SYSTEM DESIGN

Team Stellar

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CRC cards

These CRC cards are representing only our currently selected user stories that we are working on.

Class Name:	Match
Parent Class:	N/A
Subclasses:	Player, Host
Responsibilities:	- Track the state of the match - Process the provided answers - Maintain chat box
Collaborators:	

Class Name:	Board
Parent Class:	N/A
Subclasses:	N/A
Responsibilities:	- Has metadata about the game board: - Number of categories - Number of questions and answers - Title of game board - Titles of categories - Retrieves the questions and answers from controller
Collaborators:	

Class Name:	User
Parent Class:	Registered Player, Host
Subclasses:	
Responsibilities:	- Allow users to create an account - Stores information provided by the user such as their: - Name - Profile Picture
Collaborators:	

| Class Name:	Registered Player
Parent Class:	User
Subclasses:	N/A
Responsibilities:	- Join a match instance - Track/Update User stats - Save custom board data to account
Collaborators:	

Class Name:	Guest Player
Parent Class:	Registered Player
Subclasses:	N/A
Responsibilities:	Join a match instance
Collaborators:	

Class Name:	Host
Parent Class:	User
Subclasses:	
Responsibilities:	- Create a match instance - Join a match instance - Choose a Board
Collaborators:	

Class Name:	Lobby
Parent Class:	Match
Subclasses:	None
Responsibilities:	- Used to select settings and board before game begins - Allows users to join the game
Collaborators:	

System Architecture

Our design pattern will use MVC to implement our project features.
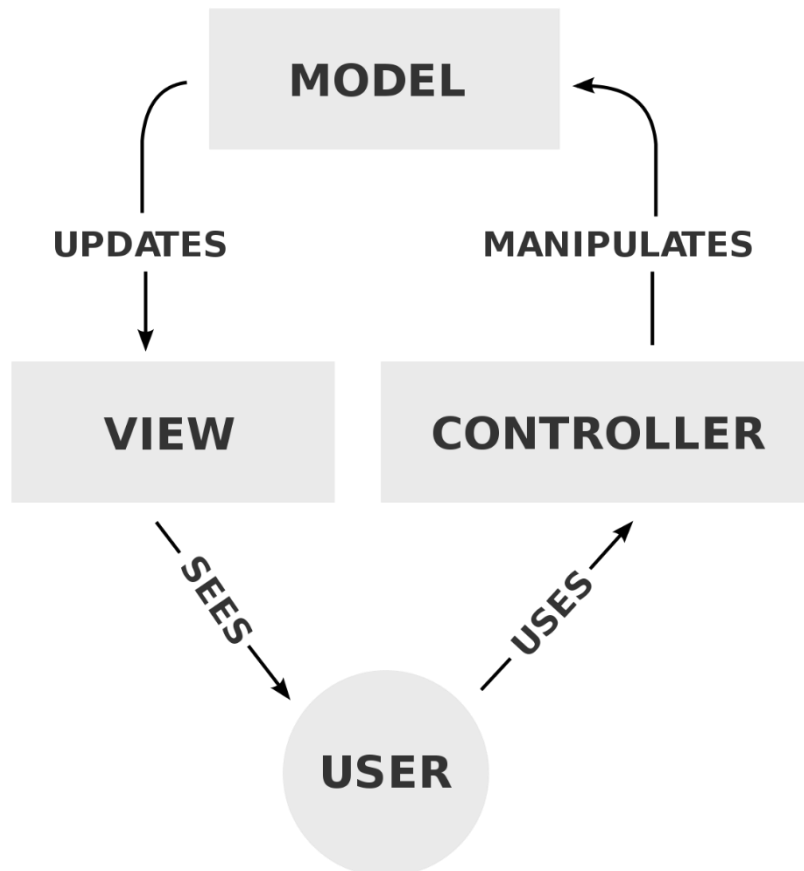
For our network design we be using the following:

Client Server network
In a client server network, there are clients and servers. A client can be a device or a program. It helps the end users to access the web. Some examples of clients are desktop, laptops, smartphones, web browsers, etc. A server is a device or a program that responds to the clients with the services

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