Florian POSCENTE

Romain GAS

Noé ROUX

UML Project

Topic: Web&Game

The project Web&game is a website that will offer users the opportunity to play video games. Users will be able to create an account and can pay to have a premium account. Every user will be able to play Pacman. However, by taking a premium account, you will be able to have access to Roblox and Battlefield (Battlefield is only for 18 years old and plus). In addition, users will be able to send requests to moderators. Those requests will either be related to video games or related to “personal questions”. Moderators will therefore have a conversation with users. In addition, there will be an administrator of the website, he will be able to connect to an administrator account to add a new video game to the list of available games. The administrator can put the game either in the category of games for everyone or in the category of games for over 18 years old. In addition, he can also manage users’ subscription.

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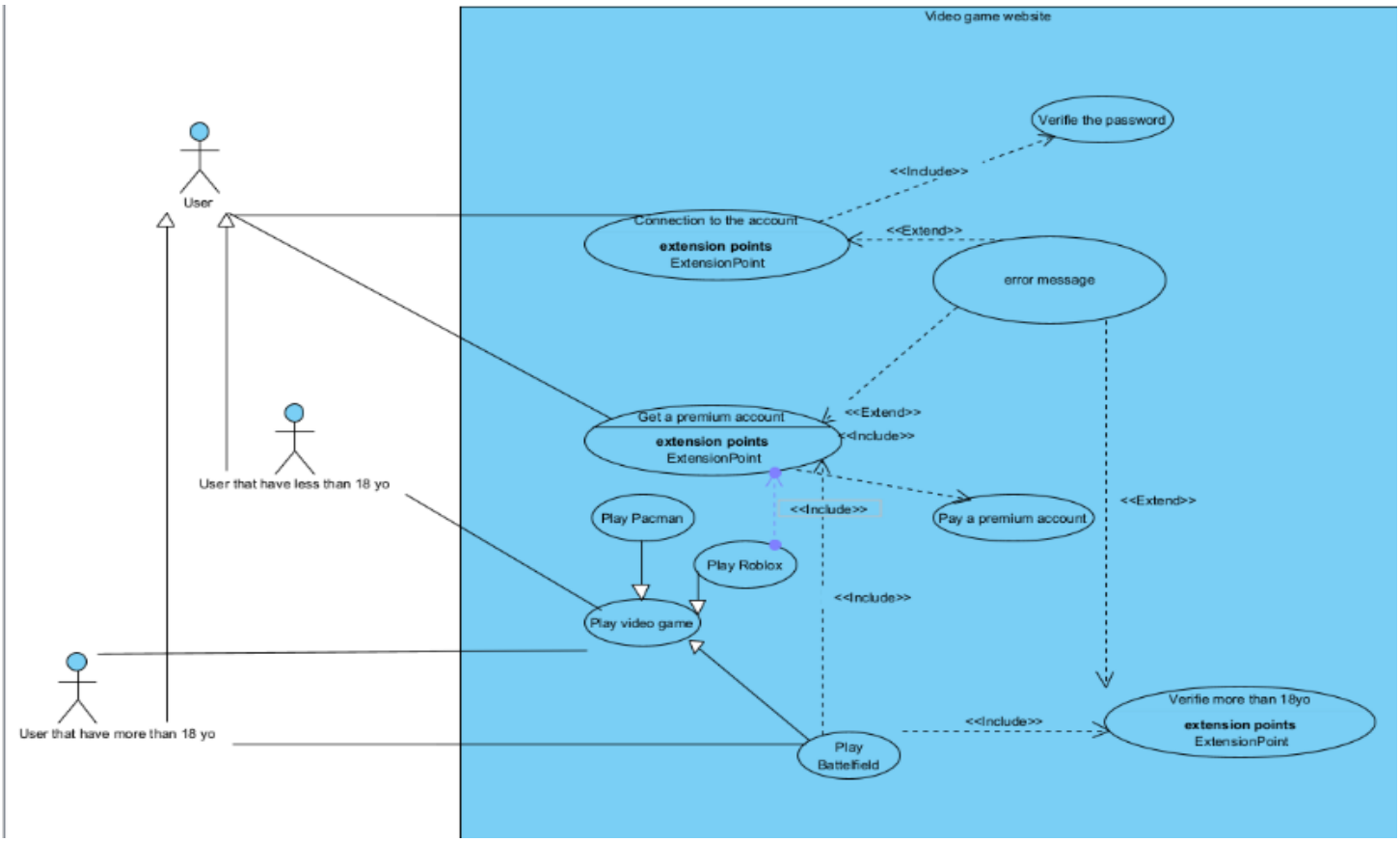
The Use Case diagrams.

Use Case diagram 1 (Romain GAS)

The user playing game.

In this diagram we find all function an user has access. He can create an account, take a premium one (In addition, we note that there is a verification of the validity of the password), he can also play games and there are restrictions for certain games. Everyone can play Pacman. Only those with a premium account can play Roblox and only those with a premium account and over 18 years old can play Battlefield.



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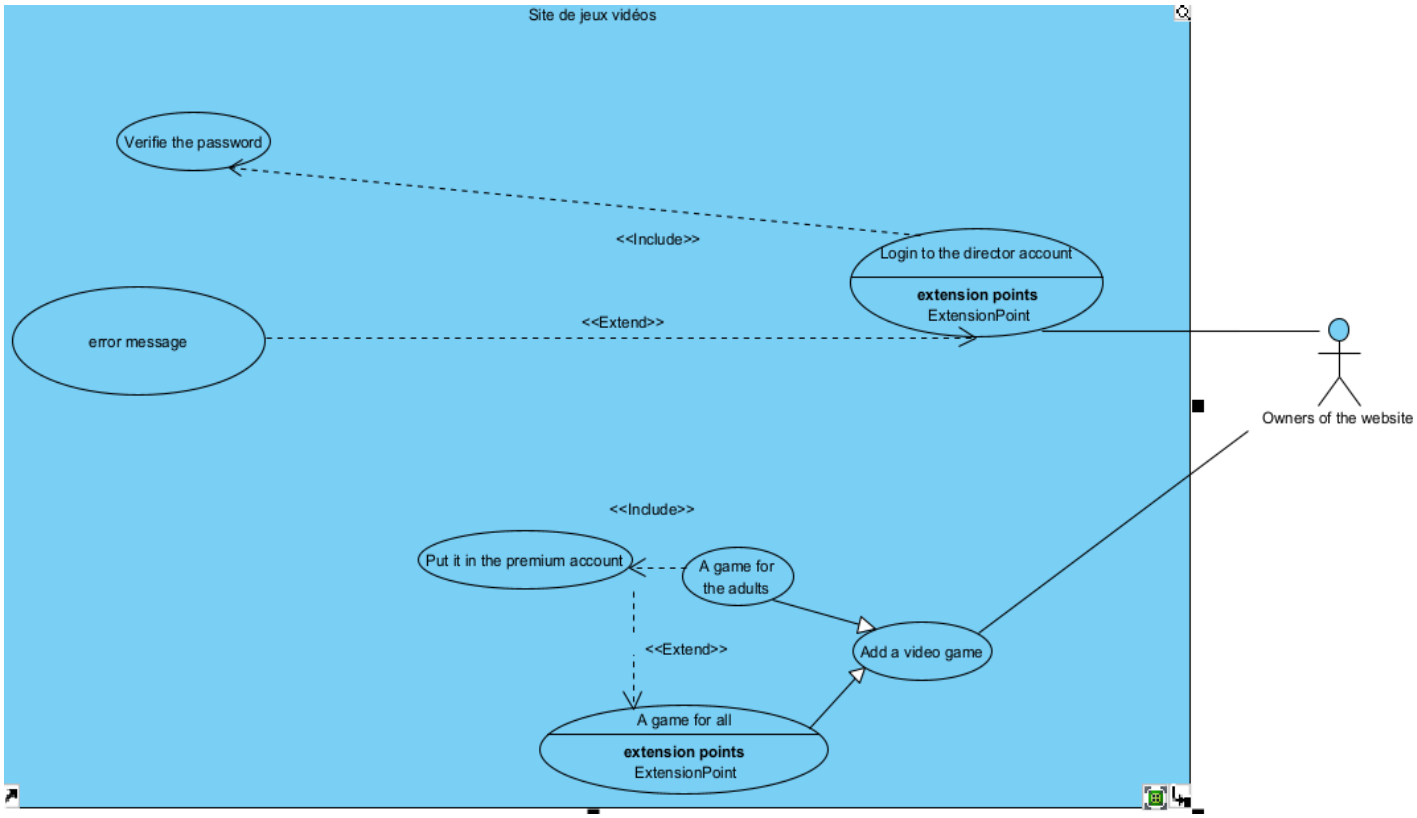
Use Case diagram 2 (Florian POSCENTE)

The administrator adding a game.

