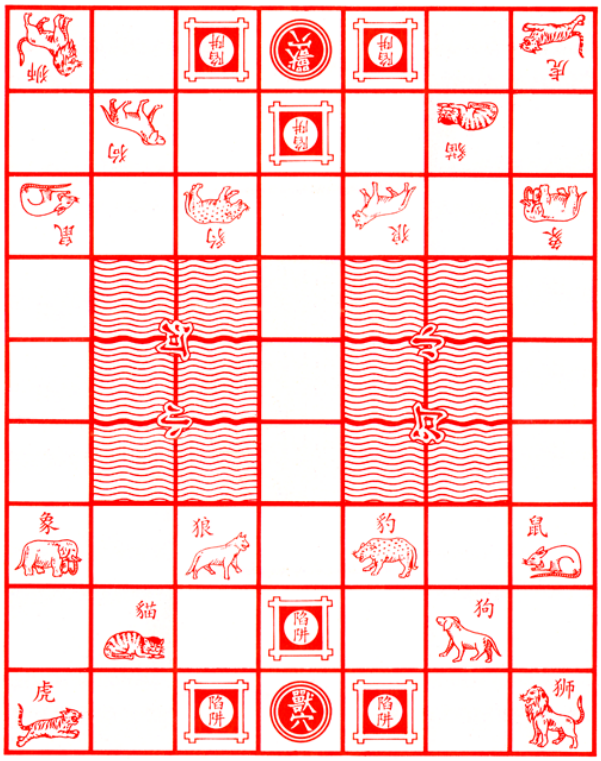
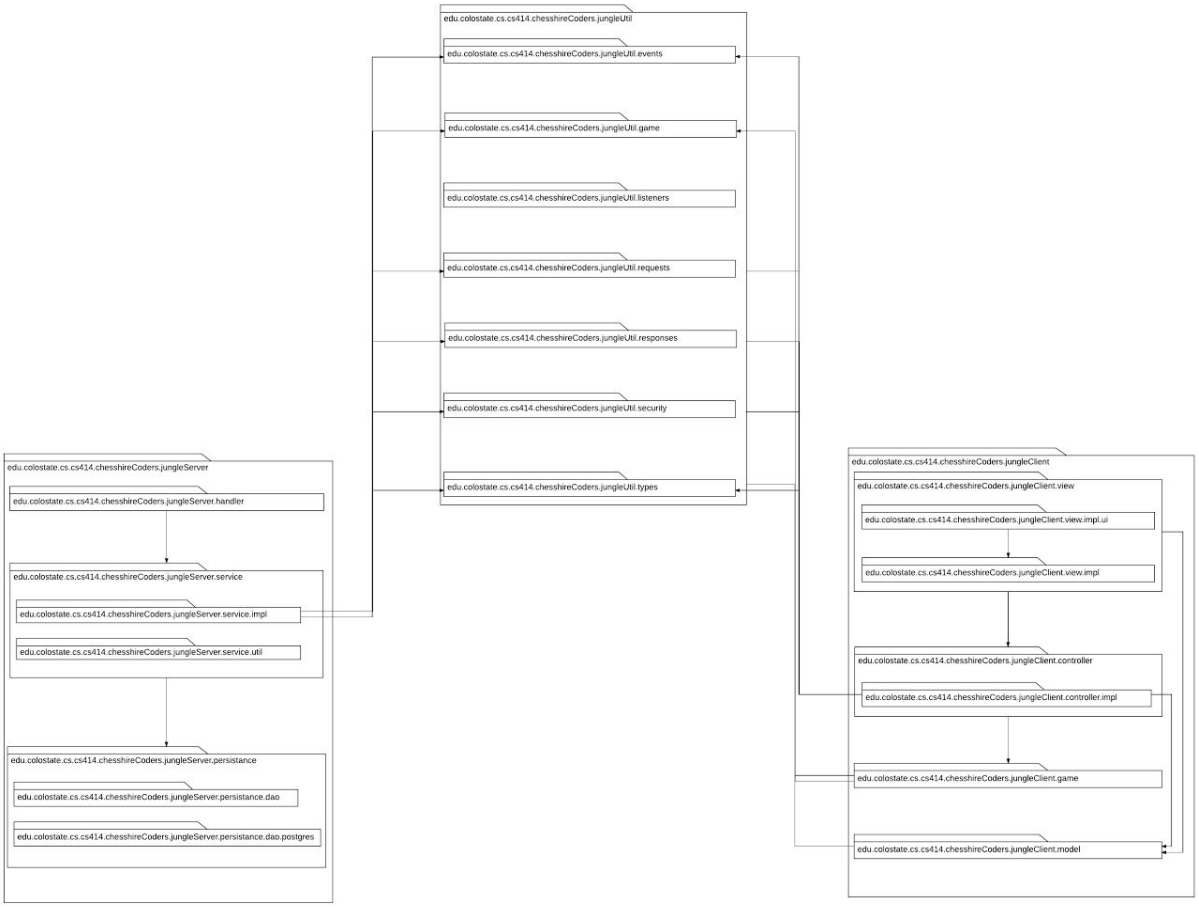


