
Design Document for SoccerNexus

Group JK-225

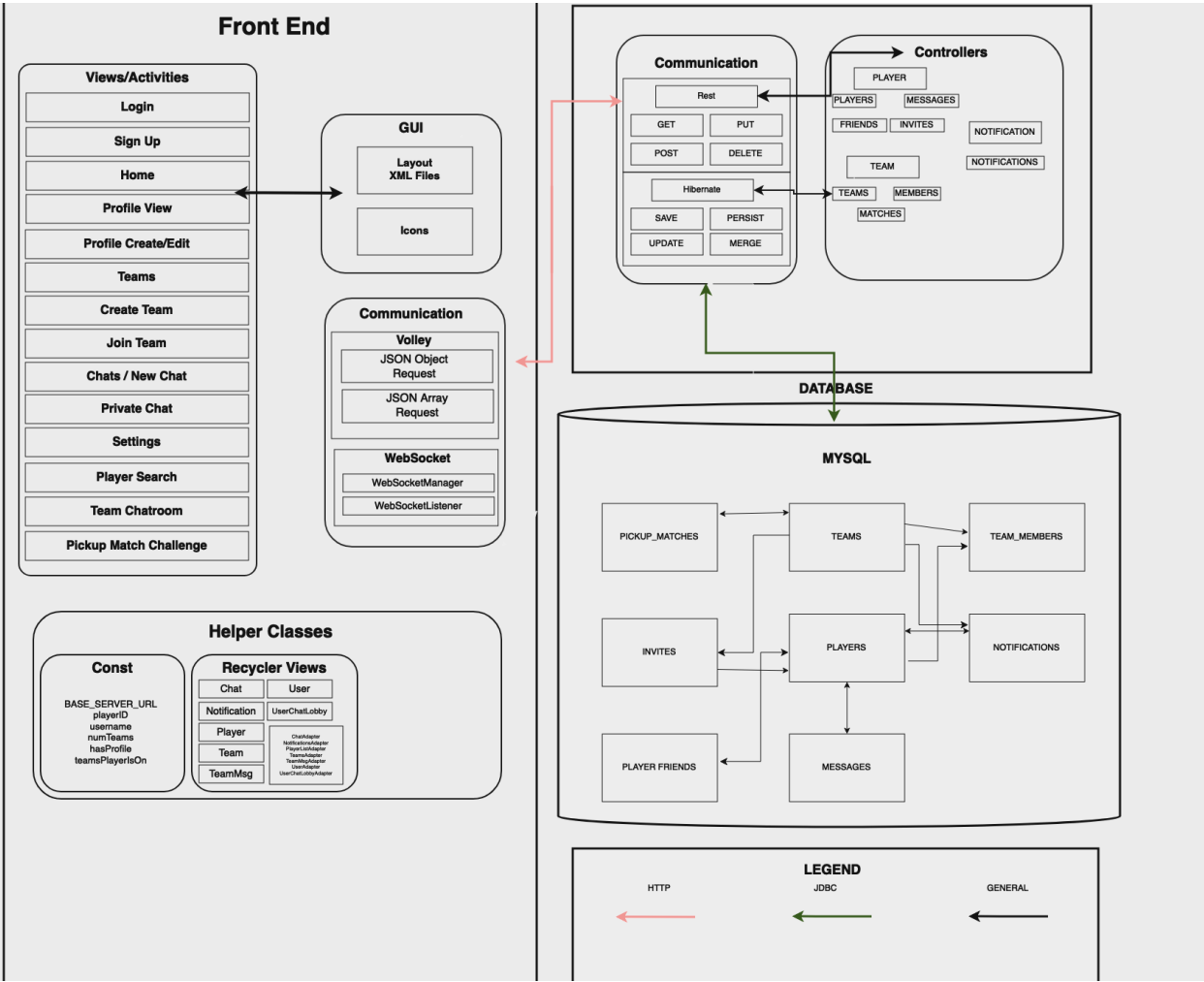
Nathan Turnis: 25% contribution

Bilal Hodzic: 25% contribution

Tristan Sayasit: 25% contribution

Jack Doe: 25% contribution

Diagram



Frontend

Login: 2 EditText's (username, password)

- Upon clicking login, credentials will be validated by a GET request to the server

SignUp: EditText for username, email, password

- Upon clicking signup, a new user will be created using a POST request to the server

Home: buttons to chat, notifications, bottom navigation to profile, teams, settings

Profile View: GET request pulls all player information

Profile Edit: PUT request sends all EditText information to the backend and updates profile

Create Team: sends a POST request to create a team

View Team: sends a GET request with the proper ID to view the team fields

Join Team: sends a GET request to view all the teams on the database

Chat: sends a GET request to get friends of a player

New Chat: sends a POST request to add friend

Personal chat: GET request for message history & active WebSocket

Team chat: active websocket

Backend

Communication

Controller endpoint mapping have meaning they are as follows.

- Post: Create a new item in database
- Get: Get any information from database
- Put: Update information in the database
- Delete: Delete something from database

Hibernate has object mapping which creates corresponding tables in the database

Controllers

Controllers have various functionality as follows

- Players
 - Get player info, make a new player, update player, get messages, get teams
- Teams
 - Create team, join team, leave team, update team, get members, get captain
- Notifications
 - Get notifications, read notification, navigate with notifications

