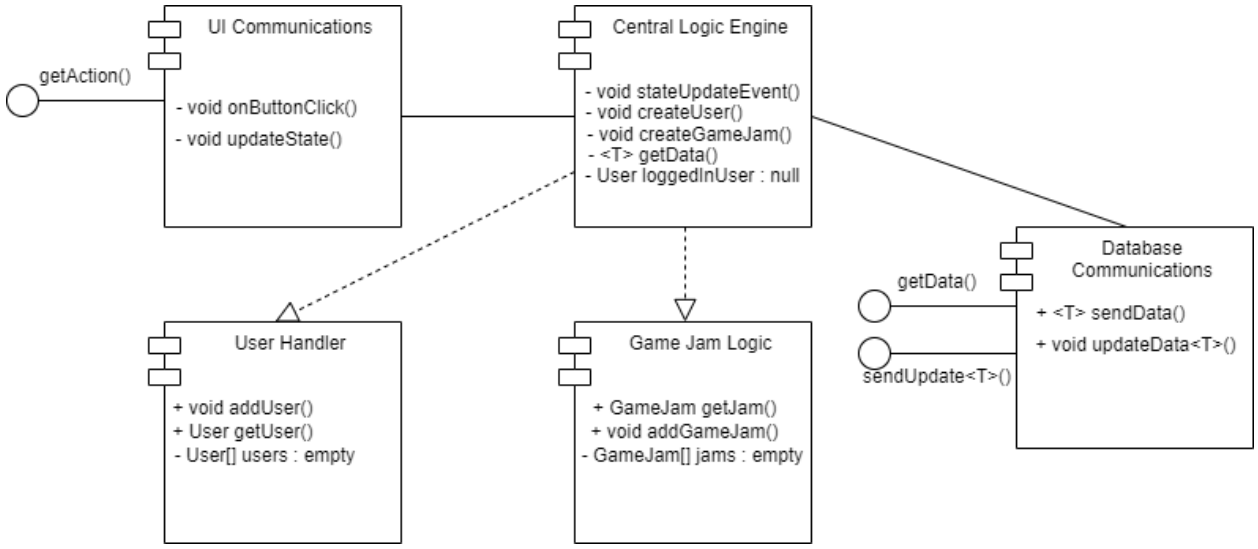
GPM Jammers
Milestone 5
April 15, 2024
Cpt_S 322

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

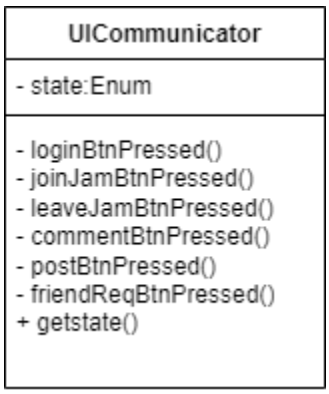
1. Elaborated Component Diagrams

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
- state : Enum - uiComm : UICommunicator - dataComm: DatabaseCommunicator - jamHandler : GameJamHandler - userHandler : UserHandler
- login() - createUser() - deleteUser() - changeState() + getstate()

2.1.3 Database Communications Component

Database Communicator

- parseData()
- receiveData() // comm with database
+ getData() // comm with components