In this diagram we can see that the site administrator can log into his account. In addition, we note that there is a verification of the validity of the password. He can also add a video game to the site. He can choose if this game is for everyone, or for the premium subscription. However, if he puts it in the premium subscription then he can request that it is only for people over 18 years old.



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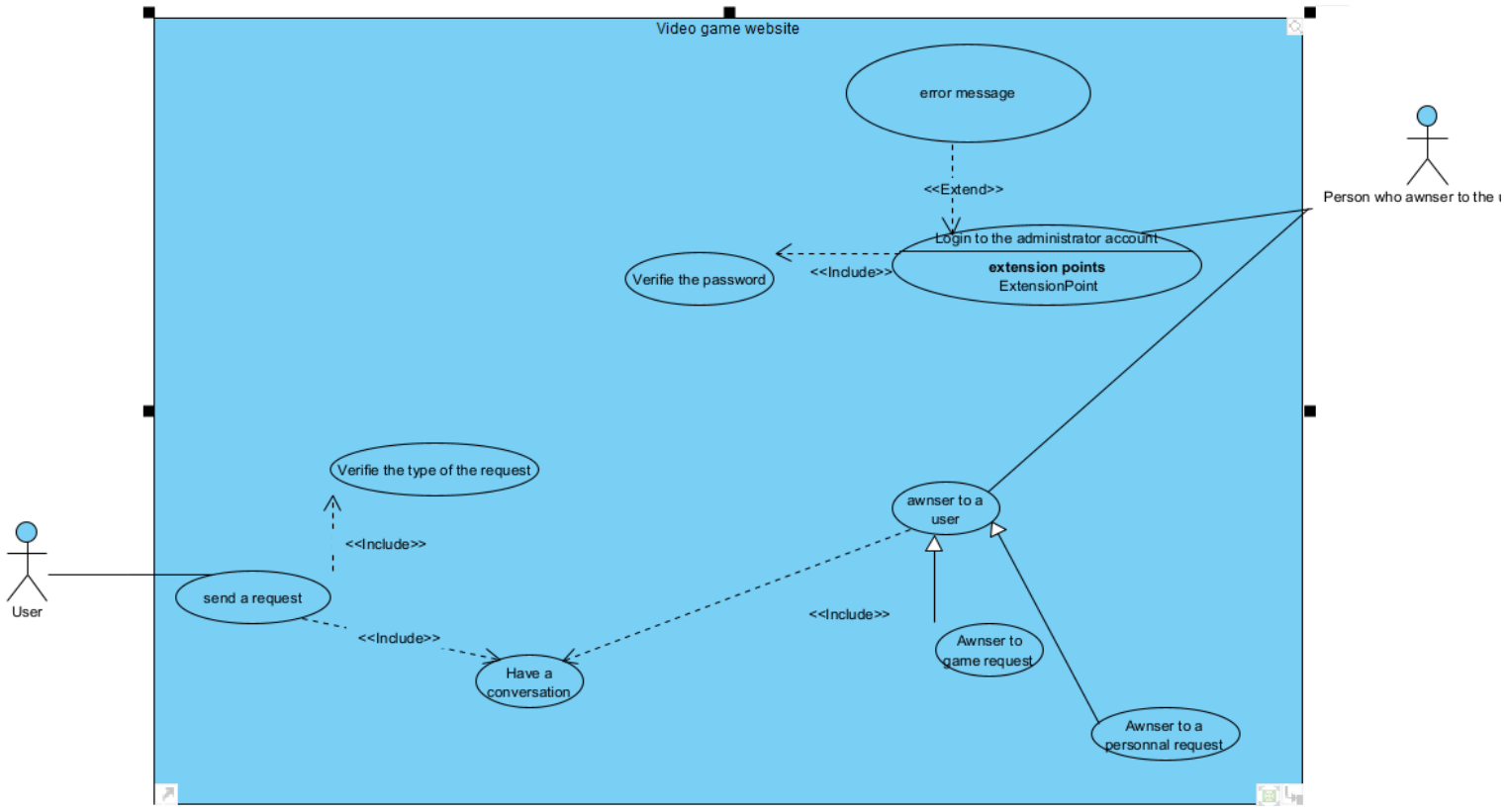
Use Case diagram 3 (Noé ROUX)

The request management.

In this diagram we can see how requests work on the site. First of all, each user can send a request to the moderators. This request will be analysed to find out if it is a game request or a "personal" request. A conversation with a moderator will therefore be created subsequently. For his part, the moderator can log into the user account. In addition, we note that there is a verification of the validity of the password. He can also respond to a user's request knowing that there are 2 types of requests.



