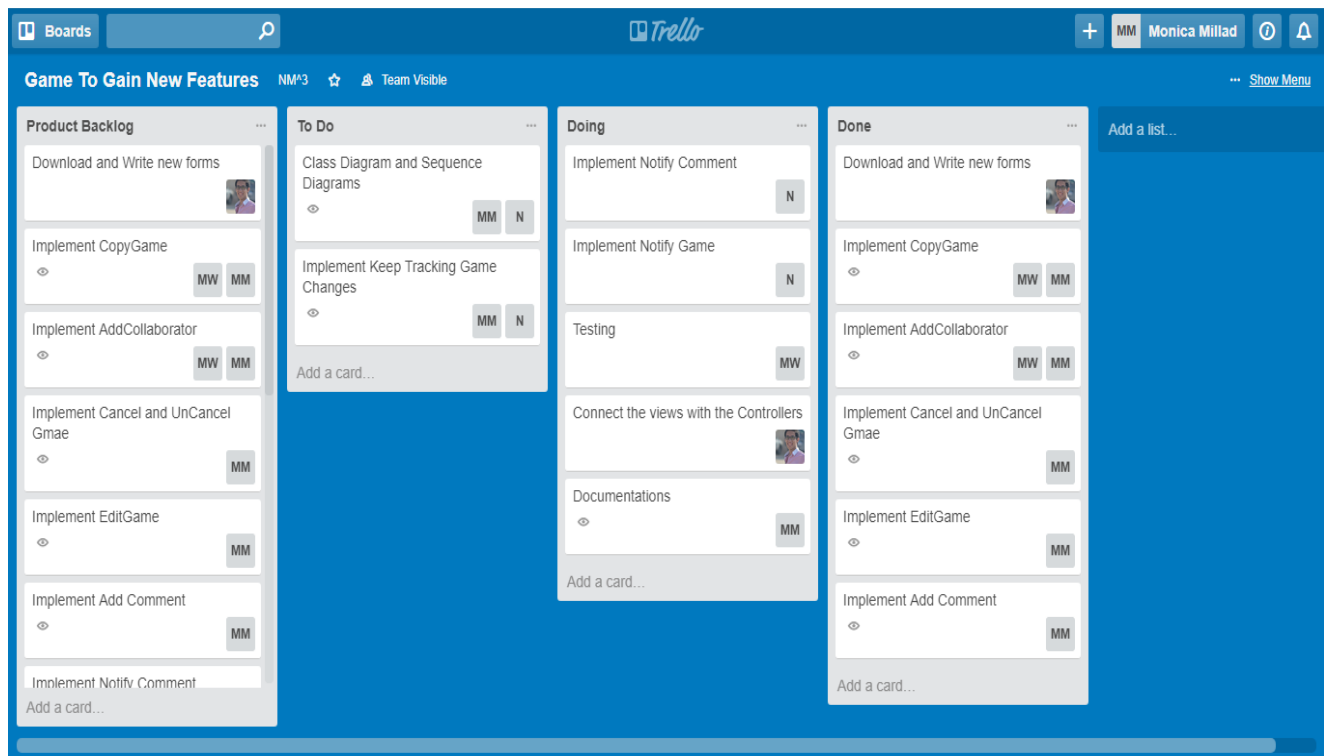




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Trello workspace screenshot



Github repository link

<https://github.com/NadaAshrafAhmed/Game-To-Gain>