Team 5: Page Manager

Communicated with:

1. New Account/Login
2. Join Game
3. Pair - Up
4. Game Display
5. Game Manager
6. Summary
7. Database

Page Manger:

When received the data from the frontend in JSON formatted string is always converted to a java first and then the specific functional call is made depending on the subsystem request.

When sending the data to frontend, the Java gets converted to JSON and passed to the function caller.

All data passed are objects (a player, a bot, a board).

Page Manger stores all the active player for efficiency purpose.

New Account/Login:

This subsystem will recognize the new user and old user and send the data accordingly.

New Account:

The new instance of player class gets created with the data received. All the values are initialized with the default value and UUID is given to user by incrementing 1. Then the information is passed to the database to store the user information.

Login:

The data received is passed to the database to check if the username and password are valid,

1. If not found in database, database will send NULL to page manager which is sent back to the login, indicating player not found.
2. If found in database, the player information will be sent to the us and the player will be logged in (direct to the Join game Page).

Join Game:

The data received from the join game will be redirect to the pair-up subsystem.

Pair – Up:

The data received from the Pair-Up,

1. If match found, pair-up return the successful pair-up game instance id and the data is passed to the Game Display page.
2. If match is not found (only one player, wants to play with player), pair-up return unsuccessful pairing-up, and the data is passed to the Join Game page.

Game Display:

The data received from the Game Display is sent to the Game Manager.

Game Manager:

The data received from the Game Manger will be sent to the Game Display. In case of Game Termination, data is not sent to Game Display. Page Manager will receive the data to update the player object.

Summary:

After the game terminated status is received, the data is passed to the summary page.

Database:

After each game terminated, user data in database get updated.