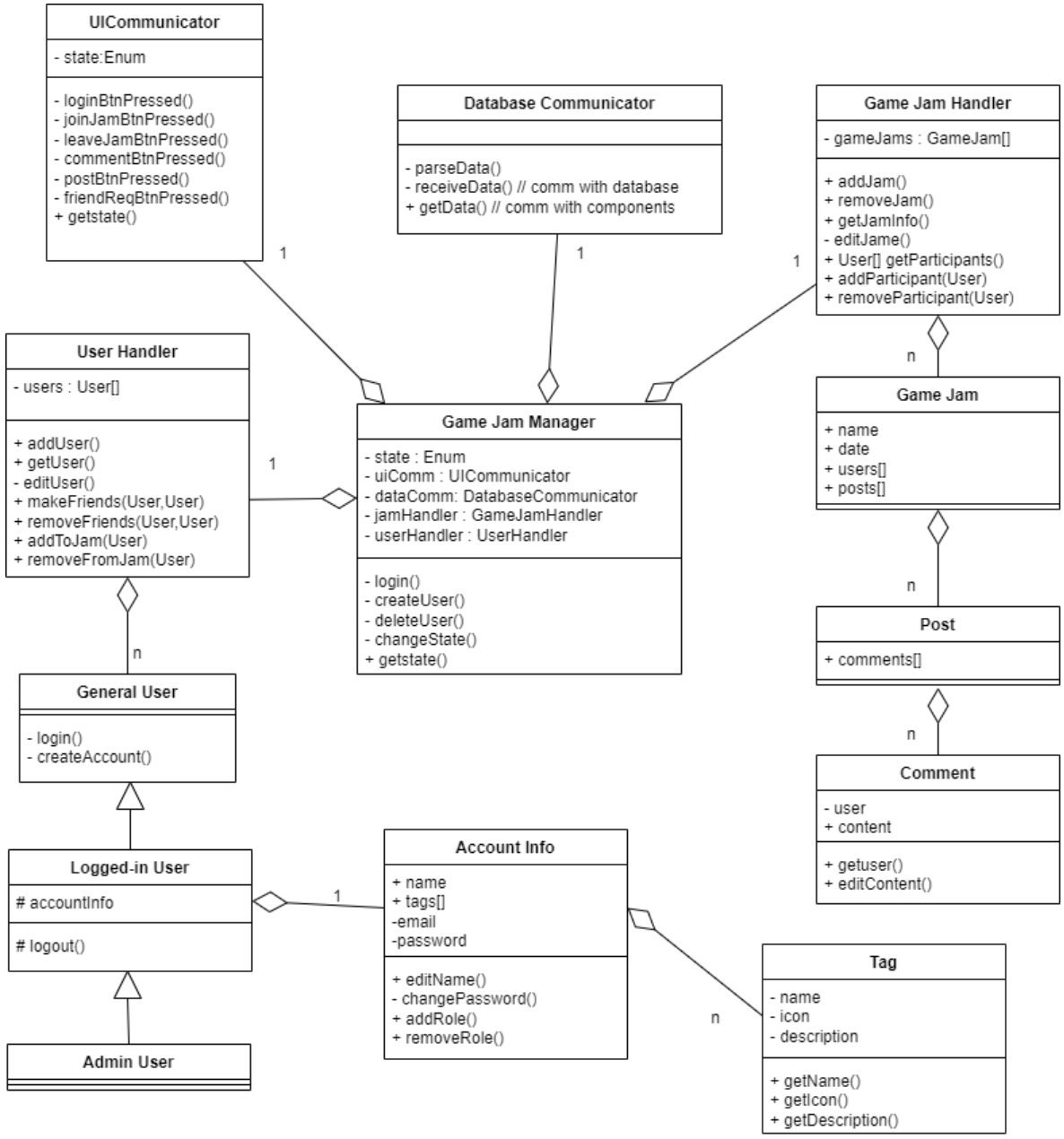
2.1.4 User Handler Component

User Handler
- users : User[] - admins : User[]
+ addUser() + getUser() - editUser() + makeFriends(User,User) + removeFriends(User,User) + addToJam(User) + removeFromJam(User)

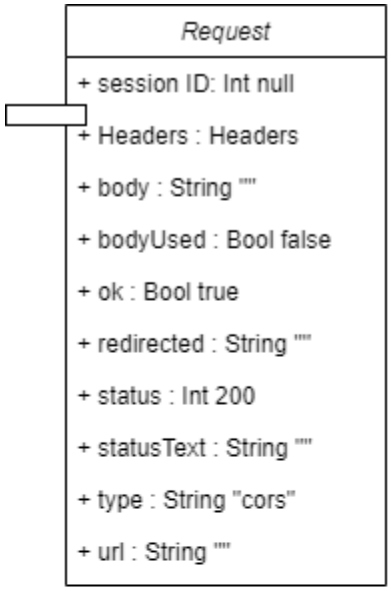
2.1.5 Game Jam Handler Component

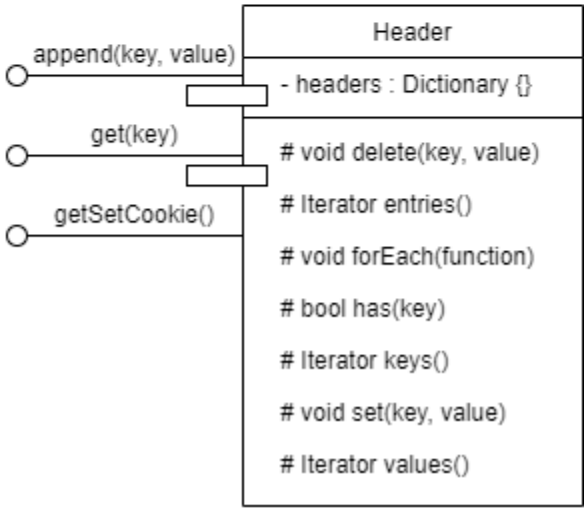
Game Jam Handler
- gameJams : GameJam[]
+ addJam() + removeJam() + getJamInfo() - editJame() + User[] getParticipants() + addParticipant(User) + removeParticipant(User)

