Legend / Interface definitions (left side):

<<Users>>
Token CreateUser(User)
UpdateUser(User)
User GetUser()

<<Auth>>
Token Login(user, password)
Bool Logout()
Token FacebookLogin()
Token TwitterLogin()

<<Chat>>
bool PostMessage(Message, ChannelId)
GetMessages(ChannelId)

<<Routes>>
Route FindRoute(StartLocation, EndLocation)
List<Route> GetRoutes(UserId)
Bool CreateGroupRoute(StartLocation, EndLocation, List<UserId>)
Bool JoinGroupRoute(RouteId, UserId)
PostRoute(RouteId)
Route GetRoute(RouteId)
Bool TrackRoute(RouteId)

<<BikeConfigurator>>
List<Part> GetParts()
SetConfiguration(List<Part>)
List<Part>GetConfiguration(ConfigId)

<<ReportingService>>
List<Route> GetGeneralReport(DateFrom, DateTo)
List<Route> GetGroupReport(DateFrom, DateTo)

<<SocialNetworksService>>
Bool PostToFacebook(Message)
Bool PostToTwitter(Message)

<<Gaming>>
List<Achivements> GetAchivements(UserId)
Xp GetUserXp(UserId)

<<BikeAid>>
List<Location> GetLocations(LocationType)

Component diagram (right side):

<<Users>> UserManagmet
  — CreateUser
  — Login
  — Logout
  — CreateUser
  — UpdateUser
  — GetUser

<<Auth>> Athentication
  — Login
  — TwitterLogin
  — EmailLogin
  — FacebookLogin

Firebase
  — TwitterLogin
  — EmailLogin
  — UpdateUser

UpdateUser

<<Chat>> Chat
  — GetMessages
  — PostMessage

<<SocialNetworsService>> SocialNetworksService
  — PostToFacebook
  — PostToTwitter

<<BikeAid>> BikeAid
  — RegisterLocation
  — UpdateLocation
  — GetLocations

SearchByLocation

GoogleMaps

<<BikeConfigurator>> BikeConfigurator
  — SetConfiguration
  — GetParts
  — GetConfiguration

<<Gaming>> Gaming
  — GetAchivements
  — GetUserXp

FindRoute — TrackRoute

PostRoute

<<Routes>> RouteManagment
  — GetRoute
  — GetRoutes
  — FindRoute
  — JoinGroupRoute
  — CreateGroupRoute

<<ReportingService>> ReportingService
  — GetGeneralReport
  — GetGroupReport