

Competitive Matchmaking System

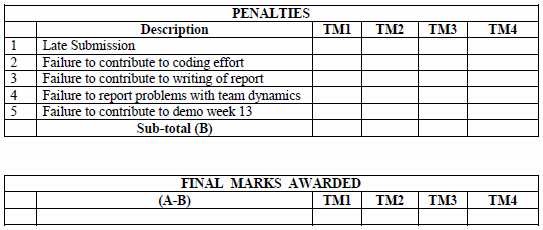
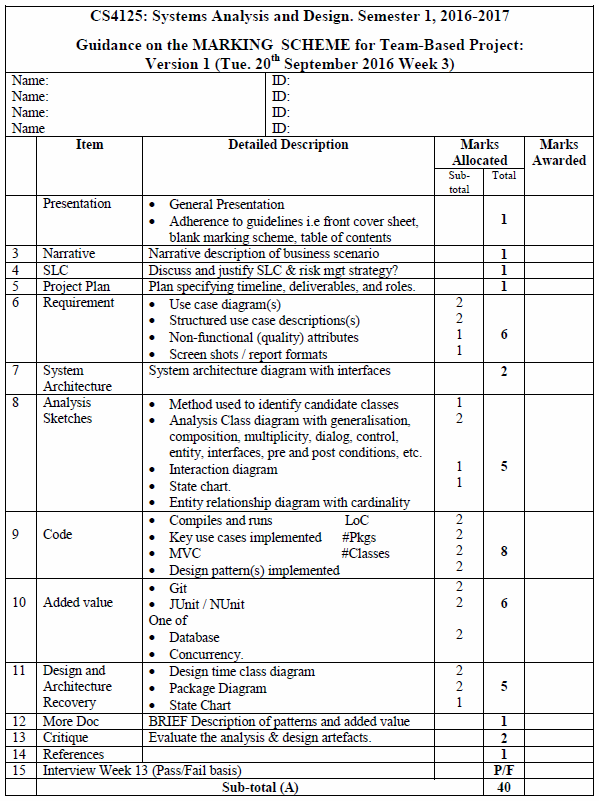
CS4125: System Analysis and Design

