

Chat-Room Adventure

San José State University

Computer Engineering 133: Software Engineering II

Group I

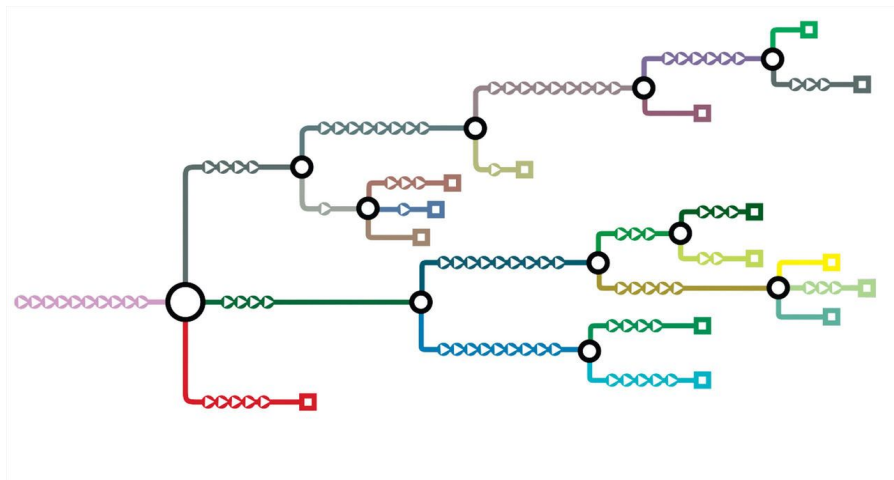
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Overview

We're making a choose-your-own adventure game.



