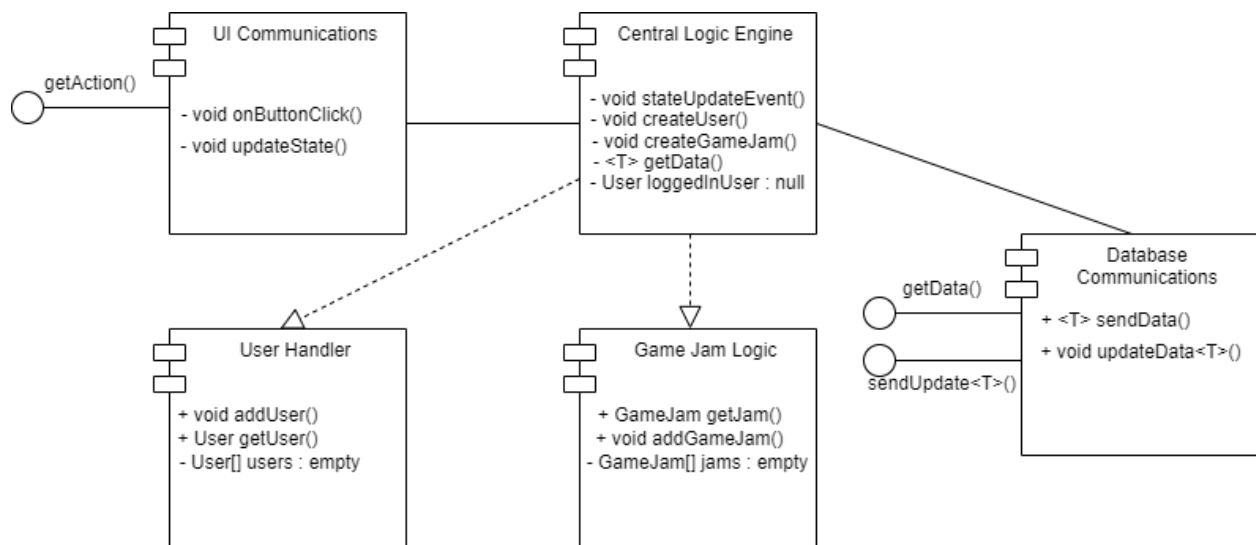


GPM Jammers  
Milestone 5  
April 15, 2024  
Cpt\_S 322

The following is our submission for Milestone 5. This document outlines the elaborated component diagrams and the class diagram for each of the components.

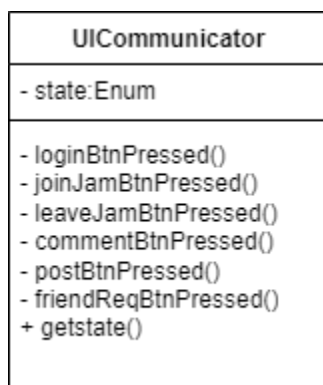
## 1. Elaborated Component Diagrams

### 1.1 Game Jam Application:



## 2. Elaborated Class Diagrams

### 2.1.1 UI Communications Component



### 2.1.2 Central Logic Engine Component

Game Jam Manager
<ul style="list-style-type: none"><li>- state : Enum</li><li>- uiComm : UICommunicator</li><li>- dataComm: DatabaseCommunicator</li><li>- jamHandler : GameJamHandler</li><li>- userHandler : UserHandler</li></ul>
<ul style="list-style-type: none"><li>- login()</li><li>- createUser()</li><li>- deleteUser()</li><li>- changeState()</li><li>+ getState()</li></ul>

### 2.1.3 Database Communications Component

Database Communicator
<ul style="list-style-type: none"><li>- parseData()</li><li>- receiveData() // comm with database</li><li>+ getData() // comm with components</li></ul>