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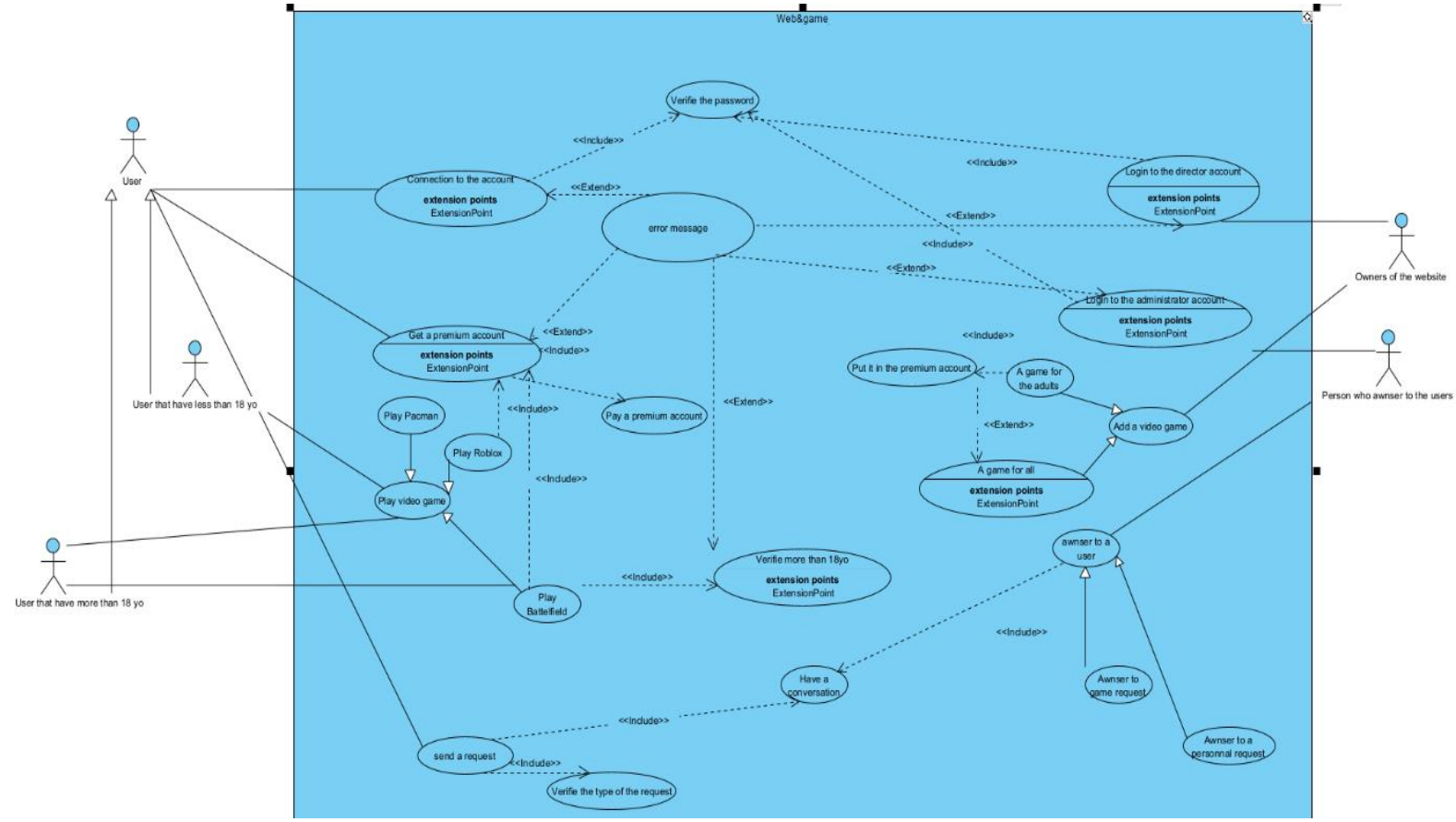
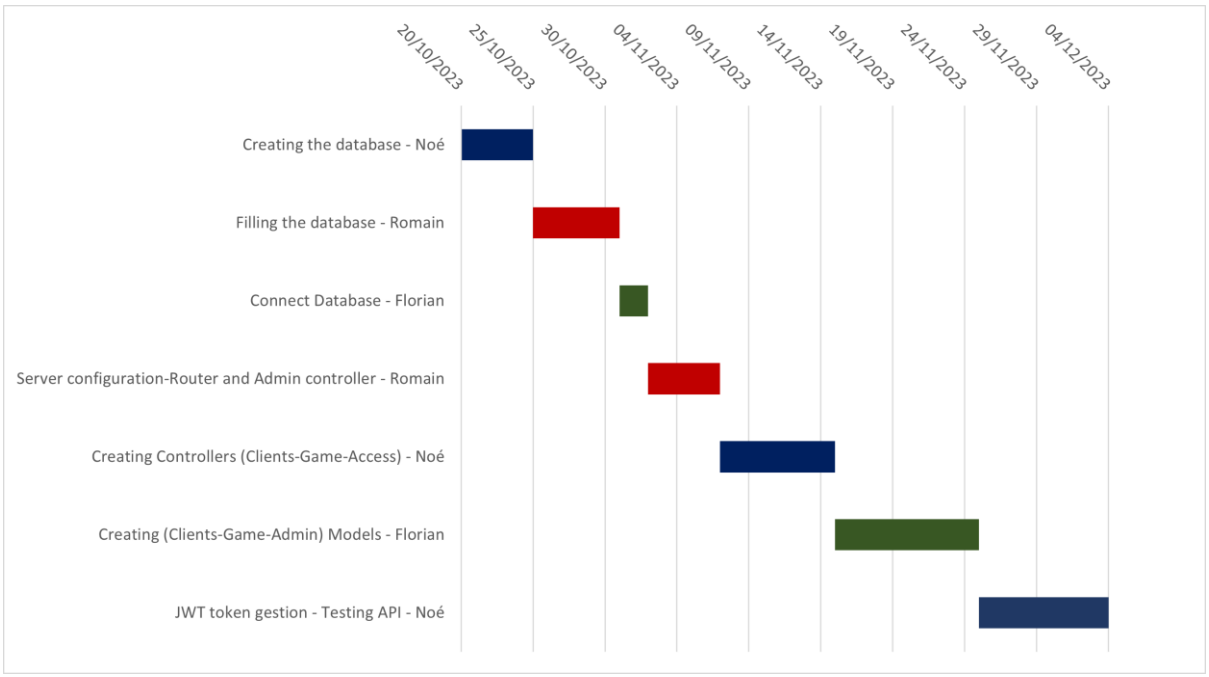
Use Case diagram 4: The entire diagram.



The Gantt diagram.



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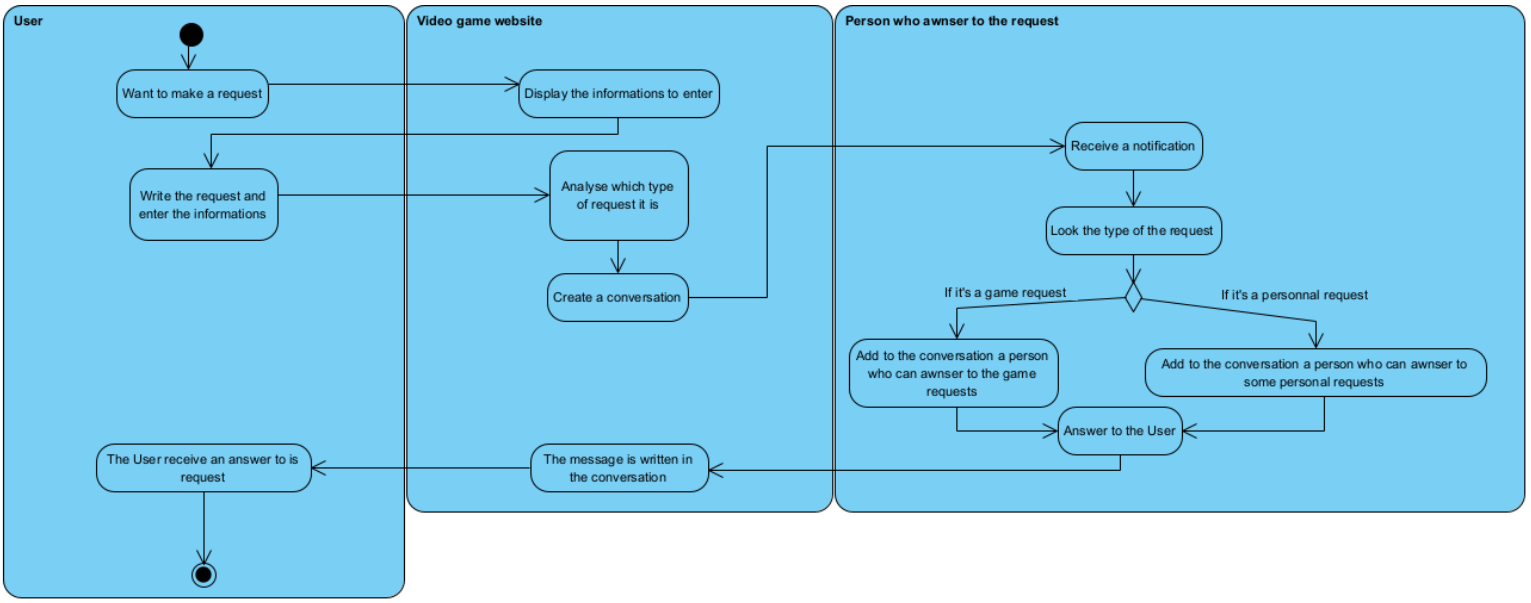
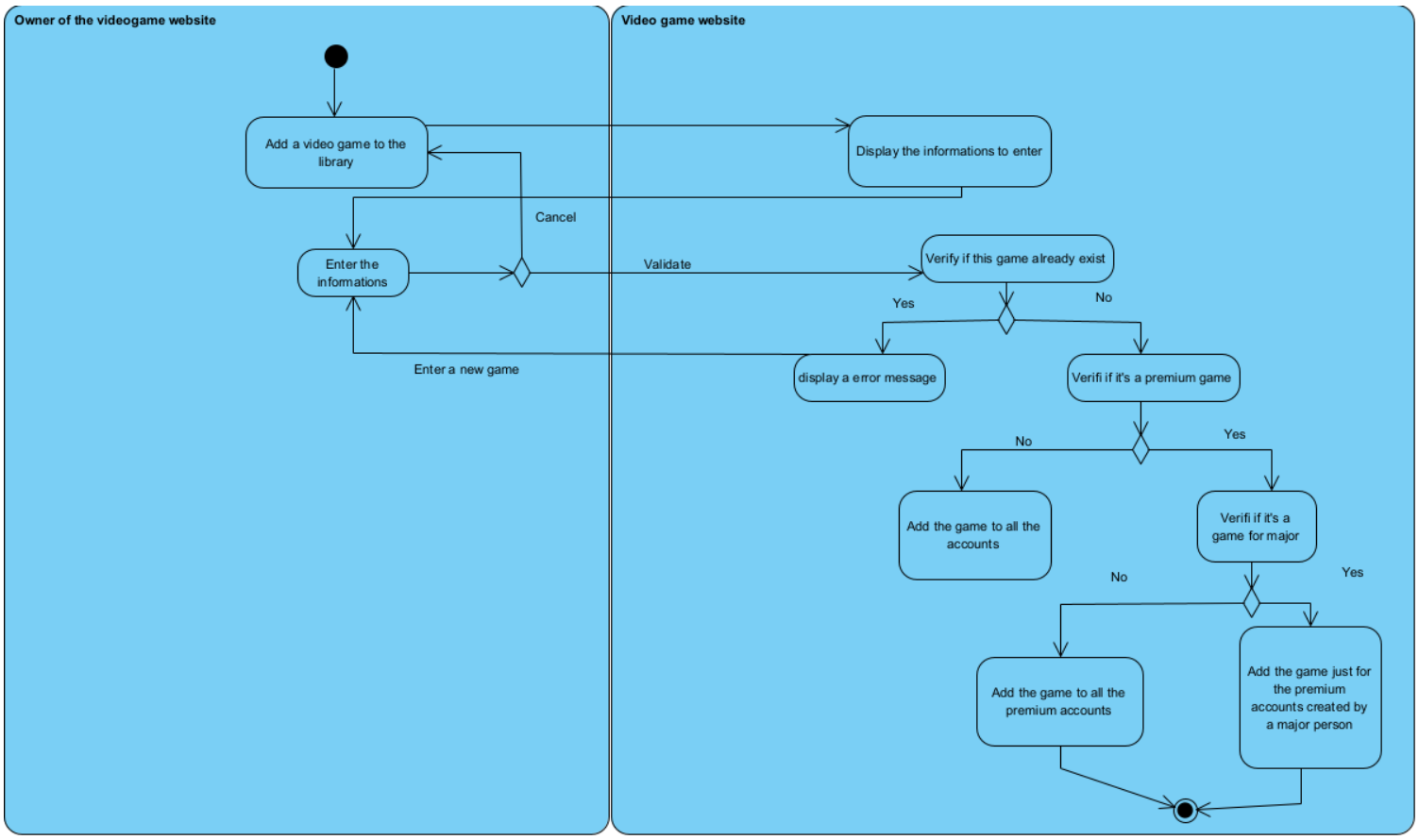
The Activity diagrams.