Requirements

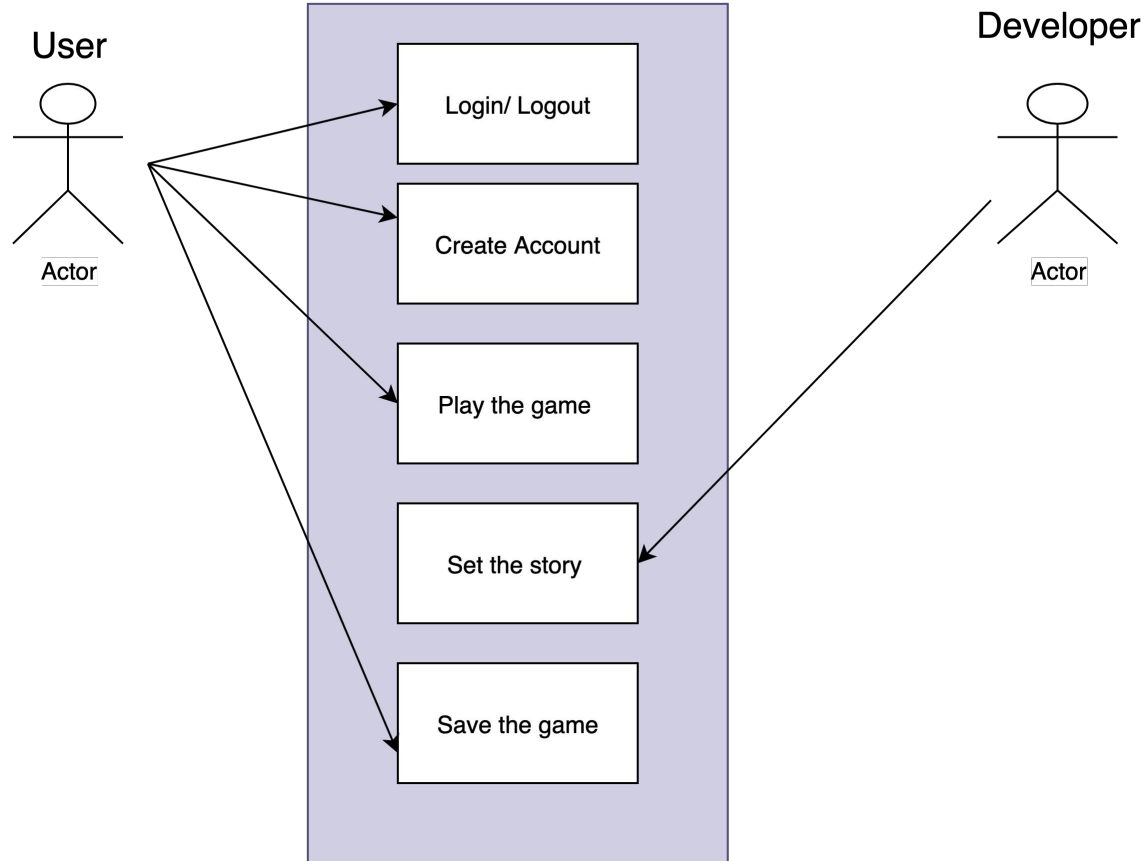
Functional

- Users can create an account.
- Users can log in and log out of the game through their account.
- Users can play the game by interacting with its GUI.
- Users can save their status on the game and load it.