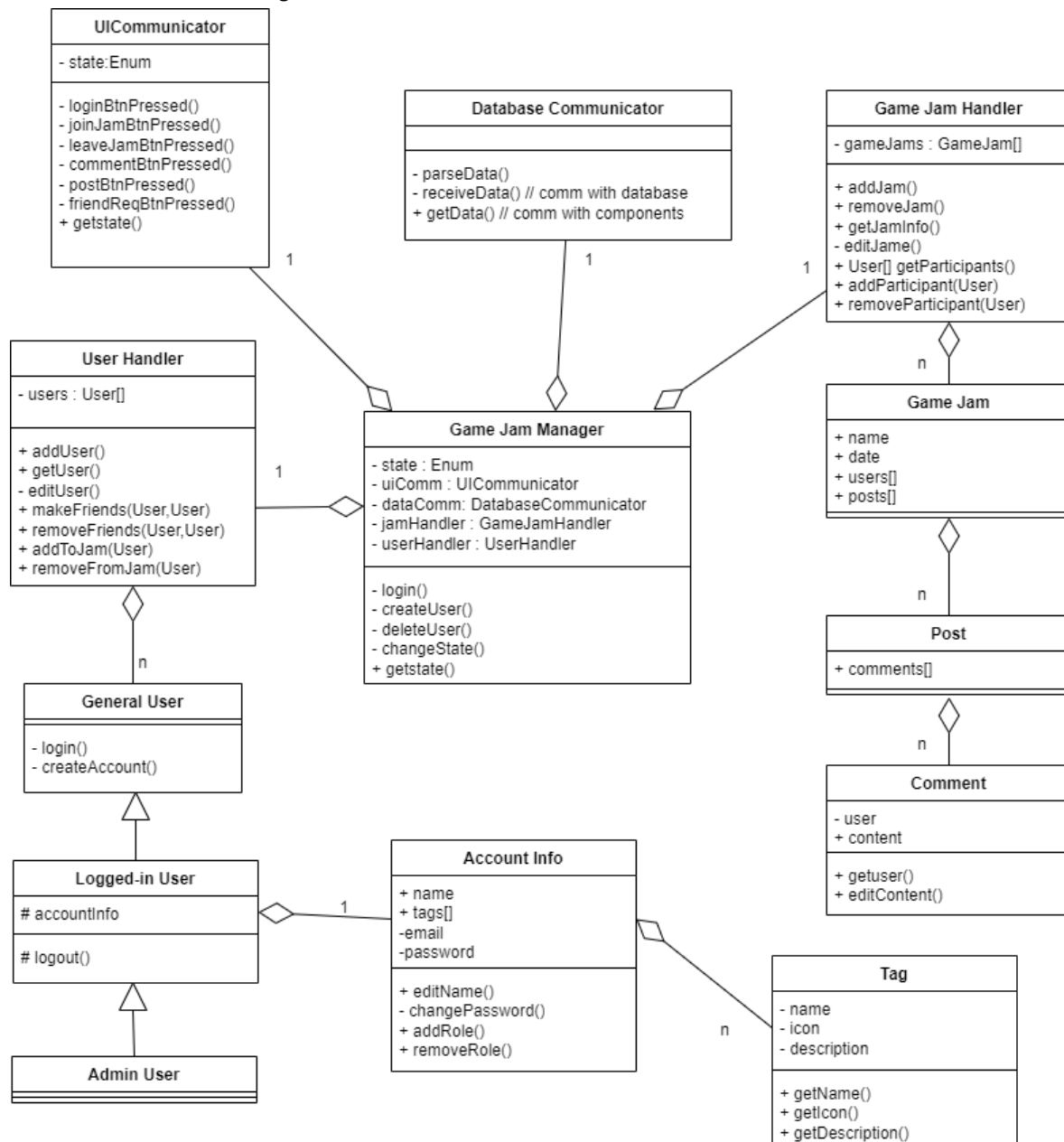
### 2.1.4 User Handler Component

User Handler
<ul style="list-style-type: none"><li>- users : User[]</li><li>- admins : User[]</li></ul>
<ul style="list-style-type: none"><li>+ addUser()</li><li>+ getUser()</li><li>- editUser()</li><li>+ makeFriends(User,User)</li><li>+ removeFriends(User,User)</li><li>+ addToJam(User)</li><li>+ removeFromJam(User)</li></ul>

