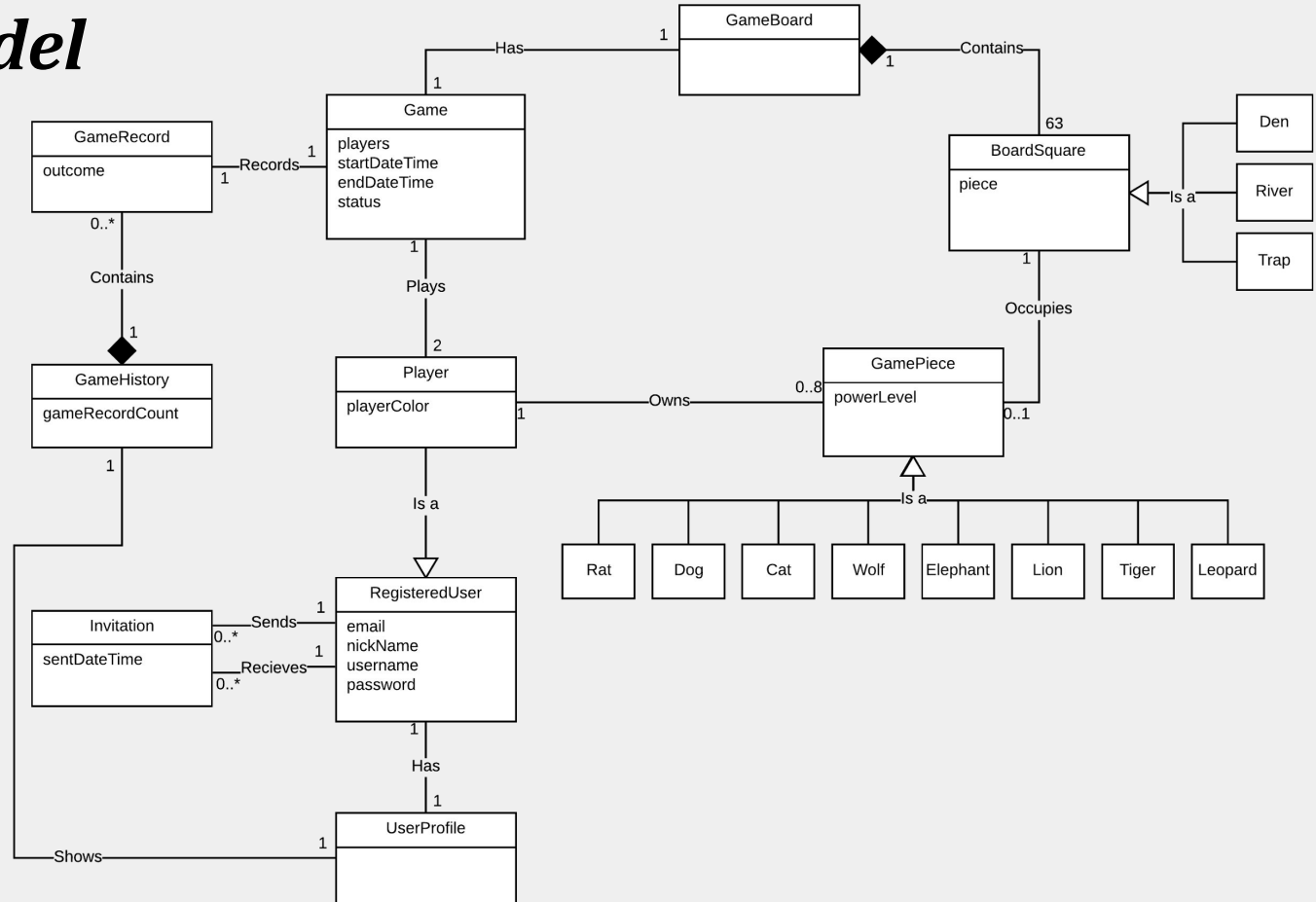# *The Jungle Game*

Chesshire Coders

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Domain Model

Domain Model - Glossary

Player: An extension of a registered user. They may make moves, capture pieces, and perform other actions that the registered user entity cannot. Each player may control up to eight game pieces. Each player also has a color indicating which team they are on.

