Block Diagram

007: Knockout

Course #: ComS 309
Team#: AD_8

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Document: Design Diagram

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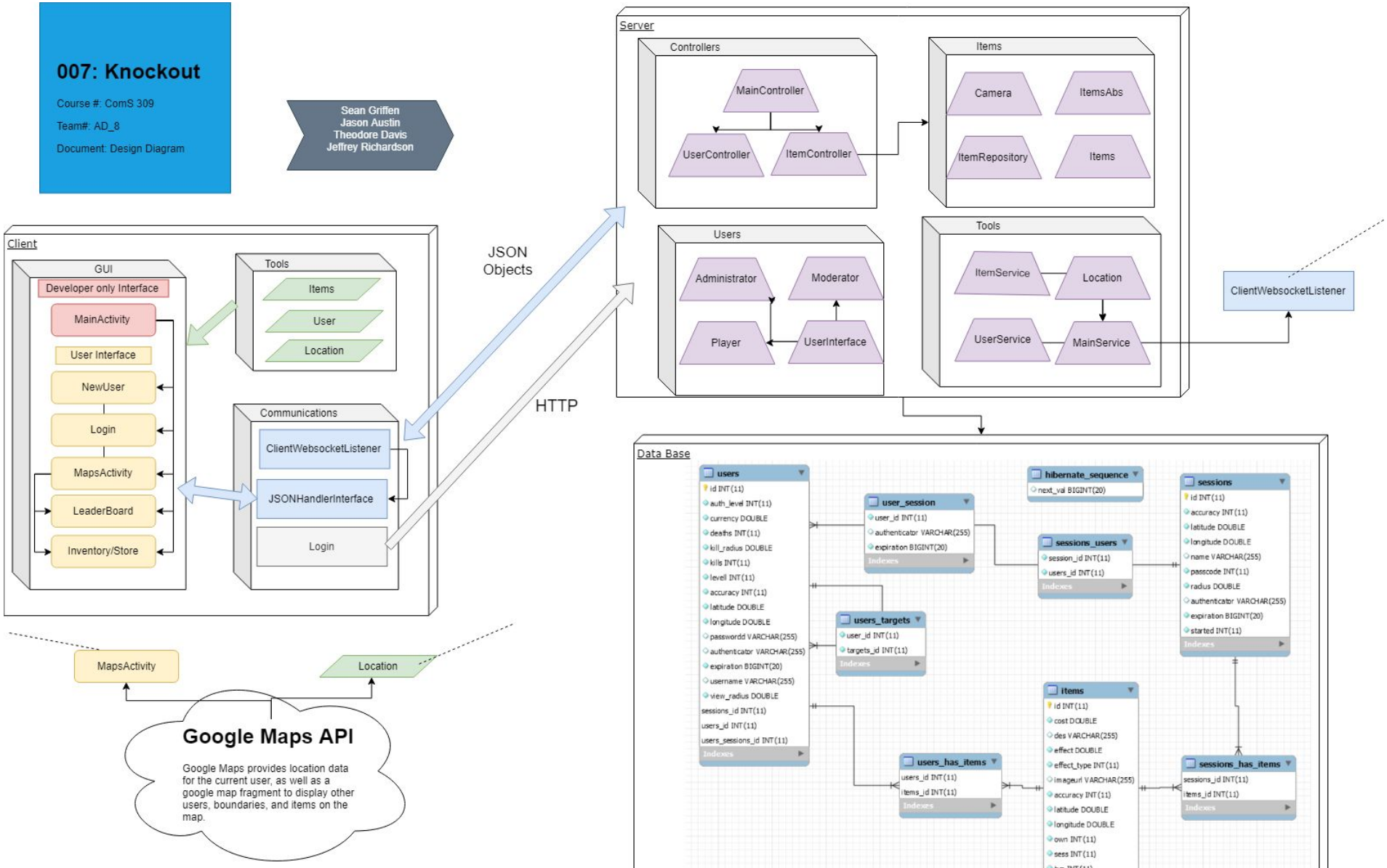


Design Description

Our client initiates a connection with the server over HTTP, sending login information. The server veries the login, and then sends a token to the client while upgrading to websockets. From there, the server makes requests and the client responds in a websocket service. Additionally, the client utilizes google maps API to display current location data, as well as other map data such as other users and items around them within the map fragment.

MainActivity

-A developer only activity on the client side. Allows easy access to all other activities and hidden information.

MapsActivity

-The main activity for the user. From this, users can access player information such as inventory and session information. This information is acquired by sending a request via the websocket. The request contains a request code and the users current location. The response will contain a list of other players and items within a radius.