Activity diagram Noé ROUX.



Activity diagram Florian POSCENTE.



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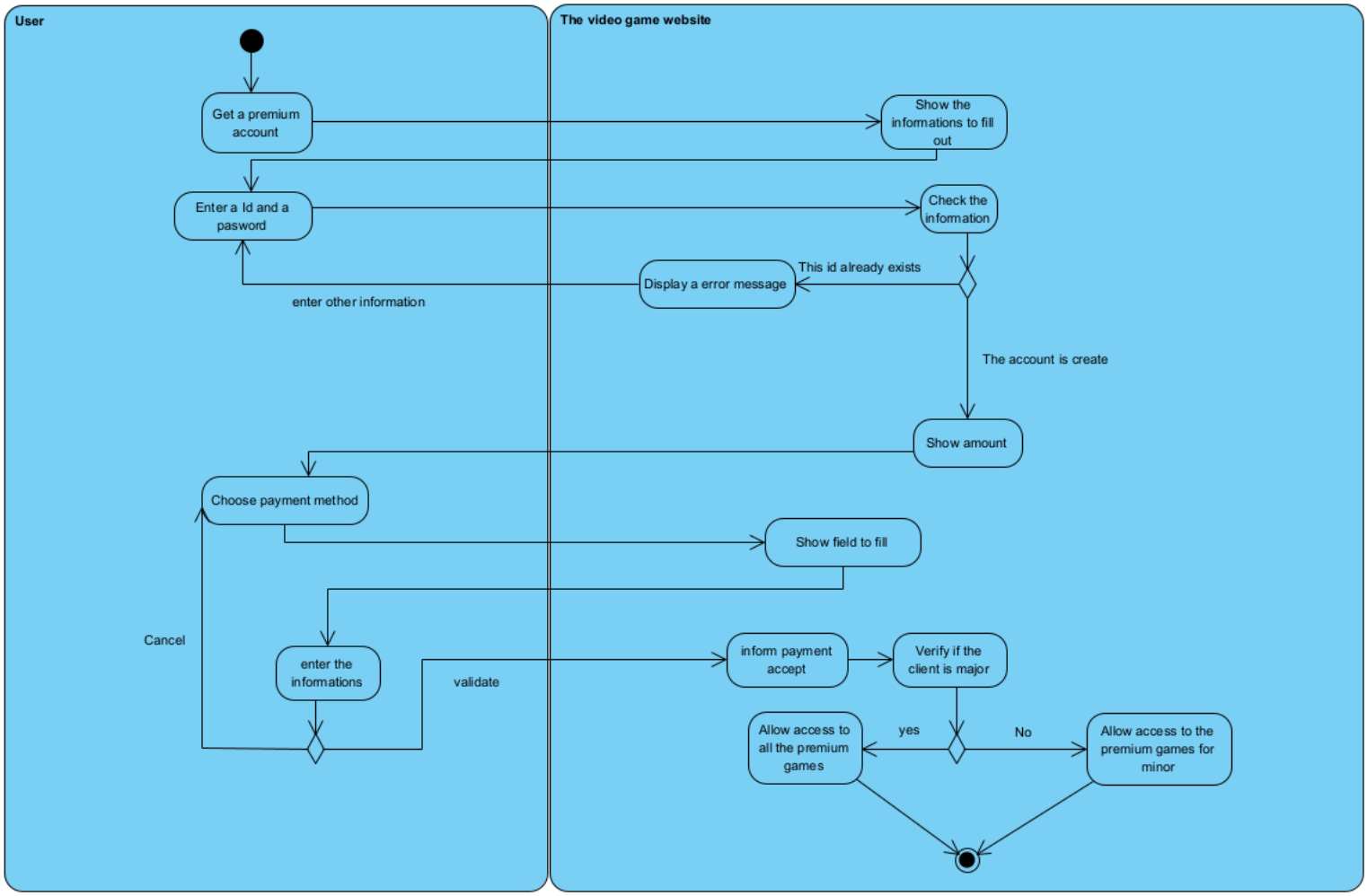
Activity diagram Romain GAS.



