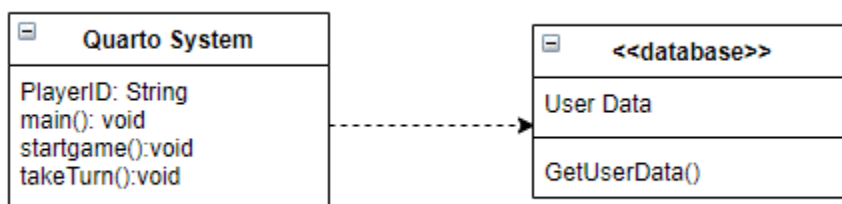
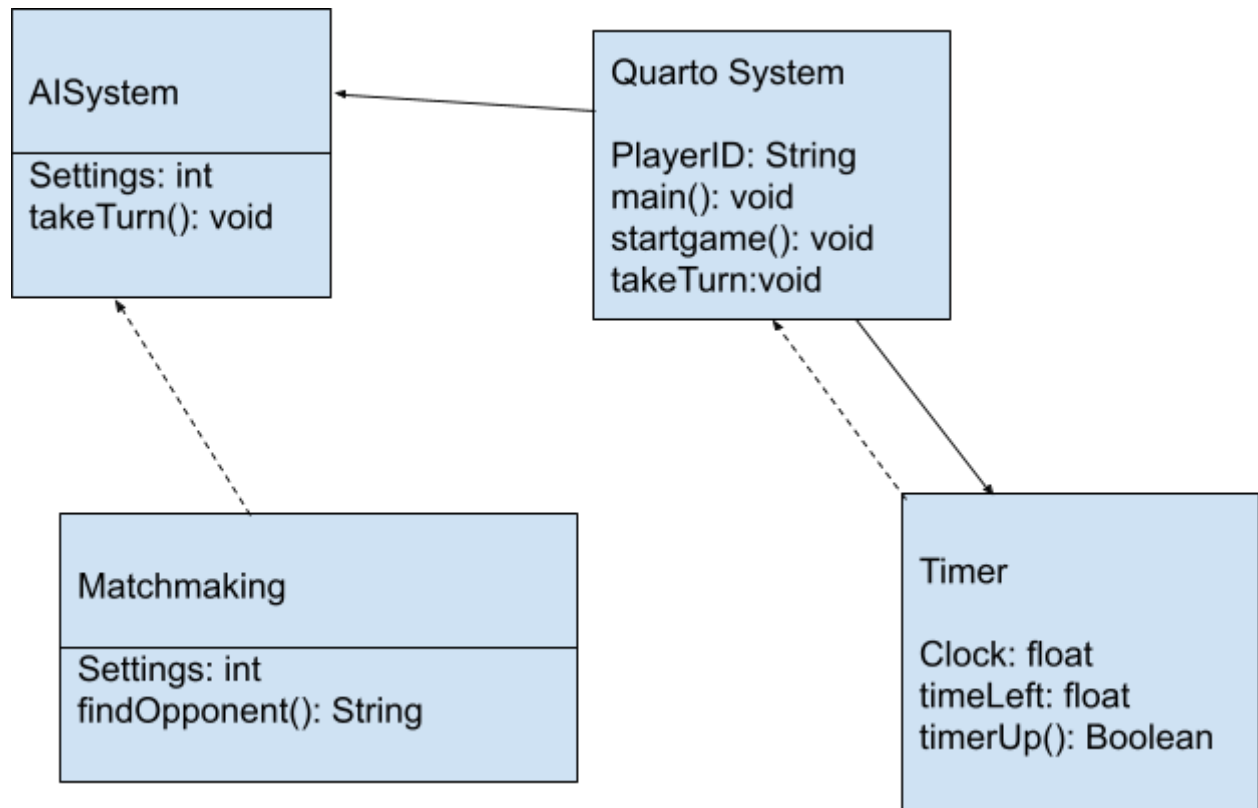
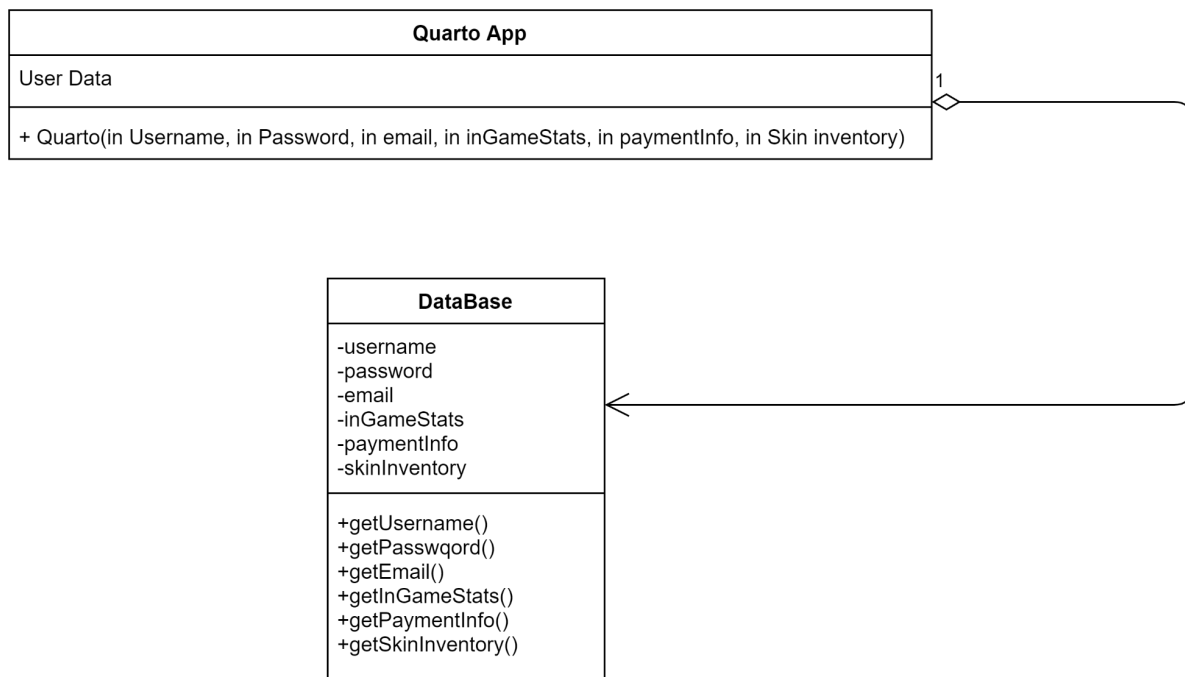