Game: An instance of a game of Jungle. Each game has two players, a game board, sixteen pieces, start/end times, and a status (ongoing, completed, abandoned, etc.)

GameBoard: A representation of the Jungle board that contains the current state of a game. The game board contains the different squares of Jungle, and any uncaptured Jungle pieces.

BoardSquare: A representation of a single square on the Jungle board. A square can be one of four types: normal (no specialization), den, river, and trap.

UserProfile: The user profile is the collection of information for a single registered user that is visible to all other registered users.

Domain Model - Glossary - Continued

GamePiece: A representation of a single Jungle piece. It is required that a game piece must be one of its eight different specialization types (i.e. if GamePiece were a Java class, it would be abstract). And there may be no more than one of each piece type per player.
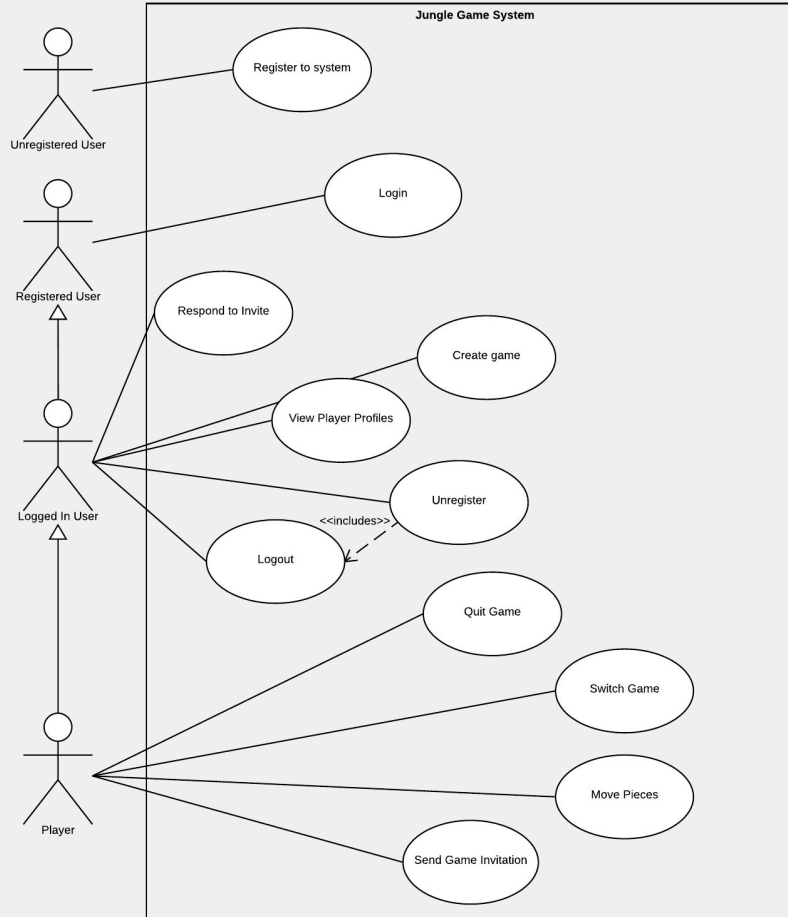
GameHistory: The game history is shown on each registered user's profiles. It includes a brief synopsis of each game played by that user.