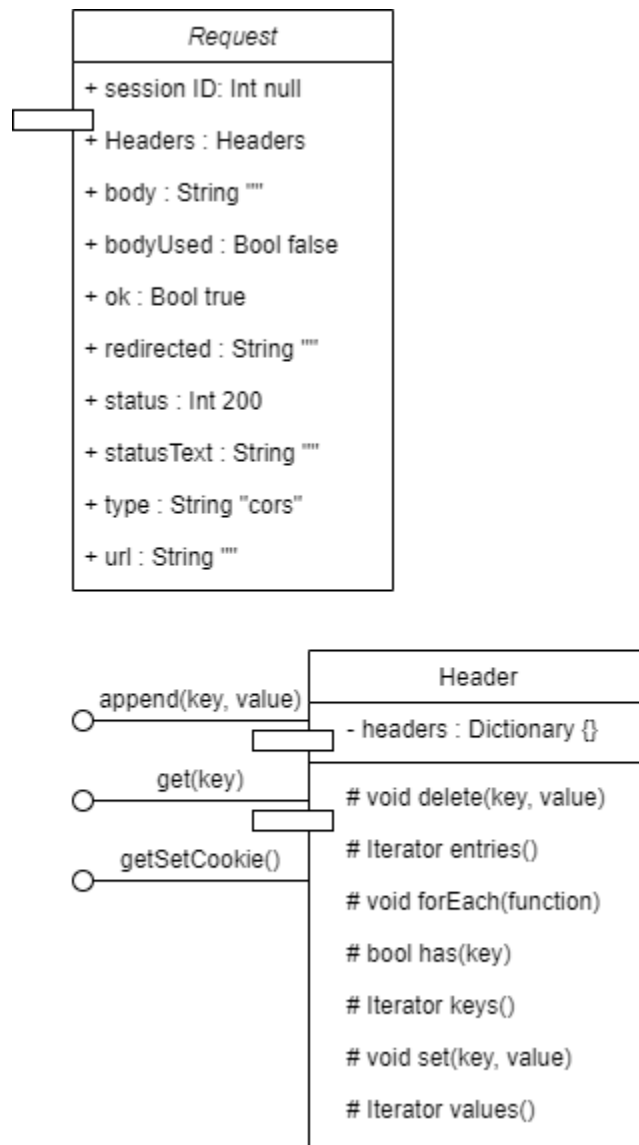
### 2.1.5 Game Jam Handler Component

Game Jam Handler
<ul style="list-style-type: none"><li>- gameJams : GameJam[]</li></ul>
<ul style="list-style-type: none"><li>+ addJam()</li><li>+ removeJam()</li><li>+ getJamInfo()</li><li>- editJame()</li><li>+ User[] getParticipants()</li><li>+ addParticipant(User)</li><li>+ removeParticipant(User)</li></ul>

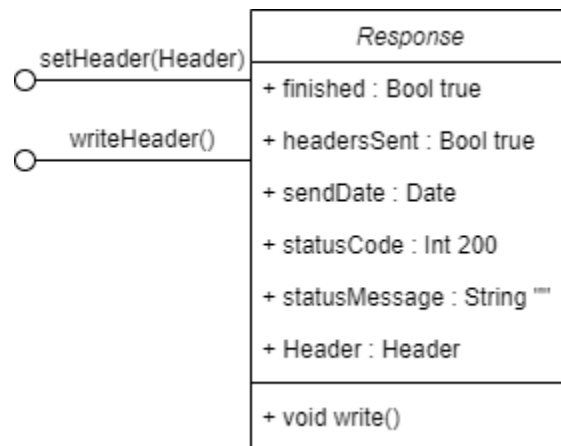
## 2.1.6 Overall Class Diagram



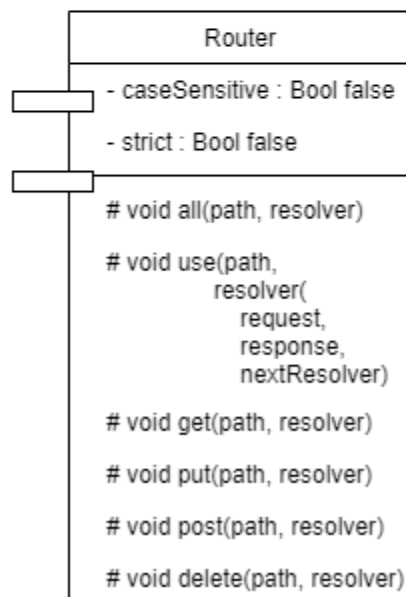
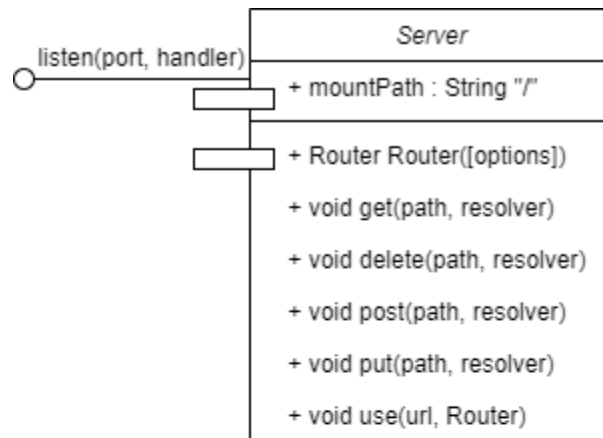
## 2.2 Request