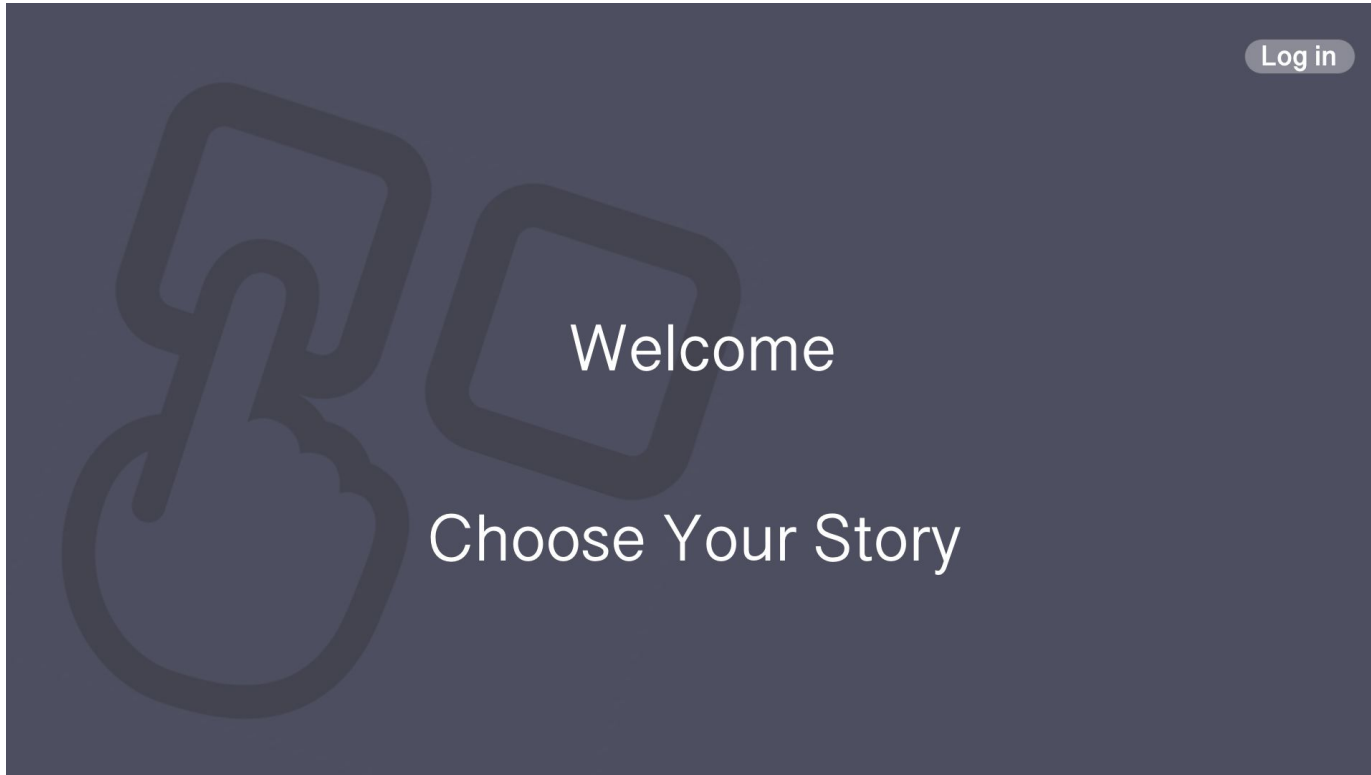
Non-Functional

- Frontend written in HTML, JS, CSS.
- Backend written in Java.
- Database in MySQL.
- Users' accounts are recorded in a database.
- The game's story tells an engaging interactive story for the user.

Use Cases



User Interface



[Home](#) / [Story](#) / [Logout](#)

Welcome to Chat-room Adventure

Let play!!



[Continue with the story](#)

Robot Receptionist



Hello. We're glad to have you join us on your first day.



Great! If you need help, please don't hesitate to ask us.

I'm glad to be here.

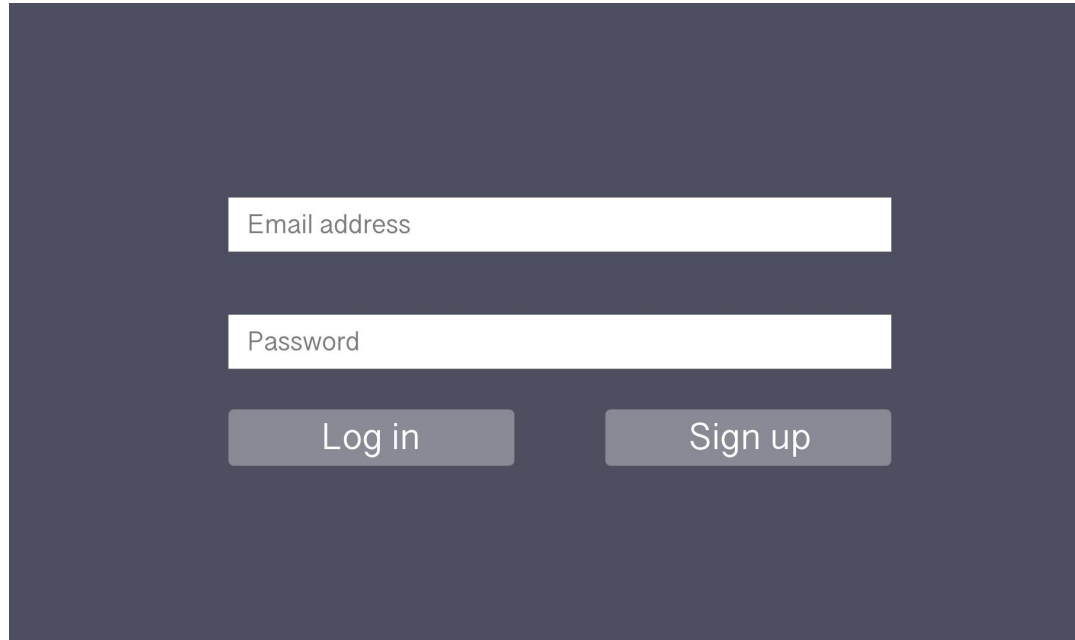


Choose an option.

Sure!