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# Narrative Description

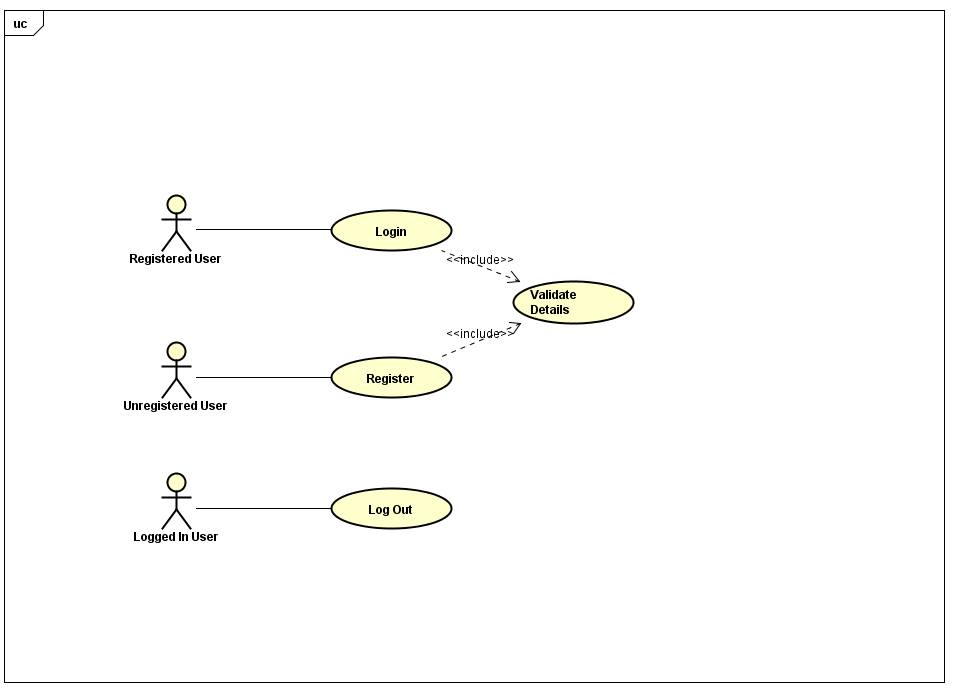
# Software Lifecycle

# Project Plan

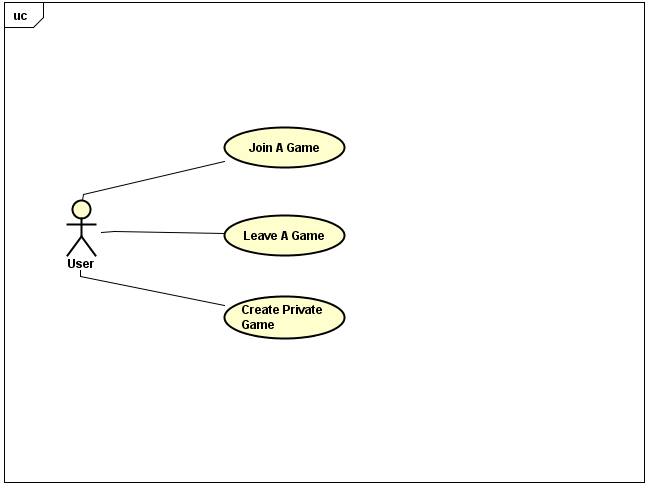
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| --- | --- | --- | --- |
| **Heading** | **Description** | **Allocated to** | **Week** |
| Presentation | Company logo/design cover page | Philip |  |
| Narrative Description | Narrative description of business scenarios | ? |  |
| Software Life Cycle | Discussion of software model used | ? |  |
| Project Plan | Specifying jobs and roles | Philip |  |
| Requirements | Use case diagrams  Use case descriptions  Structured use case descriptions  Non-functional requirements  Tactics to support quality attributes  Screen shots of GUI | Dean  Fergal  Philip, Pawel  ?  ?  ? |  |
| System Architecture | Discussion  Architecture diagram with interfaces | ?  ? |  |
| Analysis Sketches | Identify candidate classes  Class diagrams  Interaction diagram  State chart  Entity relationship diagrams | Group  Dean, Fergal  ?  ?  ? |  |
| Code | Code implementation | Group |  |
| Added Value | Git  JUnit/NUnit  Database/Concurrency |  |  |
| Design and Architecture Recovery | Design time class diagrams  Package diagram  State chart |  |  |
| Patterns and Added Value | Brief description of patterns and added value |  |  |
| Critique | Evaluate the analysis and design artefacts |  |  |
| References | Sources used for learning and information |  |  |