2.1.6 Overall Class Diagram

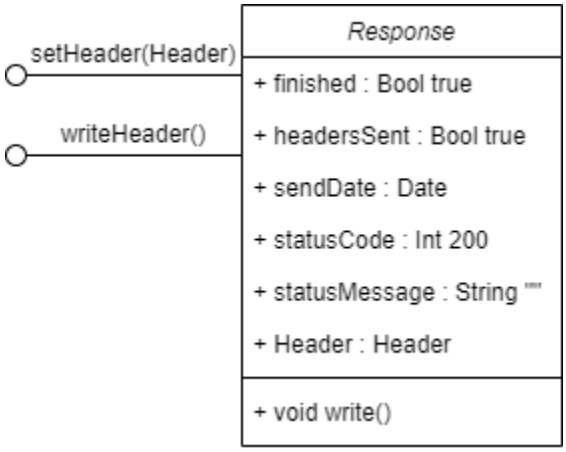


2.2 Request

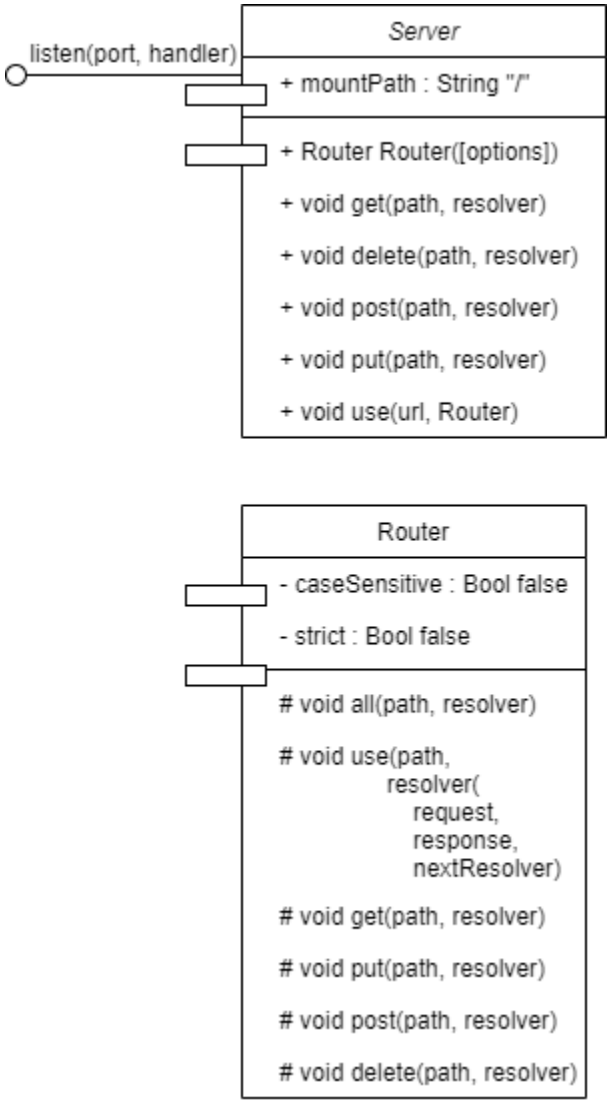

Request
+ session ID: Int null
+ Headers : Headers
+ body : String ""
+ bodyUsed : Bool false
+ ok : Bool true
+ redirected : String ""
+ status : Int 200
+ statusText : String ""
+ type : String "cors"
+ url : String ""


Header
append(key, value)
- headers : Dictionary {}
get(key)
# void delete(key, value)
# Iterator entries()
getSetCookie()
# void forEach(function)
# bool has(key)
# Iterator keys()
# void set(key, value)
# Iterator values()

