Paper Dragon Controller-HTML Interface Definition

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Mainpage.html

* Available Variables
  + user
  + character
  + gameSession

character.html

* Available Variables
  + user
  + character

contacts.html

* Available Variables
  + user
  + friends
  + blocks

gamesessionview.html

* Available Variables
  + user
  + gameSession

gamesessioncreate.html

* Available Variables
  + user

gamesessioncreate.html (POST)

* Wants ModelParameter
  + GameSession
    - To include the following:
    - name
    - lore
    - picture

itemlist.html

* Available Variables
  + user
  + items

Explanations

|  |  |  |  |
| --- | --- | --- | --- |
| Name in HTML | Java Type | Notes | Example for HTML |
| user | User | A User Object including userName, character, … | <span th:text="${user.userName}"></span> |
| character | Character | A Character Object. | <span th:text="${character.name}"></span> |
| gameSession | GameSession | A GameSession Object. |  |
| friends | List<FriendModel> | A list of FriendModel. | <tr th:each="friend : ${friends}">  <td th:text="${friend.friend2.userName}">  </td>  </tr> |
| blocks | List<BlockModel> | A list of BlockModel. | <tr th:each="block : ${blocks}">  <td th:text="${block.blockedUser.userName}">  </td>  </tr> |

Wants ModelParameter means a certain set of attributes must be included, with the right name (<input name=”something”>).

For example GameSession(not tested):

<form method=*"post"* action=*"/gamesessioncreate"*>

<fieldset>

<label for=*"inputName"*>Name</label>

<input id=*"inputName"* type=*"text"* name=*"name"*>

<label for=*"inputLore"*>Lore</label>

<input id=*"inputLore"* type=*"text"* name=*"lore"*>

<label for=*"inputPicture"*>Picture</label>

<input id=*"inputPicture"* type=*"file"* name=*"picture" accept="image/\*"*>

<button type=*"submit"*>Submit</button>

</fieldset>

</form>