ClientWebsocketListener

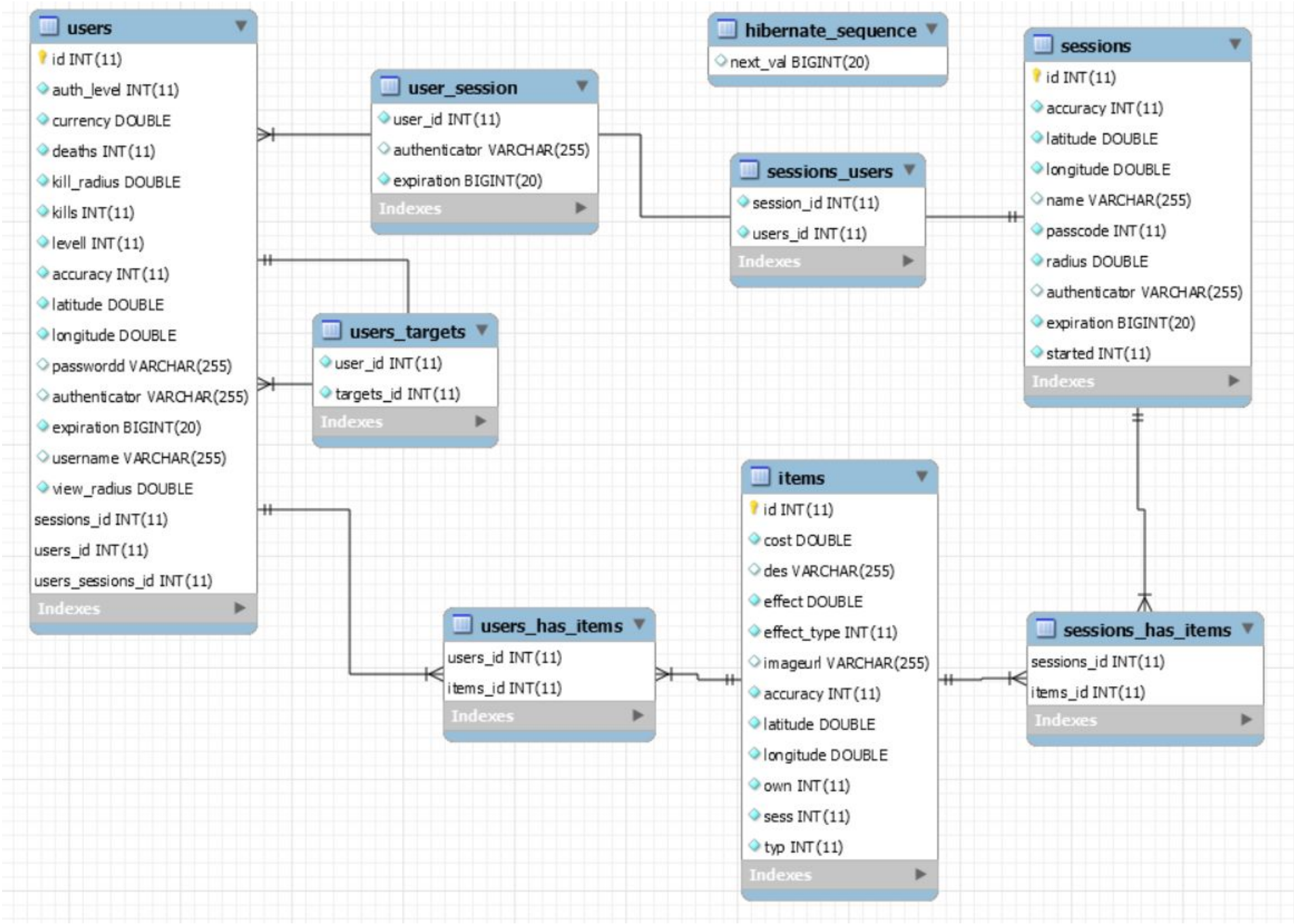
-This listener creates and initializes websocket connections with the server once a valid http request has happened at login. This process runs in the background, sending user information when the server requests it or updating information such as other user locations.

JSONHandlerInterface

-Activities inside the GUI implement this interface. This means that activities can handle websocket messages in the form of a Json object. The object is parsed into intent, message, and other relevant data (location, item, etc.) The message is for developers. The the intent determines where the additional data is sent or handled within the activity.

MainController

-Constructs a MainController object with service object MainService.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id INT(11)
auth_level INT(11)
currency DOUBLE
deaths INT(11)
kill_radius DOUBLE
kills INT(11)
levell INT(11)
accuracy INT(11)
latitude DOUBLE
longitude DOUBLE
passwordd VARCHAR(255)
authenticator VARCHAR(255)
expiration BIGINT(20)
username VARCHAR(255)
view_radius DOUBLE
sessions_id INT(11)
users_id INT(11)
users_sessions_id INT(11)
Indexes
user_session
user_id INT(11)
authenticator VARCHAR(255)
expiration BIGINT(20)
Indexes
hibernate_sequence
next_val BIGINT(20)
sessions_users
session_id INT(11)
users_id INT(11)
Indexes
sessions
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accuracy INT(11)
latitude DOUBLE
longitude DOUBLE
name VARCHAR(255)
passcode INT(11)
radius DOUBLE
authenticator VARCHAR(255)
expiration BIGINT(20)
started INT(11)
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users_targets
user_id INT(11)
targets_id INT(11)
Indexes
items
id INT(11)
cost DOUBLE
des VARCHAR(255)
effect DOUBLE
effect_type INT(11)
imageurl VARCHAR(255)
accuracy INT(11)
latitude DOUBLE
longitude DOUBLE
own INT(11)
sess INT(11)
typ INT(11)
Indexes
users_has_items
users_id INT(11)
items_id INT(11)
Indexes
sessions_has_items
sessions_id INT(11)
items_id INT(11)
Indexes