GameRecord: A game record is the outcome of a single game of jungle.
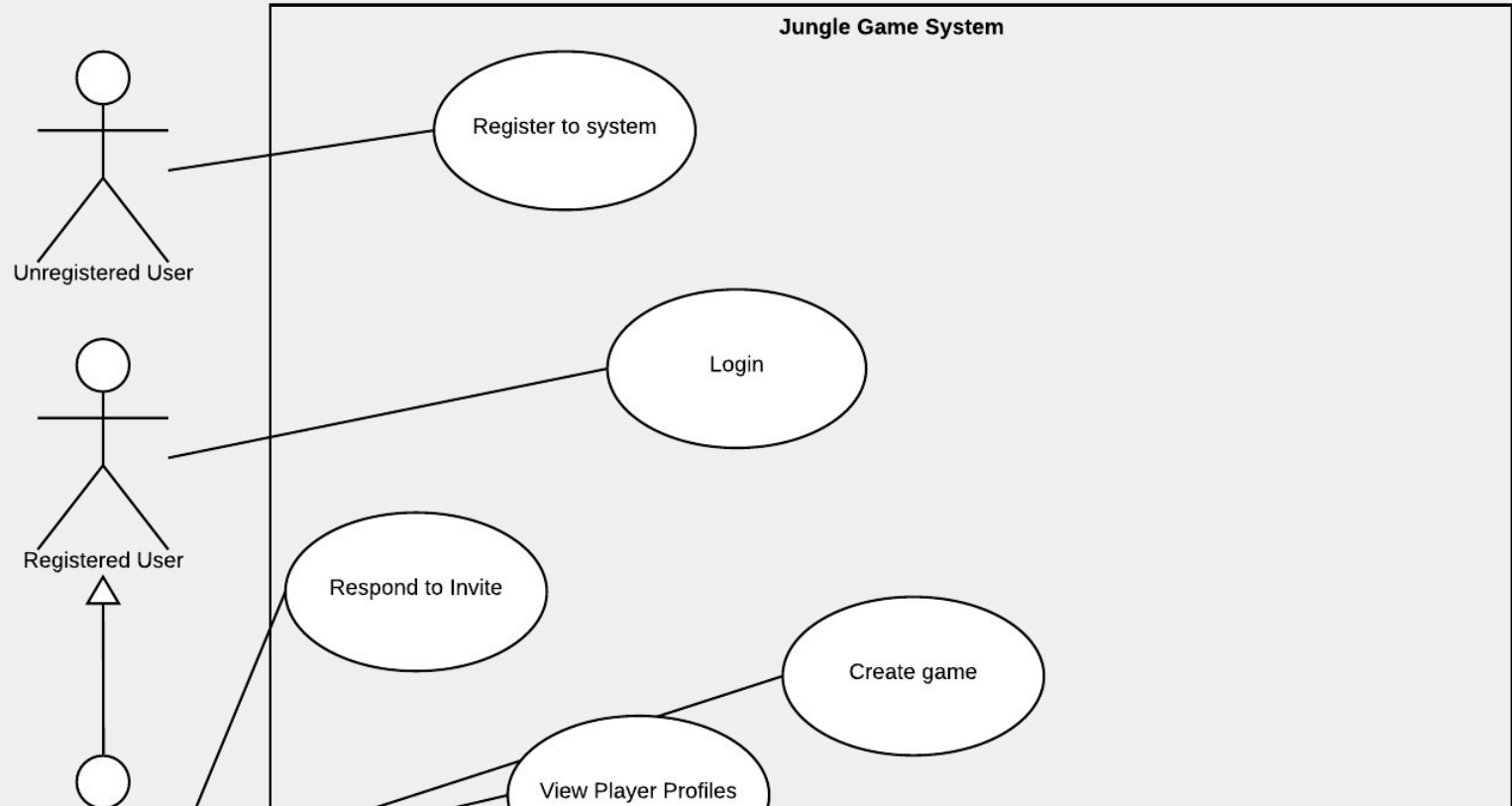
Invitation: An invitation is a request for another registered user to play a game with the sending user. Each invitation has one sender and one receiver.