**I'll figure it out
on my own.**

GUI - Login / Create Account



Email address

Password

Log in

Sign up

GUI - Save File

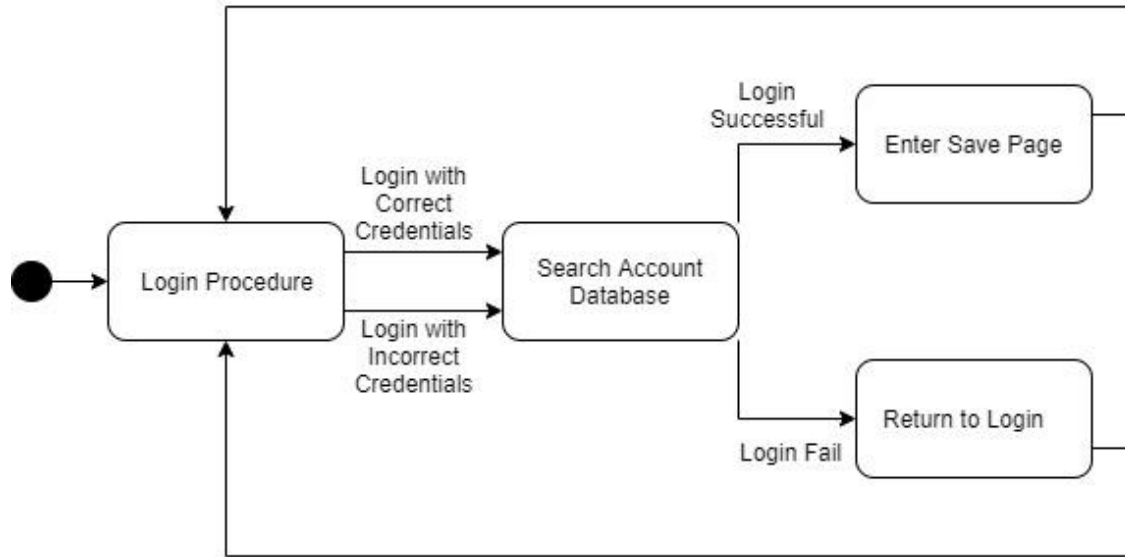