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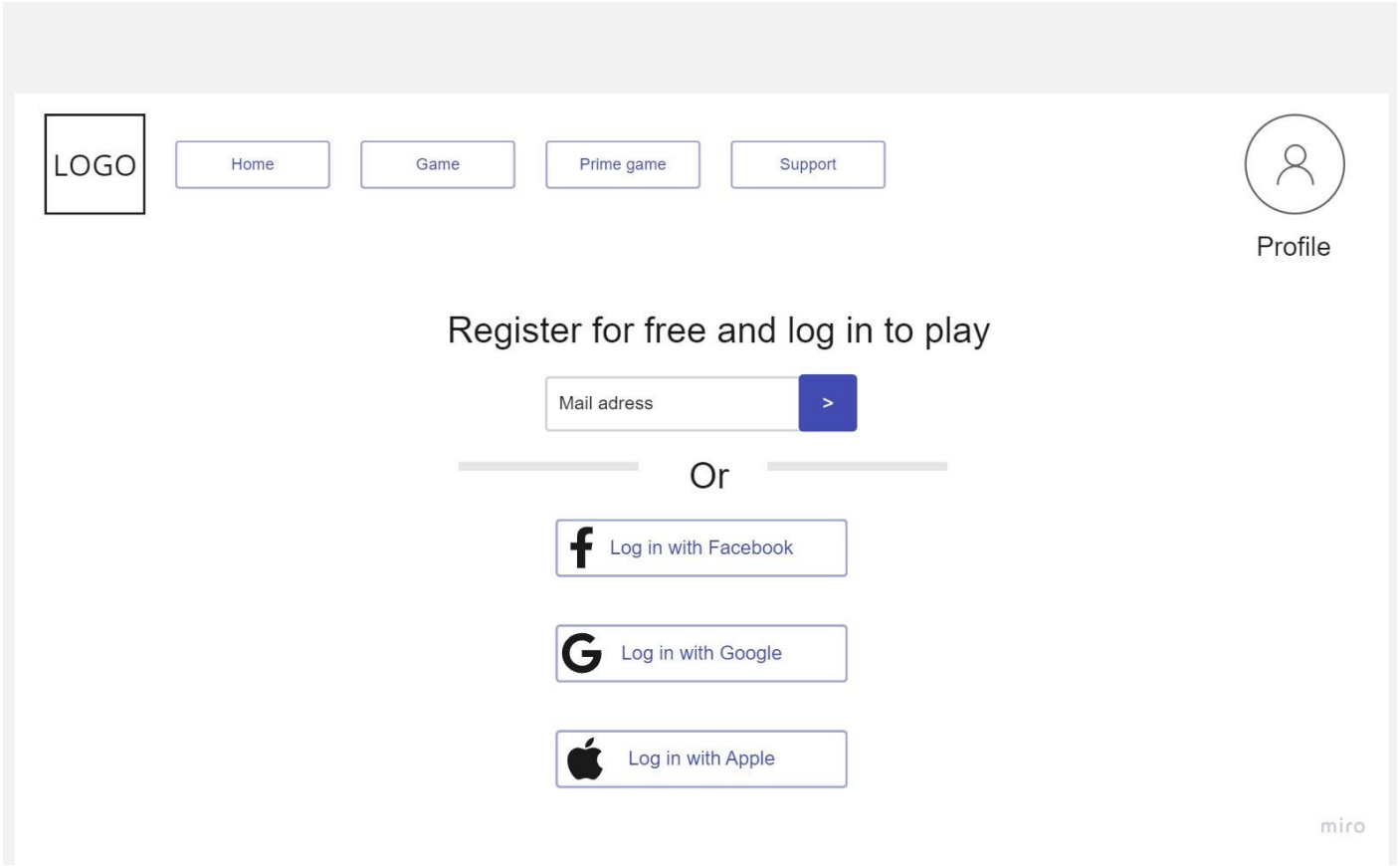
Some Wireframes about our Web Site.

Wireframe of Noé ROUX: The home page.



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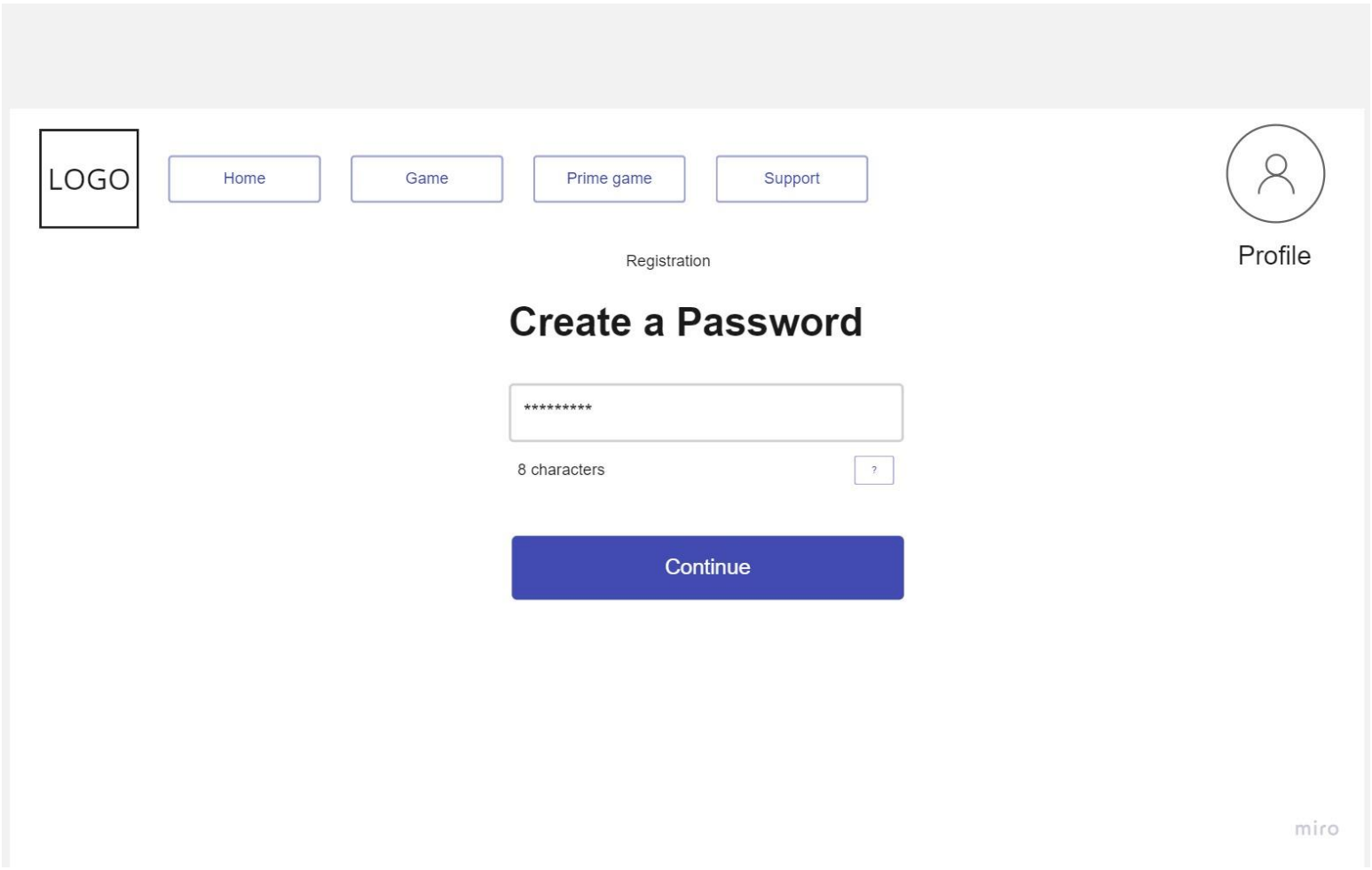
Wireframe of Florian POSCENTE: The Registration page.



