CI103

***Based on our prototype results from CI102, there does not seem to be any necessary Architectural Design requirement changes or additions pertaining to our system entities, screen designs, data elements, and code functions.***

***Cards Against Telegram***

*Cards Against Telegram is an implementation of the popular game, Cards Against Humanity, inside Telegram. We will implement an interface to play Cards Against Humanity with your friends and other users who use telegram. The user will be able to select card packs, invite other players and see game related statistics on the website and on the bot.*

*The motivation for this project is that, since chatbot games are gaining popularity and momentum, there is a public demand for this project. Our target audience is people in their late teens.*

**Figure 6-1 – System Boundary**

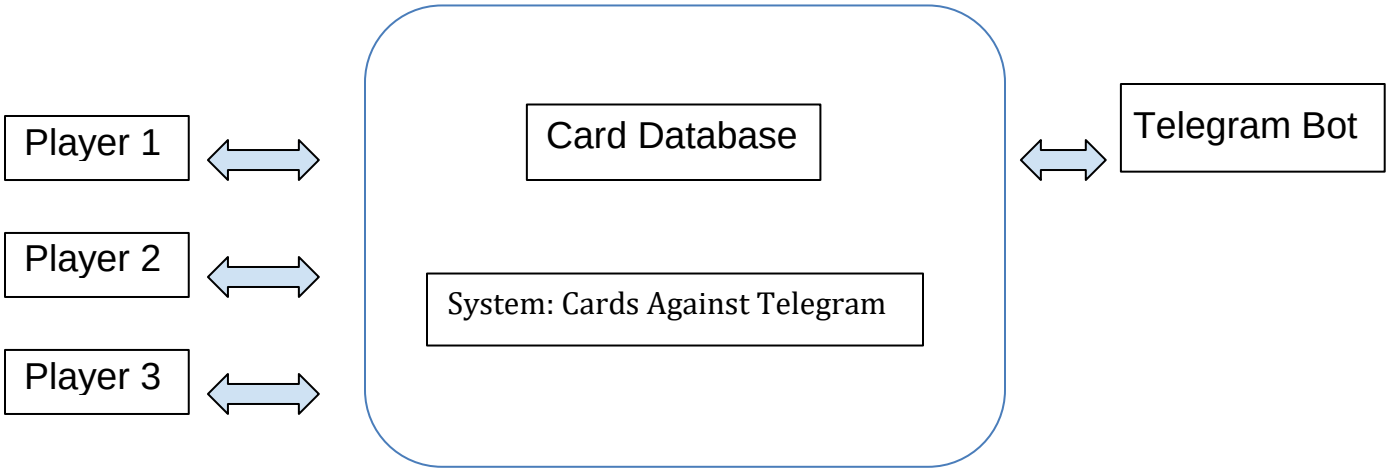


Figure 6-1 represents the system boundary for Cards Against Telegram. Three interfaces are included: a user interface for players, a data interface to store the card values, and a programming interface that interacts between mobile devices through Telegram.

**Figure 6-2 – Possible system components**

1. Admin User - Update the game with new card packs + General maintenance
2. Telegram App - Required to access the game
3. Sync Management - Server code for the Telegram App
4. Telegram Bot - Required to play the game
5. Website - Web interface to display user scores and leaderboard information
6. Database - Record player scores, leaderboard and information

Figure 6-2 is an overview of system components. Component 1 is for the the Admin user interface, and would include screens and code that support the screens. Component 2 would be the software required to access the game. Component 3 would be the server code and interface used to manage the Telegram API. Component 4 would be the Bot that initializes the game. Component 5 is the web interface + code to access and display scores for players worldwide. Component 6 would be the database that stores user scores, leaderboards and information to be displayed on the website.

CI103

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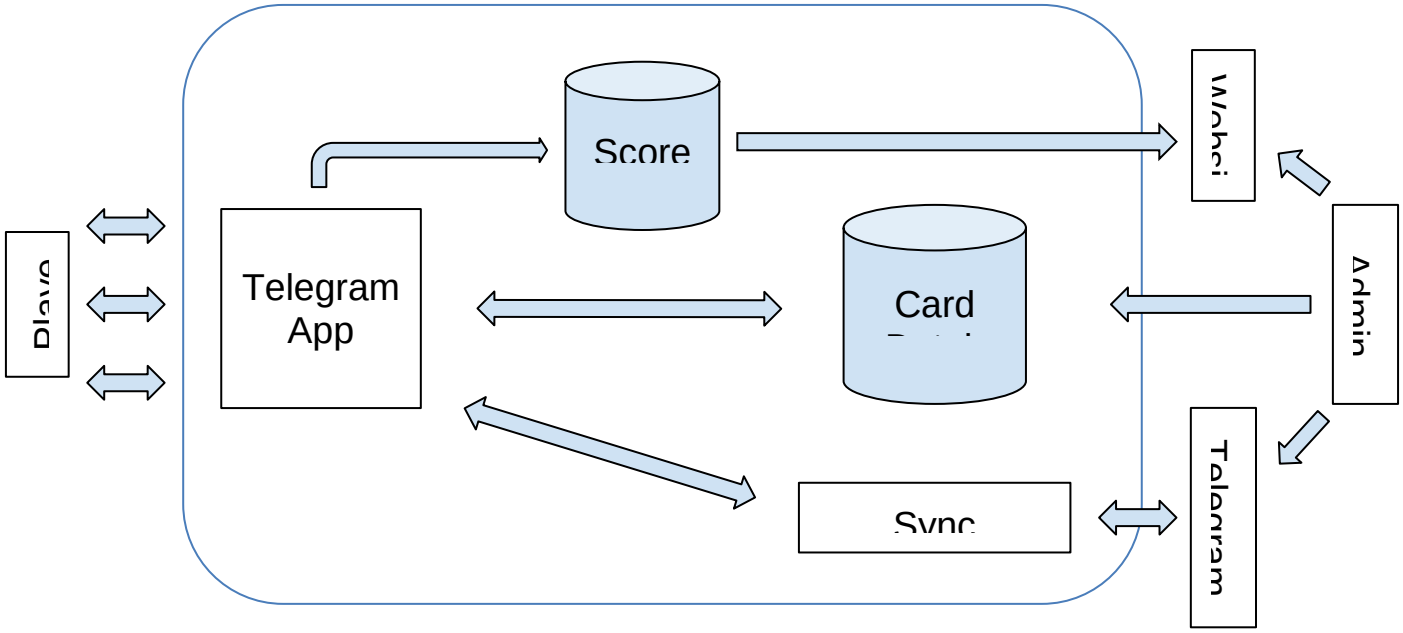
**Figure 6-3 – System Overview Diagram**



CI103

***Based on our prototype results from CI102, there does not seem to be any necessary Architectural Design requirement changes or additions pertaining to our system entities, screen designs, data elements, and code functions.***

**Figure 6-4 – Screen Hierarchy Diagram**