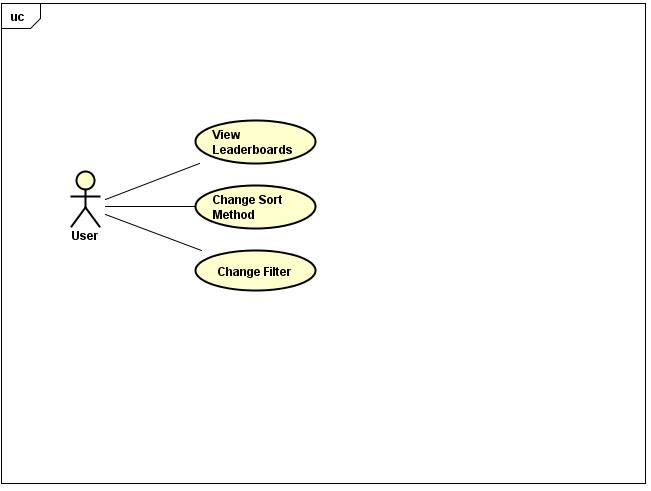
# Requirements

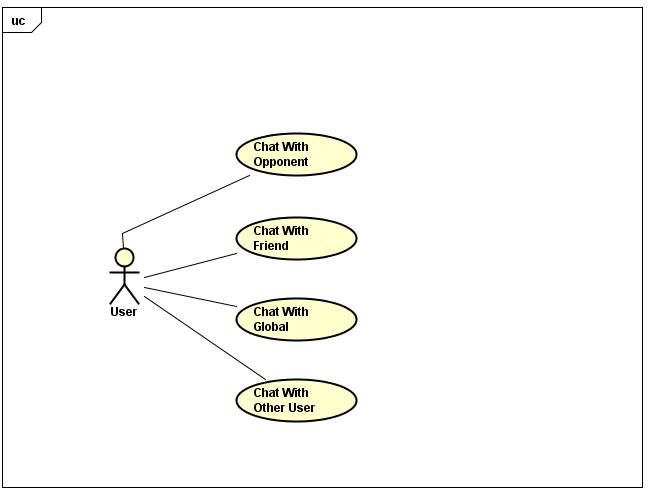
# Use Case Diagrams











# Use Case Descriptions

**Use Case 01:** Chat in Global

**Description:** A user sends a message to the global chat room

**Actors:** User

**Pre-Conditions:**

1. User is logged in.
2. User is connected to the global chat room

**Flow:**

1. User types a message into the text field under global chat.
2. User presses "Send".
3. The Message is send to the chat room.

**Alternate Flow:**

User types a message into the text field under global chat.

1. Request denied: Cannot connect to chat.

**Post-Conditions:**

1. User's message is added to the global chat log.

**Use Case 02:** Chat in Private

**Description:** A user sends a message privately to another player

**Actors:** User, User

**Pre-Conditions:**

1. User is logged in.
2. Other user is online.

**Flow:**

1. User selects other user from playerlist.
2. User selects "Private Message".
3. New chat window is created.
4. User types a message into the text field under private chat.
5. User presses "Send".
6. Message is sent to other user.

**Alternate Flow:**

1. User presses "Send".
2. Request Denied: Other User is offline.
3. New chat window is created.
4. If previous messages were sent between users, populate chat window with past messages

**Post-Conditions:**

1. Users message sent to other user

**Use Case 03:** Chat with Friend

**Description:** A user sends a message to a user on friends list.

**Actors:** User

**Pre-Conditions:**

1. User is logged in.
2. Other User is online.
3. Other user is on user's friends list.

**Flow:**

1. User selects other user from friends list.
2. User selects "Private Message".
3. New chat window is created.
4. User types a message into the text field under private chat.
5. User presses "Send".
6. Message is sent to other user from friends list.

**Alternate Flow:**

1. User presses "Send".
2. Request Denied: Other User is offline.
3. New chat window is created.
4. If previous messages were sent between users, populate chat window with past messages

**Post-Conditions:**

1. User’s message sent to other user from friends list.

**Use Case 04:** Chat in lobby

**Description:** A user sends a message to all users in game lobby

**Actors:** User

**Pre-Conditions:**

1. User is logged in.
2. User is in a game lobby.

**Flow:**

1. User types a message into the text field under lobby chat.
2. User presses "Send".
3. The Message is send to the lobby chat room.

**Alternate Flow:**

User types a message into the text field under lobby chat.

1. Request denied: Cannot connect to chat.

**Post-Conditions:**

1. User's message is added to the lobby chat log.

# Structured Use Case Descriptions

|  |  |  |
| --- | --- | --- |
| **USE CASE 05** | View Leaderboards | |
| **Goal in Context** | The leaderboards are displayed to the user in another window | |
| **Scope & Level** |  | |
| **Preconditions** | None | |
| **Success End Conditions** | The leaderboards are displayed | |
| **Failed End Condition** | The leaderboards are not displayed | |
| **Primary, Secondary, Actors** | User | |
| **Trigger** | ViewLeaderboards request comes in | |
| **DESCRIPTION** | **Step** | **Action** |
| 1 | User selects View Leaderboards button |
| **EXTENSIONS** | **Step** | **Branching Action** |
| 1a | User wants to view leaderboards:  1a. A new window opens, populated with all registered users |

|  |  |  |
| --- | --- | --- |
| **USE CASE 06** | Change Sort Method | |
| **Goal in Context** | The leaderboards are displayed in a desired sorted order | |
| **Scope & Level** |  | |
| **Preconditions** | Leaderboards are currently displayed | |
| **Success End Conditions** | Sort method is changed | |
| **Failed End Condition** | The sort method is not successfully changed | |
| **Primary, Secondary, Actors** | User | |
| **Trigger** | ChangeSortMethod(sort) request comes in | |
| **DESCRIPTION** | **Step** | **Action** |
| 1 | User selects the method in which to sort the leaderboards |
| **EXTENSIONS** | **Step** | **Branching Action** |
| 1a | Sort method changed:  1a. The leaderboards are repopulated in the relevant order |
| **VARIATIONS** | **Step** | **Branching Action** |
| 1 | User may sort by:  Alphabetical order  Most wins  Highest win/loss ratio |