Start New Story



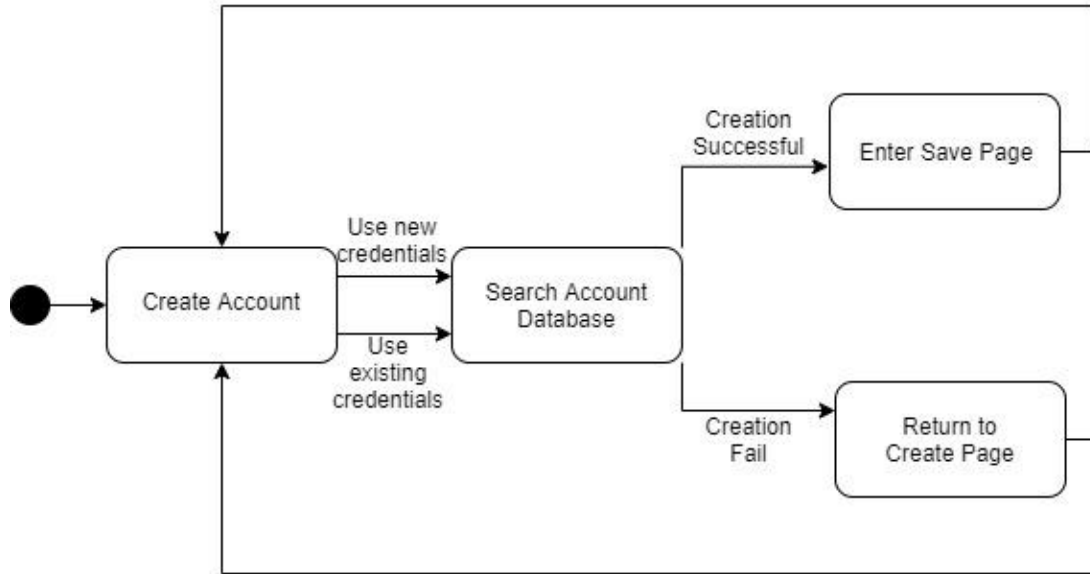
Continue Story



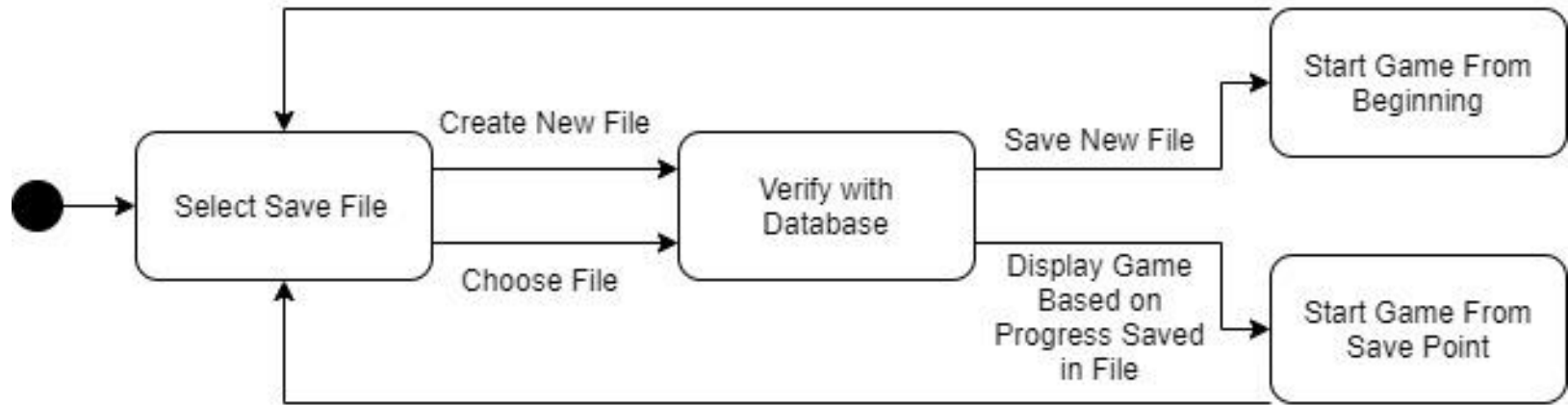
GUI Transition: Login