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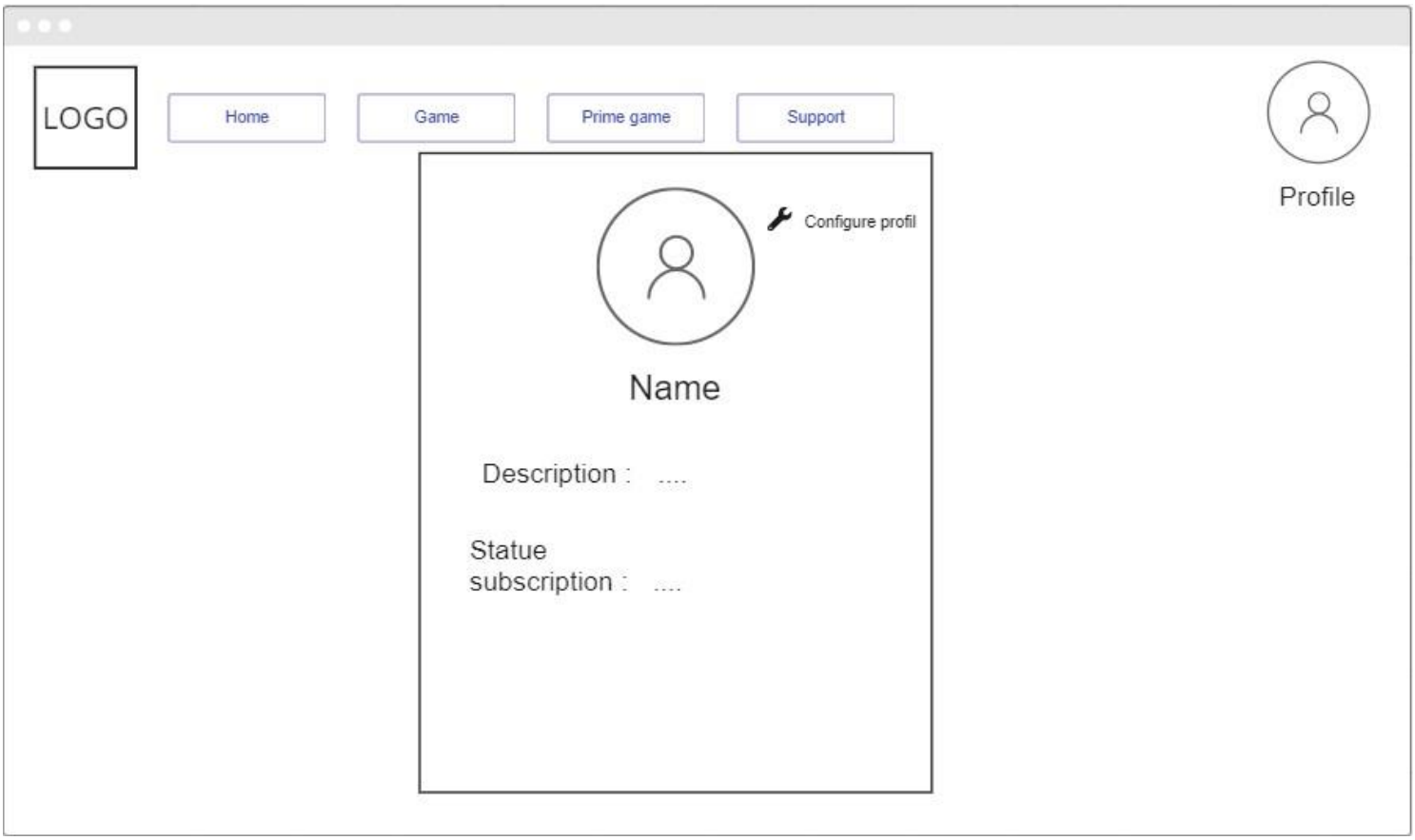
Wireframe of Romain GAS: The profile page.



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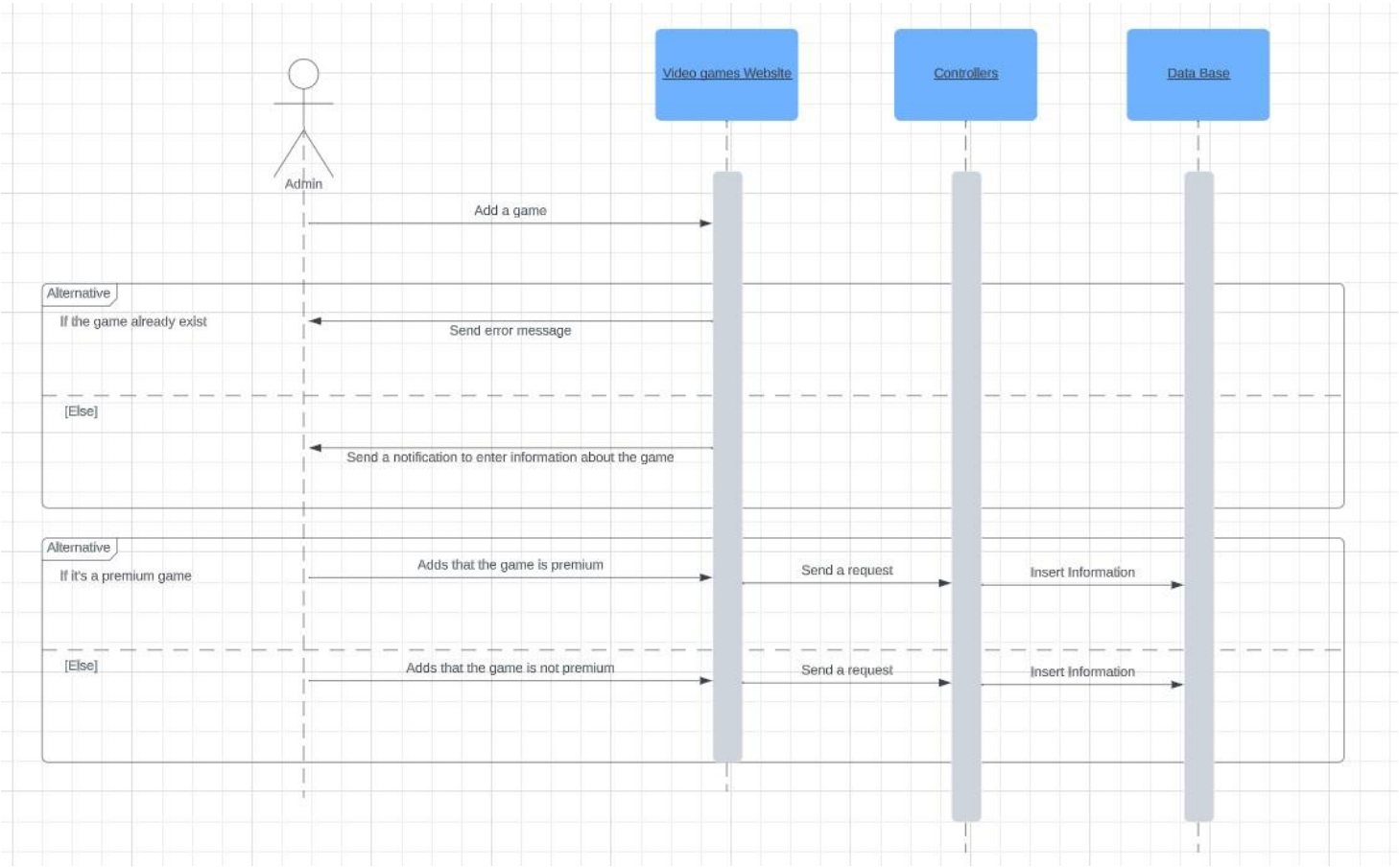
The Sequence diagrams.

Sequence diagram Noé ROUX.