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| --- | --- | --- |
| **USE CASE 07** | Change Filter | |
| **Goal in Context** | A filter is applied and the leaderboards are displayed taking into account the new filter | |
| **Scope & Level** |  | |
| **Preconditions** | Leaderboards are currently displayed | |
| **Success End Conditions** | Leaderboards are displayed in relation to the filter | |
| **Failed End Condition** | Leaderboards are not filtered correctly | |
| **Primary, Secondary, Actors** | User | |
| **Trigger** | ChangeFilter request comes in | |
| **DESCRIPTION** | **Step** | **Action** |
| 1 | User types in a filter |
| 2 | User selects a button to apply the filter |
| **EXTENSIONS** | **Step** | **Branching Action** |
| 2a | Filter is applied:  1a. The leaderboards are repopulated taking to account the filter |

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| --- | --- | --- |
| **USE CASE 08** | Add a Friend | |
| **Goal in Context** | Causes a pop up window to appear where the user can enter a name of another user to add as a friend. | |
| **Scope & Level** |  | |
| **Preconditions** | We know: adding user and the user being added | |
| **Success End Conditions** | One user successfully sent a friend invite, the other received it | |
| **Failed End Condition** | The invitation has not been sent/ the end user has not received an invitation | |
| **Primary, Secondary, Actors** | User sending and user receiving a friend invitation | |
| **Trigger** | AddFriend request comes in | |
| **DESCRIPTION** | **Step** | **Action** |
| 1 | User sends a friend invitation by entering a name |
| 2 | The other user receives a friend invitation through “respond to invite” tab |
| 3 | Receiving user can accept or decline the invitation |
| **EXTENSIONS** | **Step** | **Branching Action** |
| 1a | A user does not exist:  1a1. Display error and give another try |

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| --- | --- | --- |
| **USE CASE 09** | Remove a friend | |
| **Goal in Context** | Causes a pop up window to appear where the user can enter a name of a user he/she wants to remove from friends list and him/herself from the other user’s f/l. | |
| **Scope & Level** |  | |
| **Preconditions** | We know: the user removing and the user being removed | |
| **Success End Conditions** | A user successfully removed another user from their friends list and removed himself from their f/l. | |
| **Failed End Condition** | The user entered to be removed from the friends list has not been removed. | |
| **Primary, Secondary, Actors** | User removing a friend and the friend being removed | |
| **Trigger** | RemoveFriend request comes in | |
| **DESCRIPTION** | **Step** | **Action** |
| 1 | User enters a name that he/she wishes to remove from friends list. |
| 2 | Both users’ friends list are updated, removing each other from them. |
| **EXTENSIONS** | **Step** | **Branching Action** |
| 1a | A user does not exist:  1a1. Display error and allow another try |

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| --- | --- | --- |
| **USE CASE 10** | Invite to a Game | |
| **Goal in Context** | Causes a pop up window to appear where he/she can enter a name of another user to send a game invite to. | |
| **Scope & Level** |  | |
| **Preconditions** | We know: inviting user and the user being invited | |
| **Success End Conditions** | One user successfully sent a game invite, the other received it | |
| **Failed End Condition** | The invitation has not been sent/ the end user has not received an invitation | |
| **Primary, Secondary, Actors** | User sending and user receiving the game invitation | |
| **Trigger** | InviteToGame request comes in | |
| **DESCRIPTION** | **Step** | **Action** |
| 1 | User sends a game invitation by entering a name |
| 2 | The other user receives a game invite through “respond to invite” tab |
| 3 | Receiving user can accept or decline the invitation |
| **EXTENSIONS** | **Step** | **Branching Action** |
| 1a | A user does not exist:  1a1. Display error and allow another try |
| 1b | A user is not online:  1b1. Display error and allow another try |

