

WebTicTacToe (Tic Tac Pro)

Group no. 24

Group members

Emil Eriksson 19910625-4973 (p.emil.eriksson@gmail.com)

Olof Karlsson 19910604-3392 (gulligaolle@gmail.com)

Anton Westberg 19920720-3333 (antonwestberg_@hotmail.com)

Kristofer Yffén 19870829-5715 (patriarch.k@gmail.com)

Github name mapping

emileriksson = Emil Eriksson

Pigmassacre = Olof Karlsson

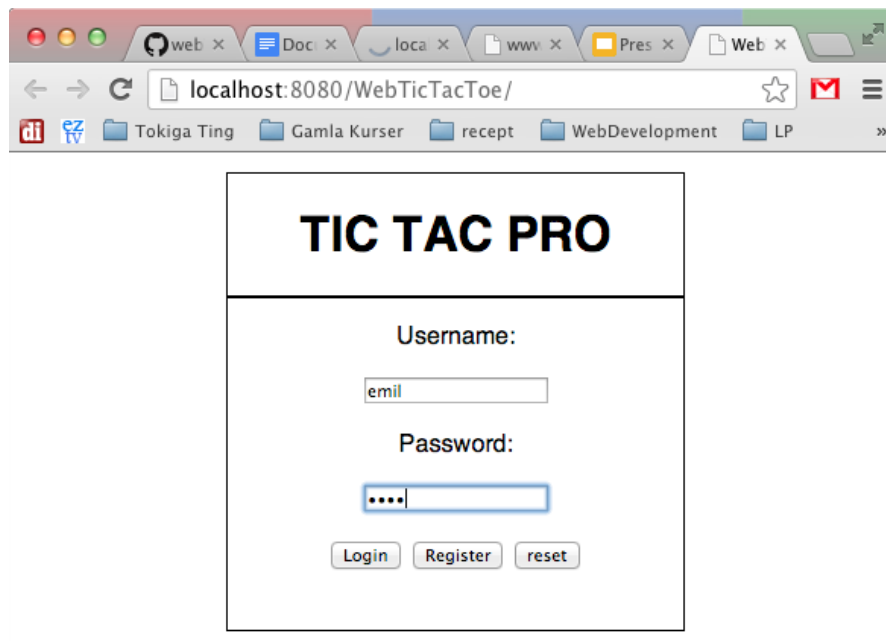
antonwestberg = Anton Westberg

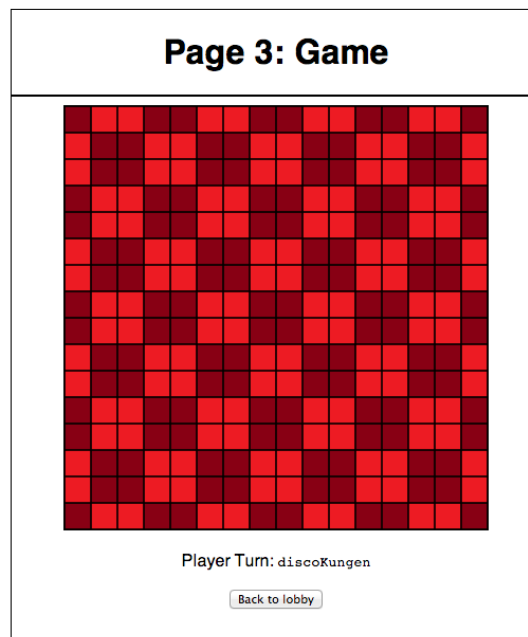
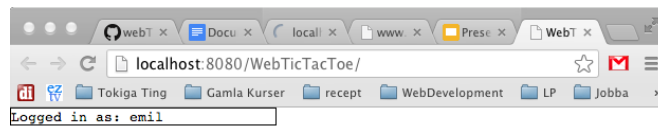
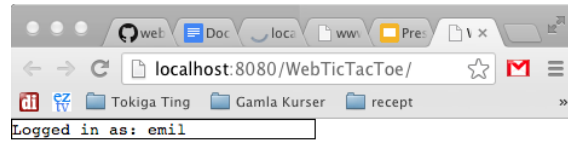
Yffisch = Kristofer Yffén

General Overview of the System

WebTicTacToe is an online, realtime multiplayer Tic-Tac-Toe game. The idea is that you can host this on your server and then people can log on and play games of Tic Tac Toe versus each other in real time. Players are automatically matched with each other when some player wants to play a game. Ideally, players would be matched against each other based on the ELO rating algorithm (or some implementation of it) however, that is currently not the case.