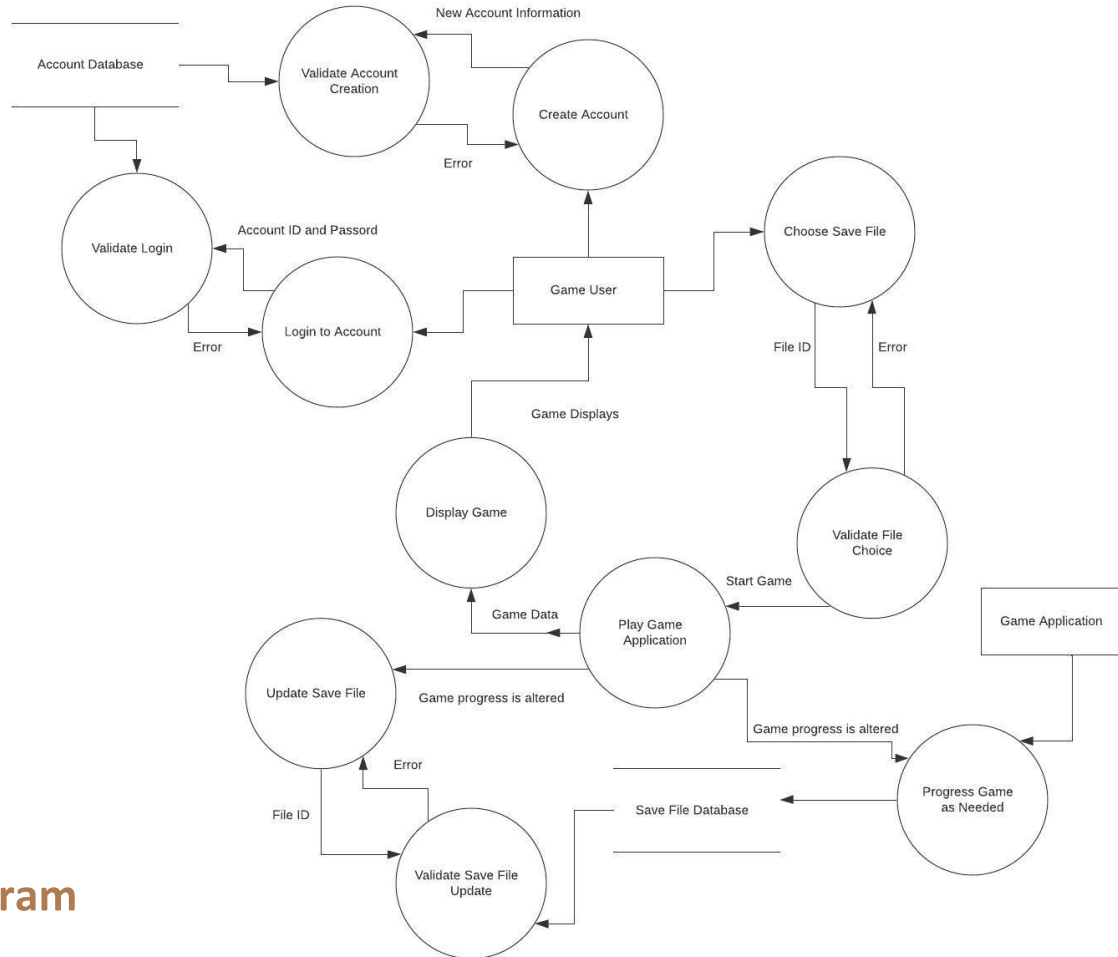


GUI Transition: Create Account

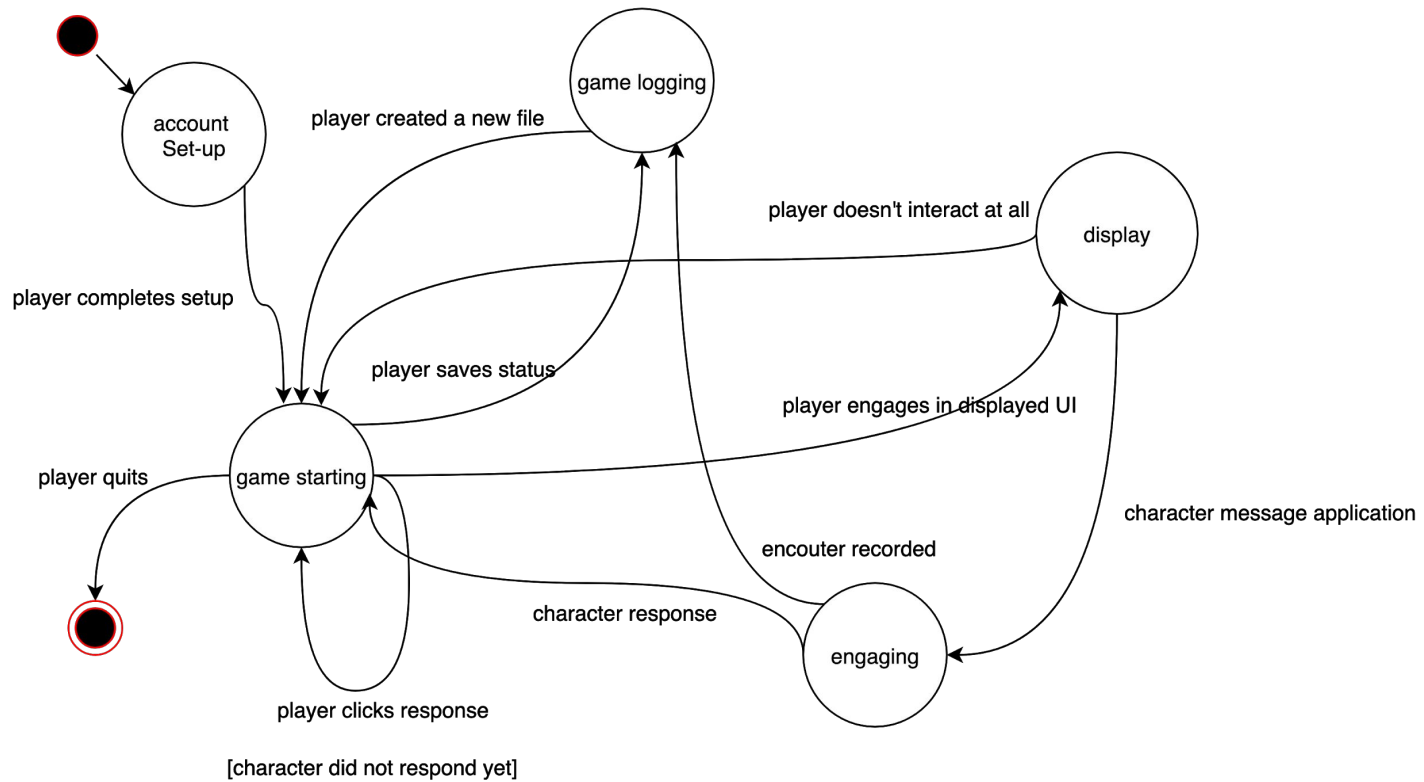


GUI Transition: Save File