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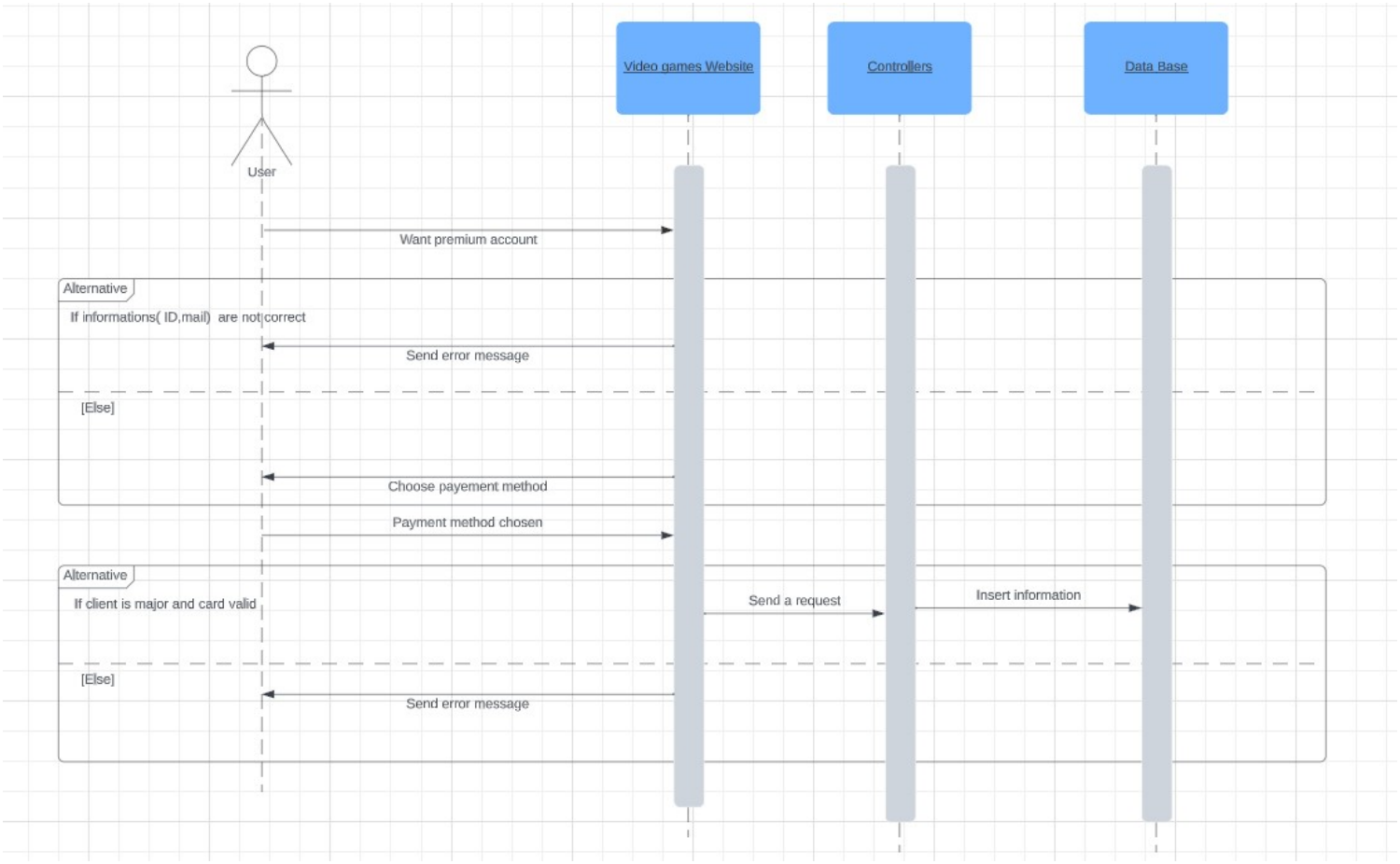
Sequence diagram Florian POSCENTE.



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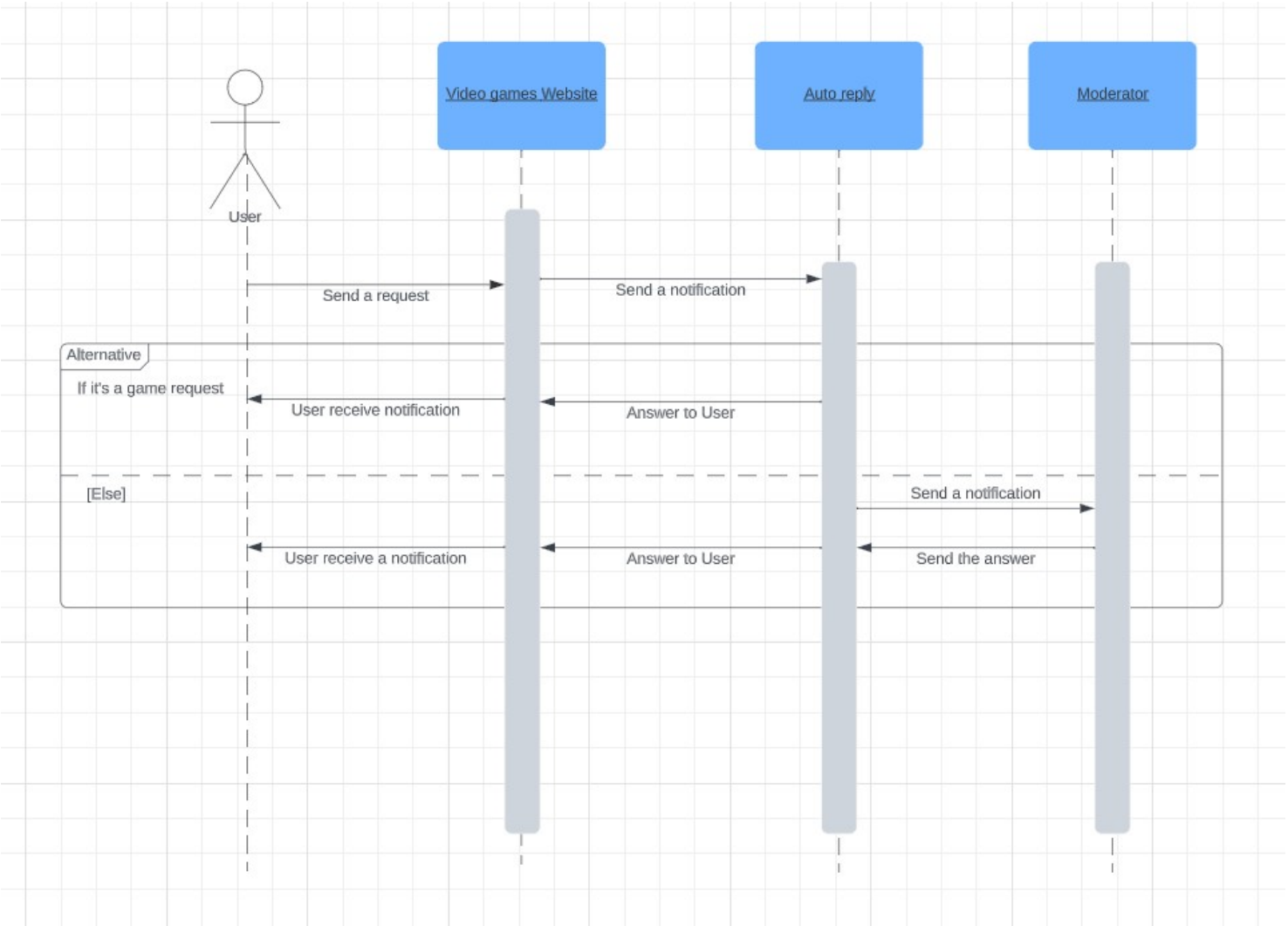
Sequence diagram Romain GAS.