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| --- | --- | --- |
| **USE CASE 11** | Respond to Invite | |
| **Goal in Context** | The user is displayed a list of friend and game invitations, which he/she can accept, decline or ignore. | |
| **Scope & Level** |  | |
| **Preconditions** | We know: the user, his/her invitations | |
| **Success End Conditions** | All invitations are displayed correctly and the user is able to respond to them successfully.  Responding to an invite removes it from the list. | |
| **Failed End Condition** | The invitations don’t display or are displayed incorrectly.  The invitations do not respond to actions taken. | |
| **Primary, Secondary, Actors** | The user viewing the invitations | |
| **Trigger** | RespondToInvite request comes in | |
| **DESCRIPTION** | **Step** | **Action** |
| 1 | User presses a Respond to Invite tab/button. |
| 2 | A list of invitations for this user is displayed |
| 3 | Accepting/declining an invitation updates the invitation list. |
| 4 | If user accepted friend invitation the friend lists of both users are updated |
| 5 | If user accepted a game invite he/she is sent to a game screen. |
| **EXTENSIONS** | **Step** | **Branching Action** |
| 5a | User sending invitation is offline:  5a1. Display information that user is offline |

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| --- | --- | --- |
| **USE CASE 12** | Nickname Friend | |
| **Goal in Context** | User adds a nickname beside another friend’s username in his/her friend list. | |
| **Scope & Level** |  | |
| **Preconditions** | We know: user adding nickname, the names on his f/l | |
| **Success End Conditions** | User successfully appended a nickname to a friend’s username in his/her friend list. | |
| **Failed End Condition** | No nickname is displayed beside the friend that the nickname was added to. | |
| **Primary, Secondary, Actors** | The user adding the nickname | |
| **Trigger** | AddNickname request comes in | |
| **DESCRIPTION** | **Step** | **Action** |
| 1 | User presses Nickname a friend button |
| 2 | User types in the name of a friend he wants to add a nickname to |
| 3 | User accepts changes made |
| **EXTENSIONS** | **Step** | **Branching Action** |
| 2a | A user does not exist:  2a1. Display error and allow another try |
| 3a | The nickname entered is too long:  3a1. Display error and exit “nicknaming” action |

|  |  |  |
| --- | --- | --- |
| **USE CASE 6** | View Friend Availability | |
| **Goal in Context** | User is displayed with a list of his/her friends, as well as their online status. | |
| **Scope & Level** |  | |
| **Preconditions** | We know: A user, his/her friends and their online statuses | |
| **Success End Conditions** | The friends are correctly displayed with correct online statuses for every individual user | |
| **Failed End Condition** | The friends are displayed incorrectly or not at all.  The online statuses are incorrect | |
| **Primary, Secondary, Actors** | User viewing his/her friends list. | |
| **Trigger** | ViewFriends request comes in | |
| **DESCRIPTION** | **Step** | **Action** |
| 1 | User presses View friends button/tab. |
| 2 | A list of all friends is displayed to the user with correct online statuses |