Design Class Diagram



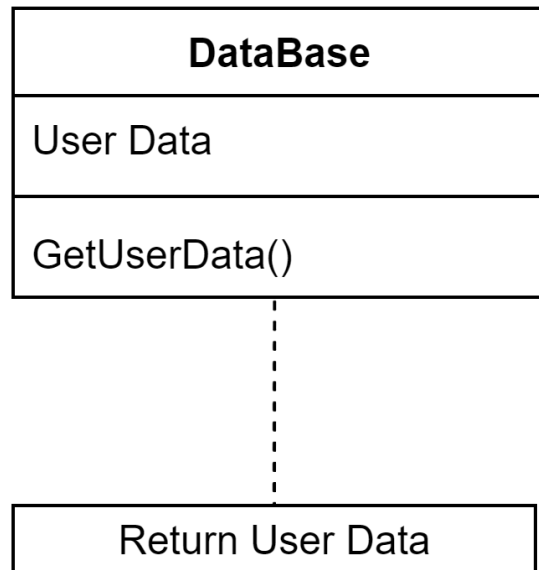
Design pattern diagrams:

Private Class Data



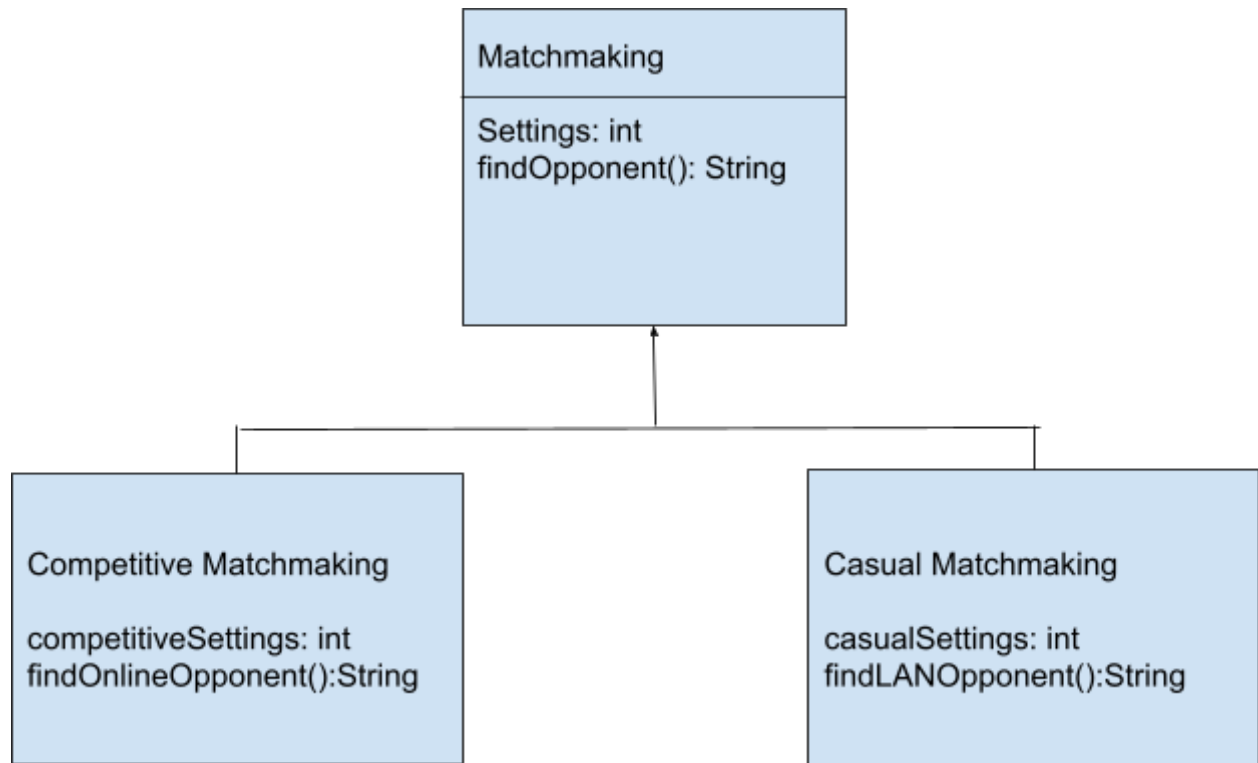
We chose Private Class data because it allows us to store user information securely in a database where the information cannot be changed or accessed unless called upon. This makes it so this information is not affected when there are changes made to the main application.

Singleton



We chose this pattern because the database is only able to interact with itself and only has one job which is returning user data.

Factory Method



We chose the Factory method because it's essentially a generalization. Casual matchmaking and Competitive matchmaking both use the matchmaking system. They are different but come from the same root system. Making the factory method the most logical for this.