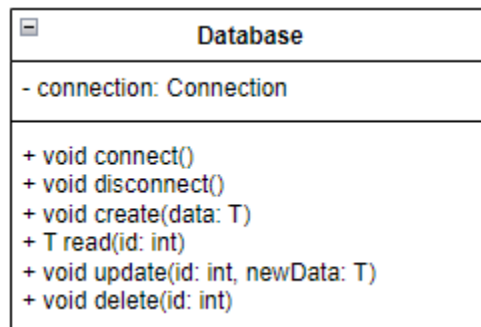
## 2.3 Response



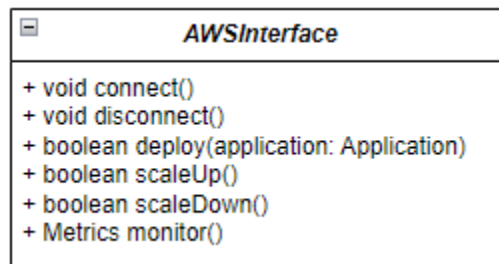
## 2.4 Server - Node.js



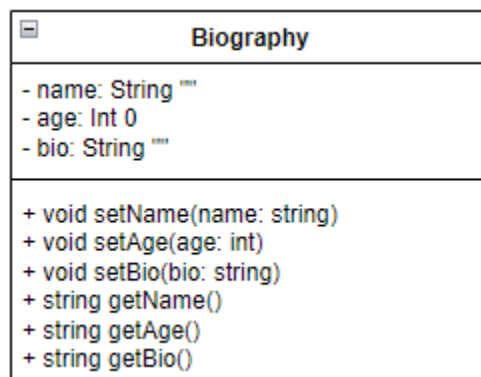
## 2.5 Database - Class



## 2.6 AWS Interface Component



## 2.7 Biography Component



## 2.8 Skills Component

Skills
<ul style="list-style-type: none"><li>- progLanguages: string[] = {}</li><li>- devTools: string[] = {}</li></ul>
<ul style="list-style-type: none"><li>+ void addProgLang(language: string)</li><li>+ void rmProgLang(language: string)</li><li>+ void clearProgLangs()</li><li>+ void addDevTool(tool: string)</li><li>+ void rmDevTool(tool: string)</li><li>+ void clearDevTool()</li><li>+ string[] getProgLangs()</li><li>+ string[] getDevTools()</li></ul>

## 2.9 Permissions Component

Permissions
<ul style="list-style-type: none"><li>- isAdmin: Bool false</li><li>- canCreate: Bool false</li><li>- canEdit: Bool false</li><li>- canDelete: Bool false</li></ul>
<ul style="list-style-type: none"><li>+ void setAdmin(isAdmin: Bool)</li><li>+ void setCreatePermission(canCreate: Bool)</li><li>+ void setEditPermission(canEdit: Bool)</li><li>+ void setDeletePermission(canDelete: Bool)</li><li>+ Bool isAdmin()</li><li>+ Bool canCreate()</li><li>+ Bool canEdit()</li><li>+ Bool canDelete()</li></ul>

## 2.10 Comments Component

Comments
<ul style="list-style-type: none"><li>- content: String ""</li><li>- author: String ""</li><li>- timestamp: String ""</li><li>- replies: Comment[] {}</li></ul>
<ul style="list-style-type: none"><li>+ void setContent(content: String)</li><li>+ void setAuthor(author: String)</li><li>+ void setTimestamp(timestamp: String)</li><li>+ void addReply(reply: Comment)</li><li>+ void clearReplies()</li><li>+ String getContent()</li><li>+ String getAuthor()</li><li>+ String getTimestamp()</li><li>+ Comment[] getReplies()</li></ul>