Screenshots of the application





User roles

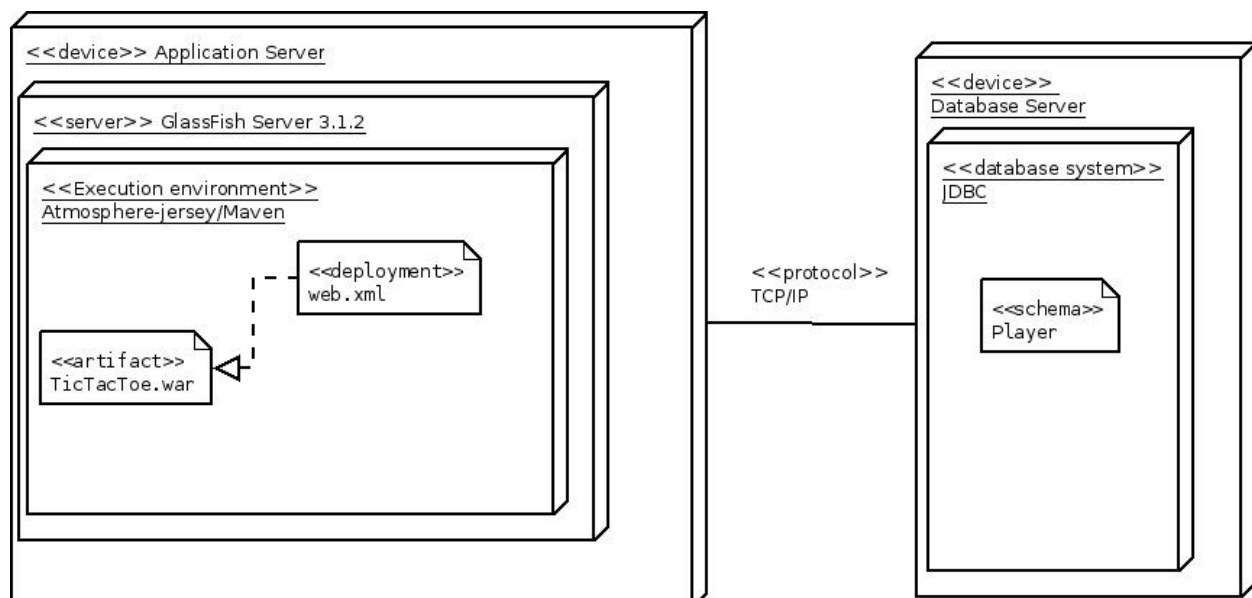
The only users in the application are Players. There are currently no permissions that differentiate each player (no administrators etc).

Use Cases

- Any number of users can register unique names and passwords and use them to log in to the lobby.
- Logged in users can start games with other players.
- Users are automatically matched with each other.
- Games can be played to completion.
- A user's score is saved in the database.
- Users are automatically logged out if their connection to the server is broken. (atleast on Chrome...)

Physical set up

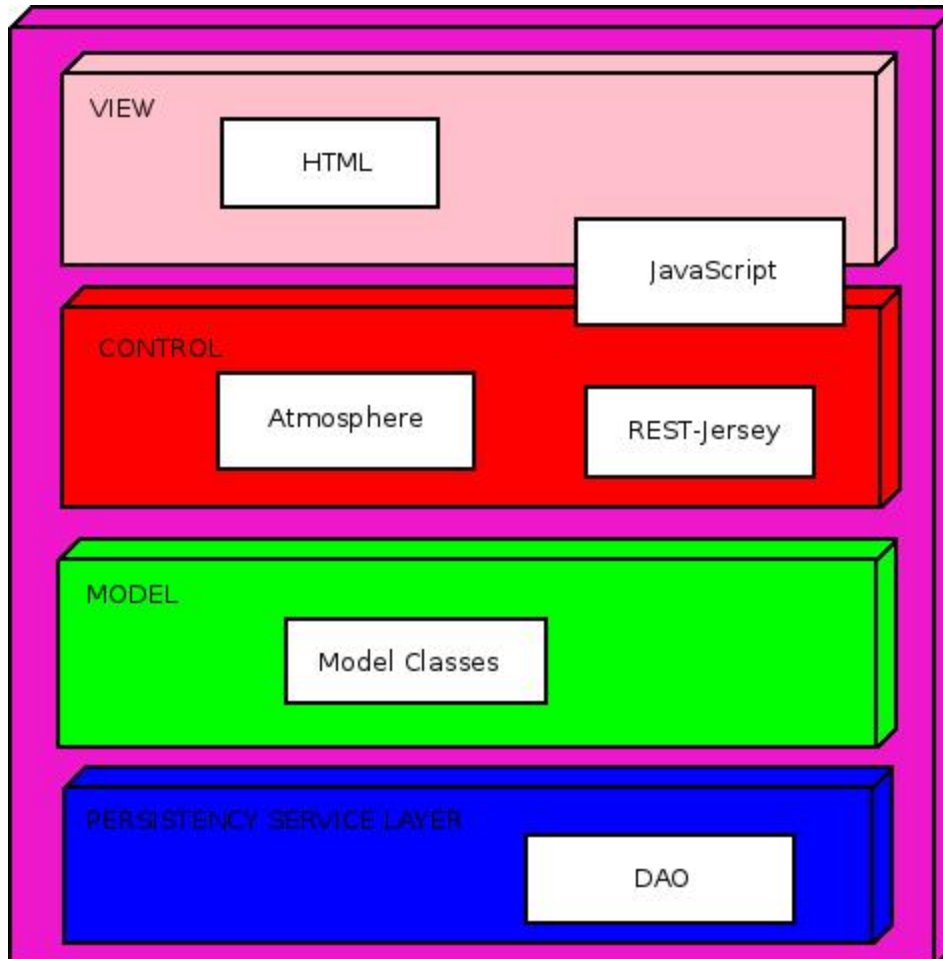
We need a server (preferably GlassFish 3.1.2+) and a database (we use JDBC / Derby). The users need browsers with support for HTML5 and Javascript.