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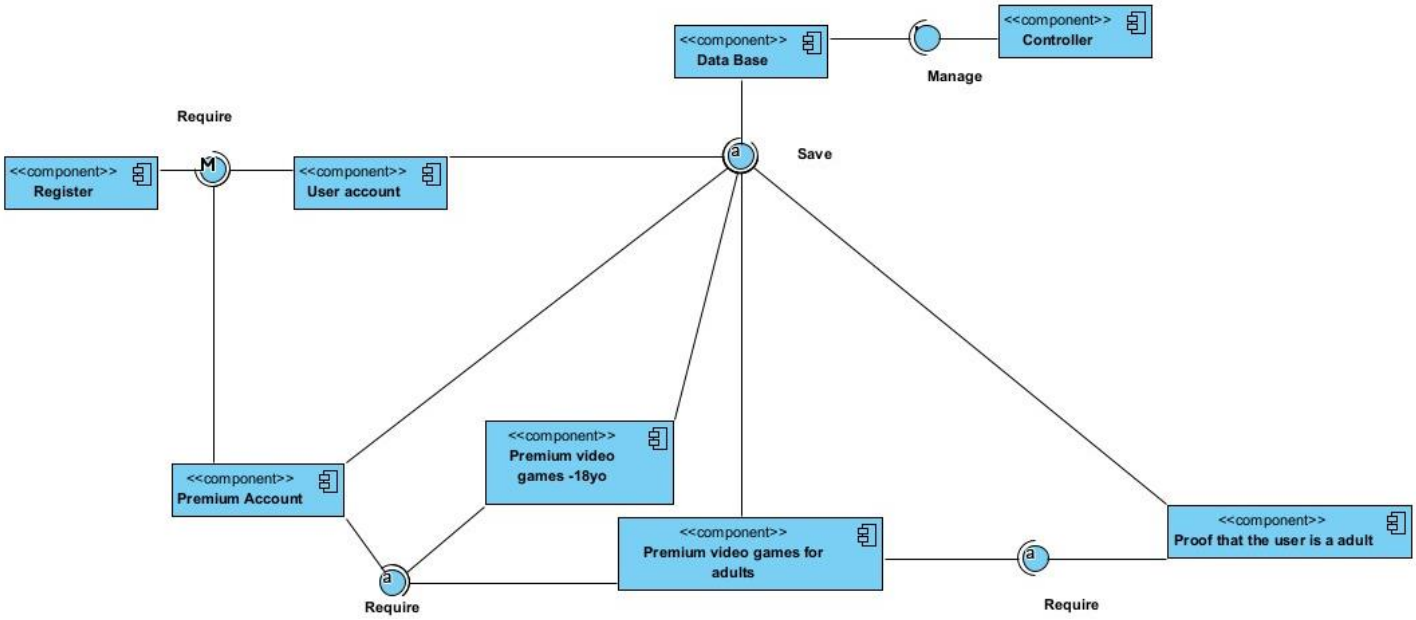
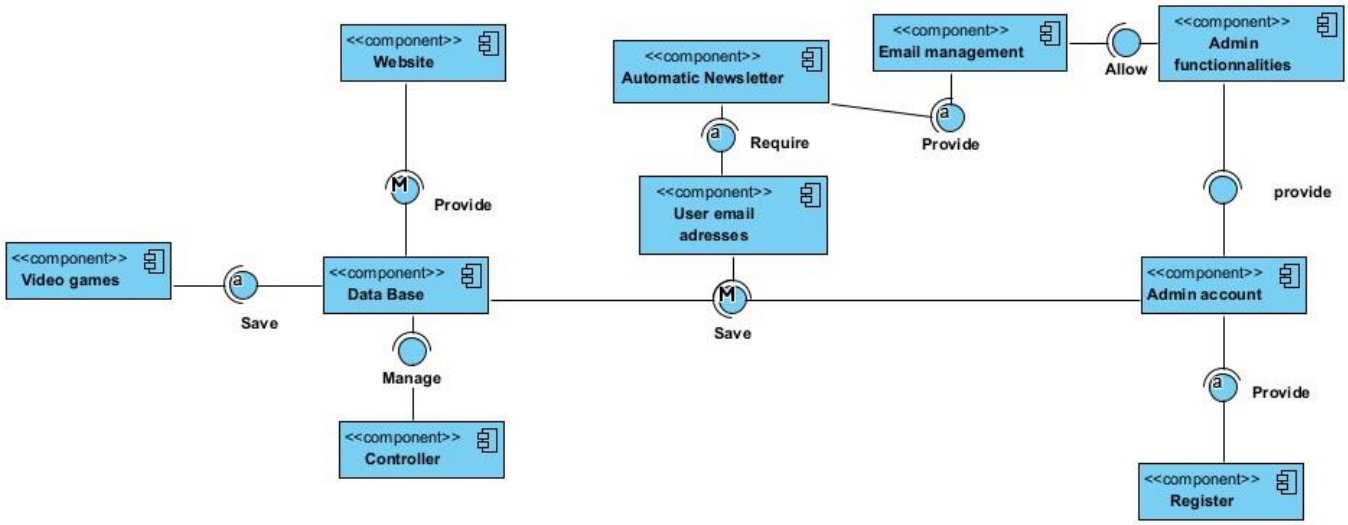
The Component diagrams.

Component diagram Noé ROUX.



Component diagram Florian POSCENTE.



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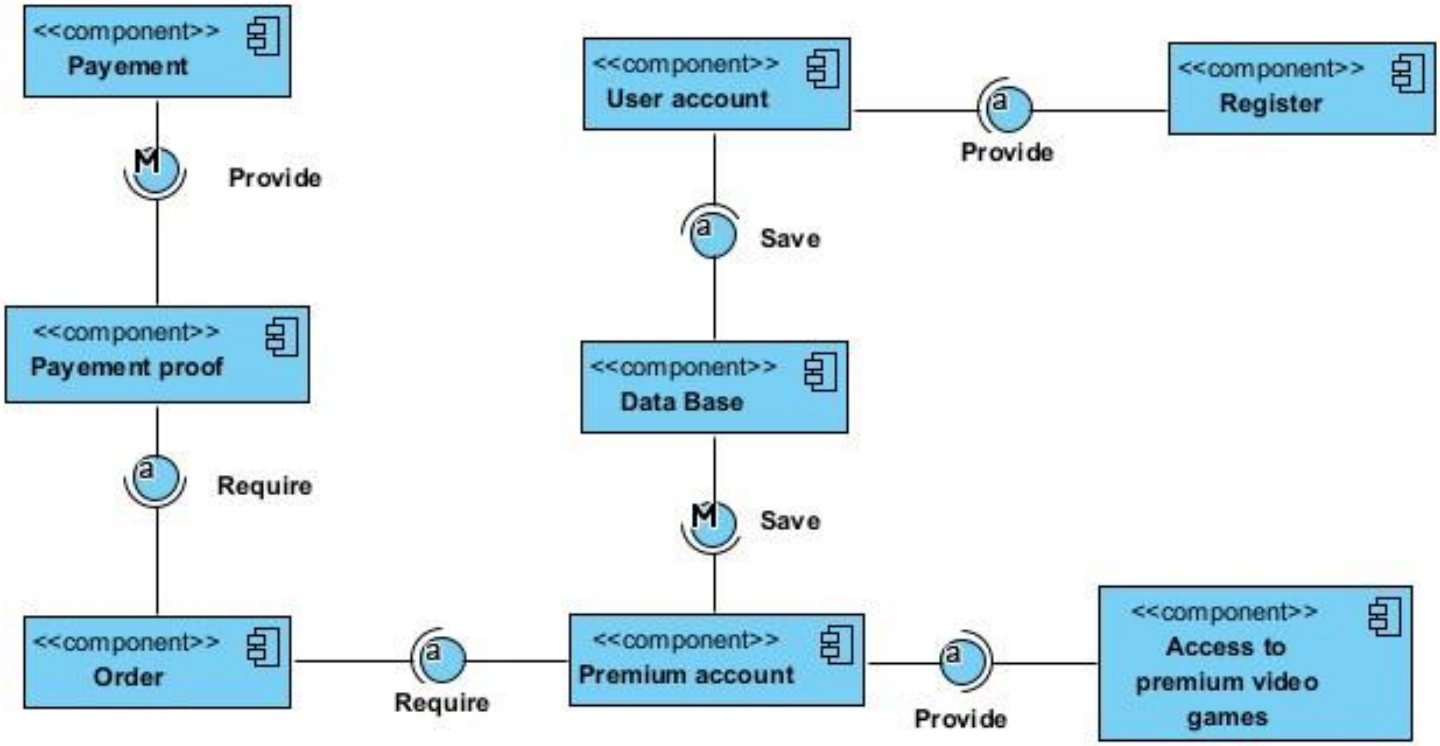
Component diagram Romain GAS.



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The Class diagram.