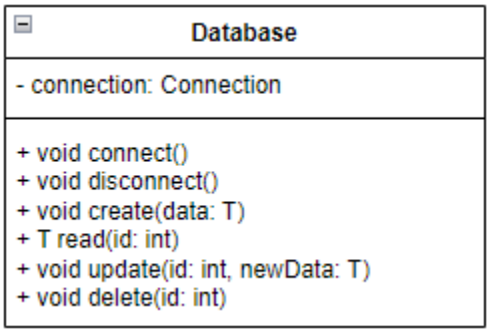
2.3 Response



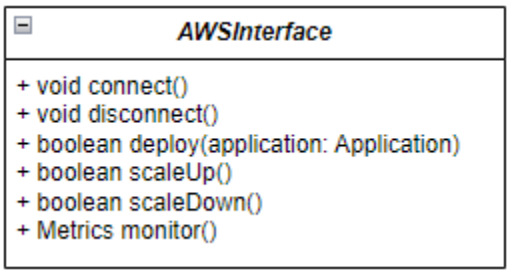
2.4 Server - Node.js



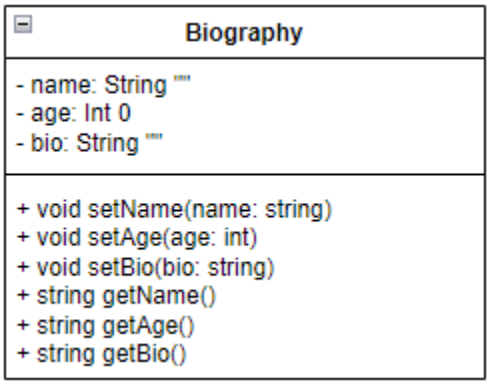
2.5 Database - Class



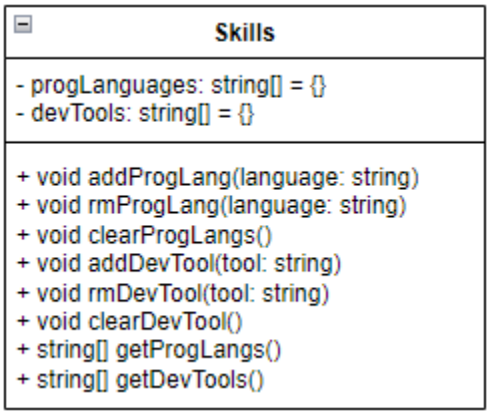
2.6 AWS Interface Component



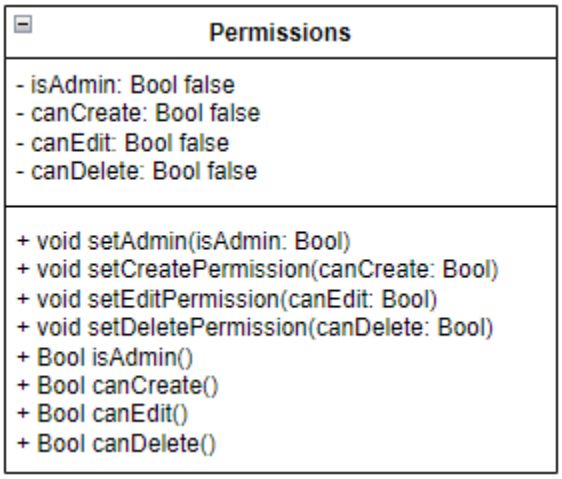
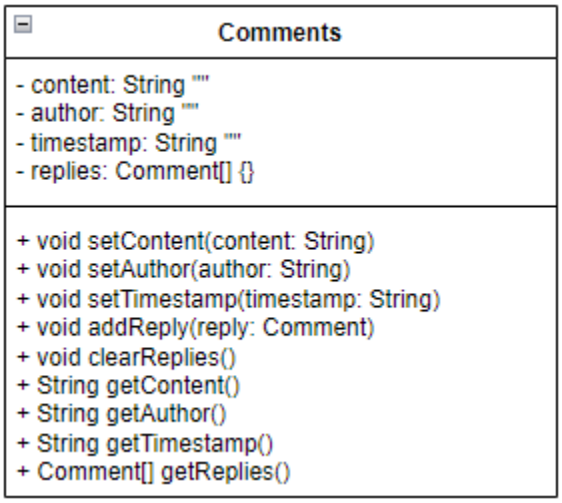
2.7 Biography Component



2.8 Skills Component



2.9 Permissions Component



2.10 Comments Component