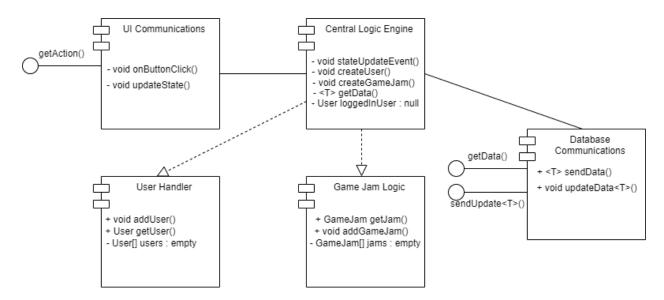
GPM Jammers Milestone 5 April 15, 2024 Cpt_S 322

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

UlCommunicator
- state:Enum
- loginBtnPressed() - joinJamBtnPressed() - leaveJamBtnPressed() - commentBtnPressed() - postBtnPressed() - friendReqBtnPressed() + getstate()

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)

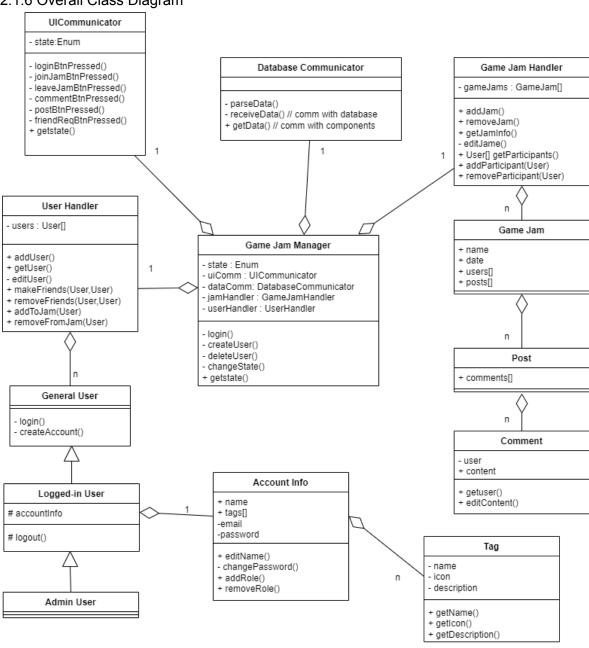
2.1.5 Game Jam Handler Component

Game Jam Handler

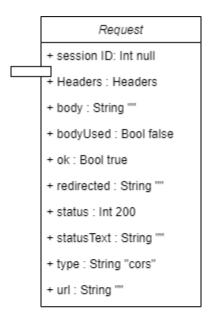
- gameJams : GameJam[]

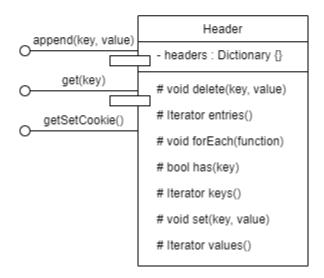
- + addJam()
- + removeJam()
- + getJamInfo()
- editJame()
- + User[] getParticipants()
- + addParticipant(User)
- + removeParticipant(User)

2.1.6 Overall Class Diagram

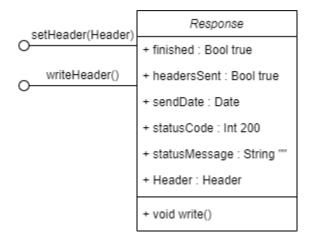


2.2 Request

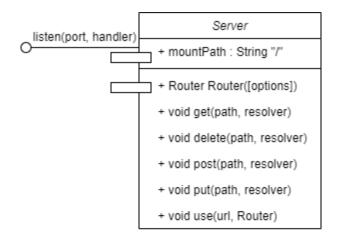


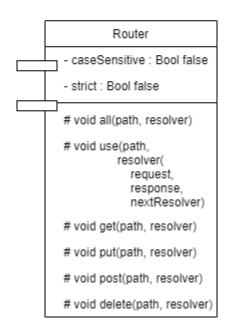


2.3 Response



2.4 Server - Node.js





2.5 Database - Class

Database - connection: Connection + void connect() + void disconnect() + void create(data: T) + T read(id: int) + void update(id: int, newData: T) + void delete(id: int)

2.6 AWS Interface Component

= AWSInterface	
+ void connect() + void disconnect() + boolean deploy(application: Application) + boolean scaleUp() + boolean scaleDown() + Metrics monitor()	

2.7 Biography Component

Biography	
- name: String "" - age: Int 0 - bio: String ""	
+ void setName(name: strin + void setAge(age: int) + void setBio(bio: string) + string getName() + string getAge() + string getBio()	g)

2.8 Skills Component

Skills - progLanguages: string[] = {} - devTools: string[] = {} + void addProgLang(language: string) + void rmProgLang(language: string) + void clearProgLangs() + void addDevTool(tool: string) + void rmDevTool(tool: string) + void clearDevTool() + string[] getProgLangs() + string[] getDevTools()

2.9 Permissions Component

Permi	ssions
 isAdmin: Bool false canCreate: Bool false canEdit: Bool false canDelete: Bool false 	
+ void setAdmin(isAdmin + void setCreatePermiss + void setEditPermission + void setDeletePermissi + Bool isAdmin() + Bool canCreate() + Bool canEdit() + Bool canDelete()	ion(canCreate: Bool) (canEdit: Bool)

2.10 Comments Component

☐ Comments
- content: String "" - author: String "" - timestamp: String "" - replies: Comment[] {}
+ void setContent(content: String) + void setAuthor(author: String) + void setTimestamp(timestamp: String) + void addReply(reply: Comment) + void clearReplies() + String getContent() + String getAuthor() + String getTimestamp() + Comment[] getReplies()