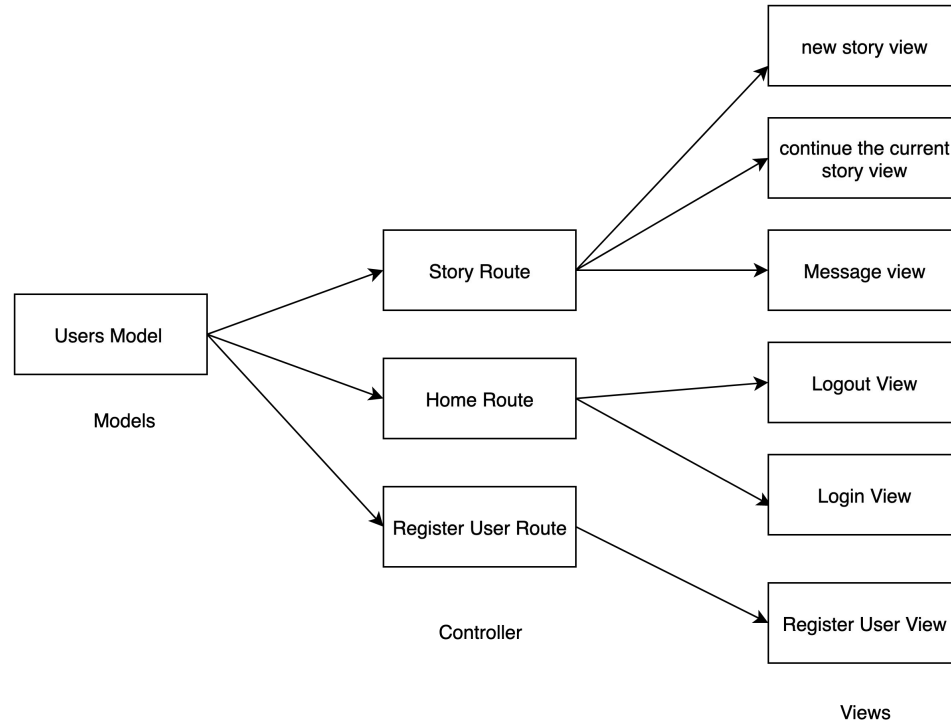


Data Flow Diagram



State Transition Diagram

High-Level Architecture Diagram & Interactions





QUESTIONS?