RegisteredUser: A registered user is a person that has performed the registration process by providing a username, nick-name, email, and password. Each RegisteredUser has a user profile, can send Invitations to other users, and may become a Player in a Jungle game.
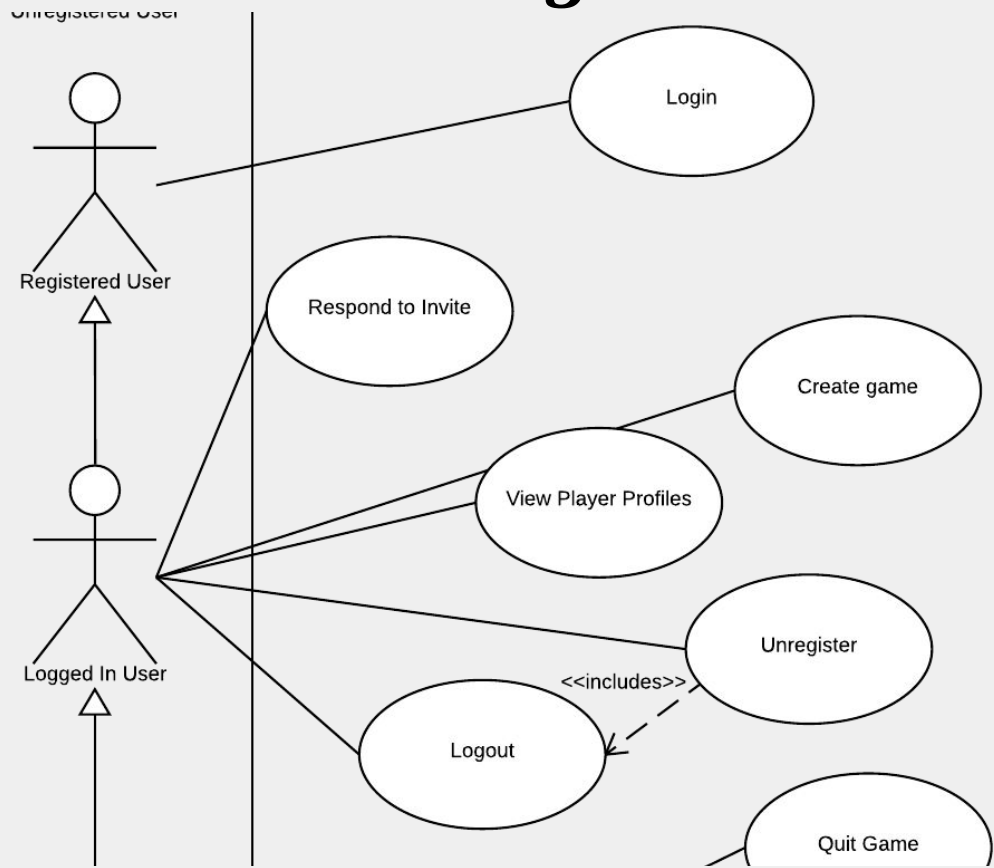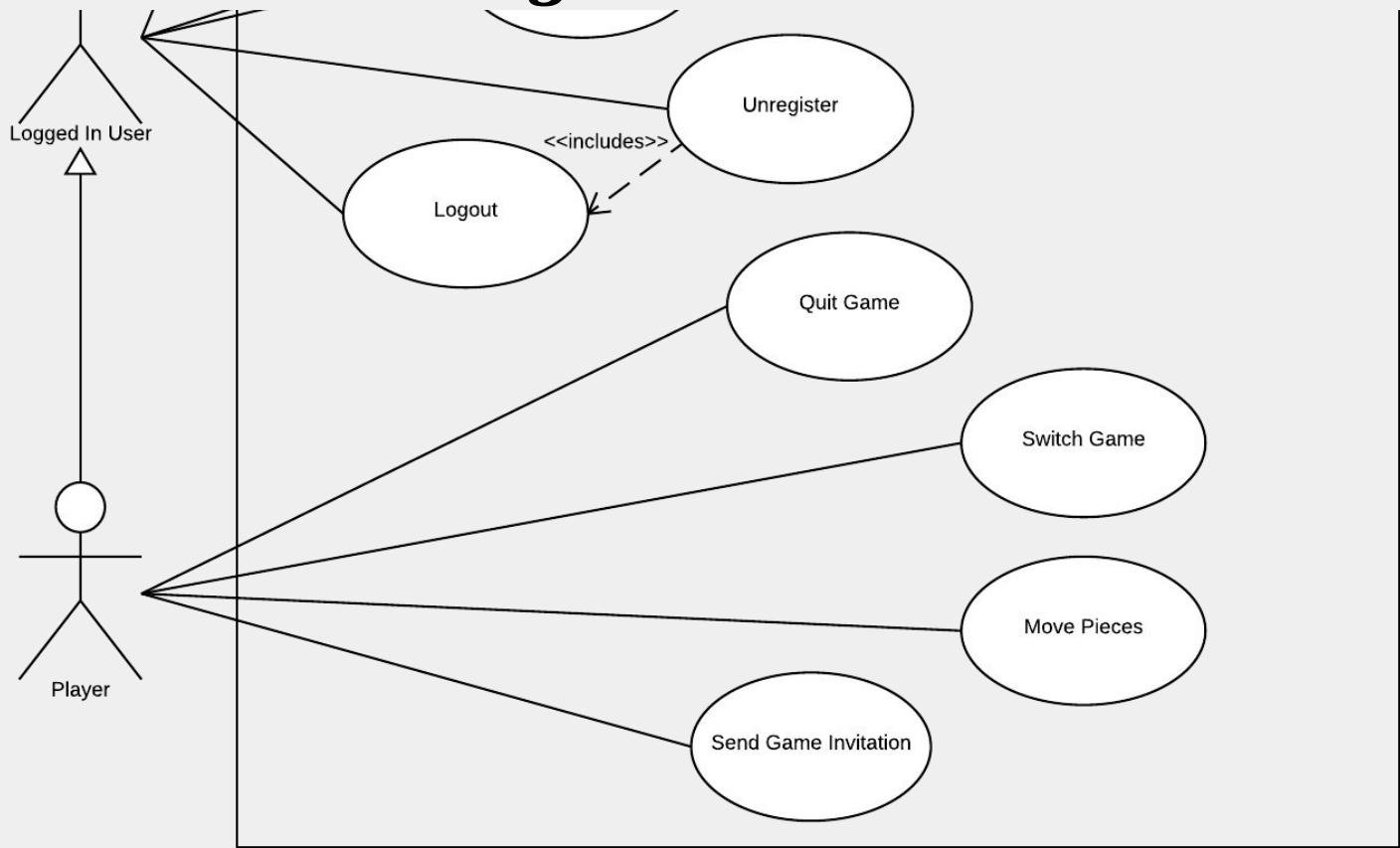
Updated Use Case Diagram

Updated Use Case Diagram

Jungle Game System

Unregistered User — Register to system

Registered User — Login

Respond to Invite

Create game

View Player Profiles

Updated Use Case Diagram

Updated Use Case Diagram

Use Cases - Updates

➢ Removed the **Start Game** use case
  ○ Game starts as soon as the second player accepts the invitation and is added to the game.
➢ Removed the **Join Game** use case
➢ Creating an account now states the requirement of a unique email
➢ Creating an account now states the requirement of a unique nickname
➢ **Registered User** now displays a success or failure message.
➢ Accepting a game invitation now invalidates all other invitations if multiples were sent out for one game.
➢ Accepting a game invitation now starts a new game if sent outside of a game.

Use Cases - Updates - Continued

➢ **Quit Game** will not end the game if the game can not be found
➢ **Quit Game** now directly records game information
➢ **Unregister from system** now removes the login information instead of all information.
➢ **Move Game Piece** now alerts the opposing player it is their turn
➢ Added **Failure** conditions
➢ Add notifications for users based on conditions
➢ Login now requires the User to correctly enter the password within three tries.

Questions
And
Discussions