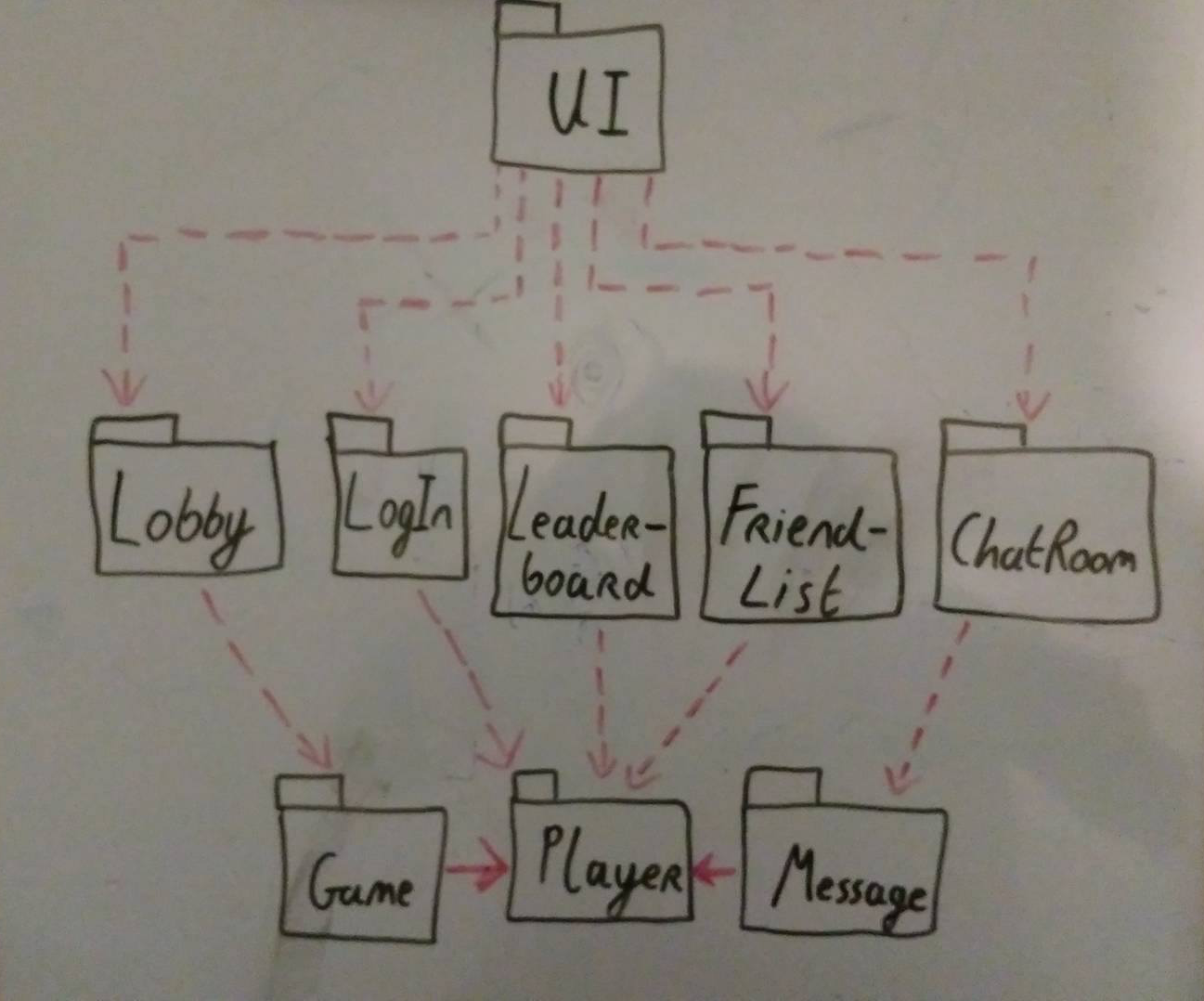
# Discussion on Tactics to Support Quality Attributes

# Screen Shots

# System Architecture

# Discussion

# Architecture Diagram



# Analysis Sketches

# Identify candidate classes

Using a data driven design method, we came up with a list of potential candidate classes by using the noun identification technique.

Initial list:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Username | Password | Registration | Logging | Game | System |
| Play | Invite | Message | Profile | User | Notification |
| Request | Send | Accept | Decline | User Interface | Display |
| Friend | Friendlist | Dialog | Input | Leaderboard | Lobbylist |
| Chatroom | Player | User | Text | Connection |  |

Heuristics:

1. Too vague or to specific – RED
2. An operation – BLUE
3. An attribute - Orange
4. Out of Scope - GREEN
5. Other similar objects – Purple

Filtered list:

|  |  |  |  |
| --- | --- | --- | --- |
| User | Player | Game | Leaderboard |
| Lobbylist | Friendlist | Friend | Chatroom |
| Message | Invite | User Interface | Log |

## User

A user encompasses all the data related to the logged in user who uses the application. Their data is updated after each game they complete.

## Player

A user who is matched into a game becomes a player, accepting their inputs to play the game.

## Game

The game is the logic for the game to be played.

## Leaderboard

The leaderboard encompasses all the data to be displayed on the leaderboard, letting data displayed be sorted by various sorting methods.

## Lobbylist

Lobbylist keeps track of all open connections, filtering out unavailable connections (already in game, etc.).

## Friendlist

Friendlist keeps track of all the added friends of the current user.

## Friend

Friend encompasses the data of a friend of the user, allowing certain elements to be edited such as a nickname.

## Chatroom

Chatroom handles messages that the user receives from other users, friends, the server etc. and allows the user to input messages to be sent to their desired destination.

## Message

A message encompasses the data relevant to a sent message; its contents, sender and destination.

## Invite

There are two types of invites:

1. Game invite: Allows a user to challenge a friend directly to play a game, and allows the recipient to choose to accept.
2. Friend invite: Allows a user to send a friend request to another user, and allows the recipient to choose to accept.

## UI

Handles all graphical elements that the user may interact with once they launch the application.

## Log

Log is for taking input information from the user. It encompasses users logging in, out and registering.

# Class diagrams

# Interaction diagram

# State chart

# Entity relationship diagrams

# Code Implementation