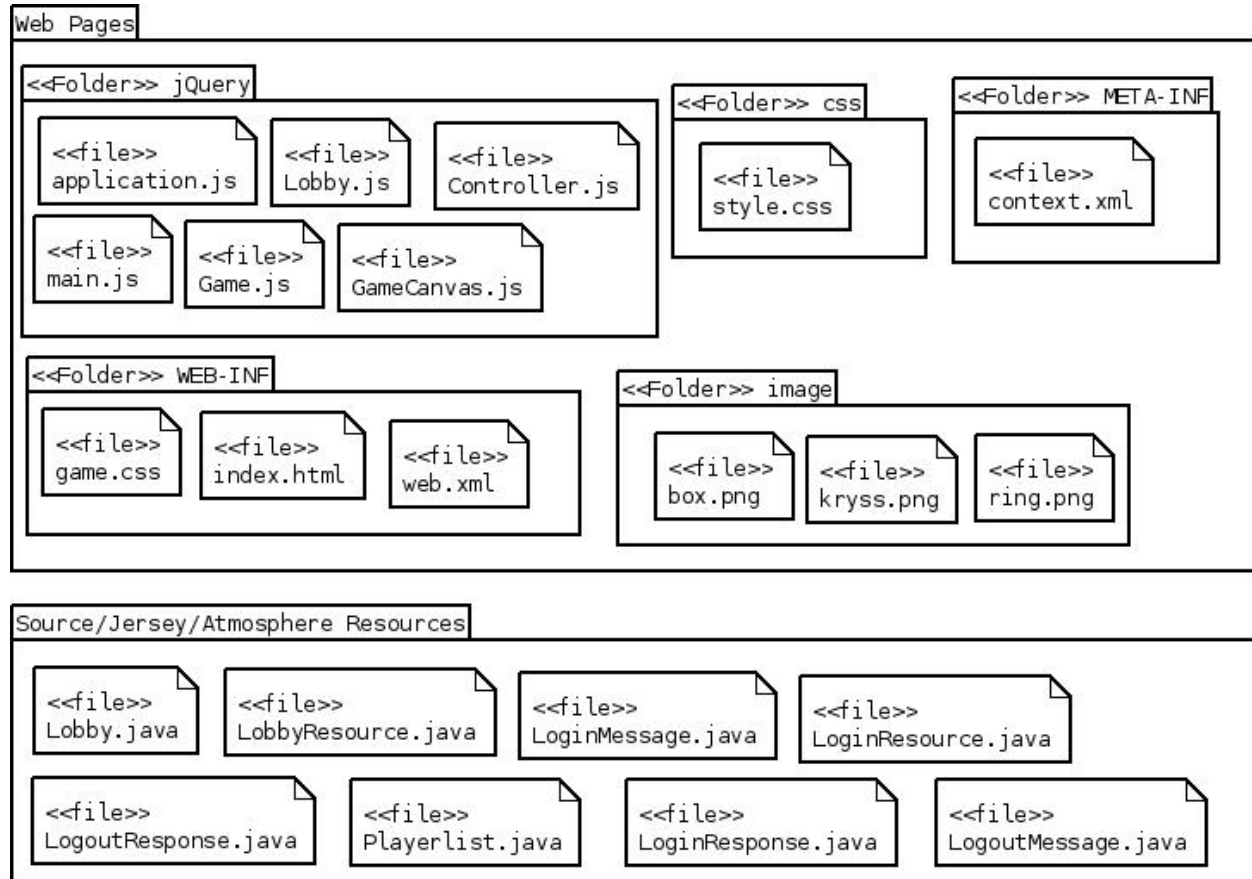
The modules of each component and the responsibility for each module.

- The server backend uses Jersey REST and Atmosphere (with the Atmosphere-Jersey plugin).
- The server backend communicates with the model. It basically presents an REST and Atmosphere interface for the client frontend to work with.
- The client frontend uses Javascript / JQuery (Some AJAX calls...) / CSS / HTML5, together with the Atmosphere JQuery plugin and the JQuery-cookie plugin.

Layered view of application



Overview



UML Diagram of Model