Jungle

Design Document

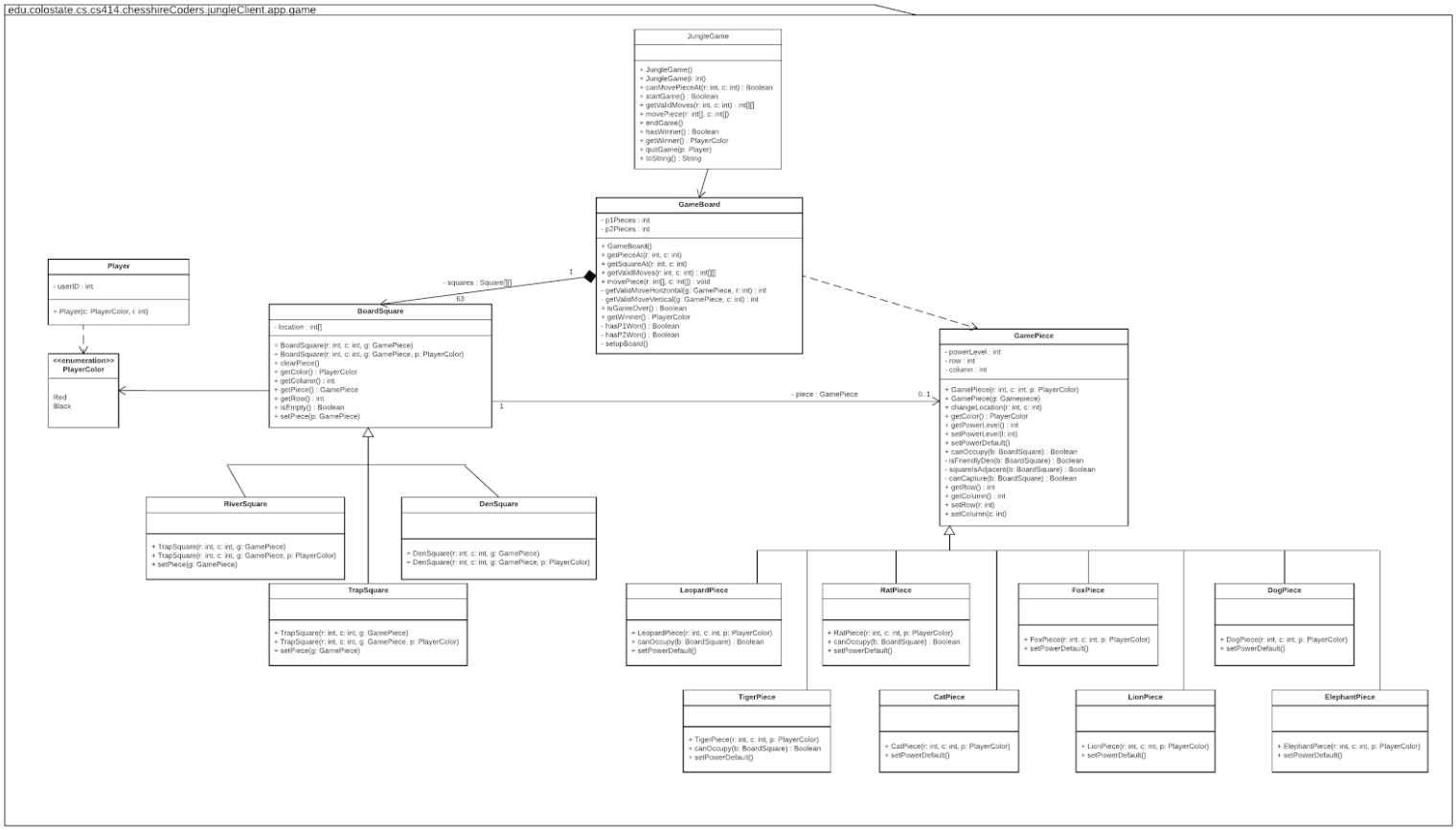
Chesshire Coders

Package Diagram

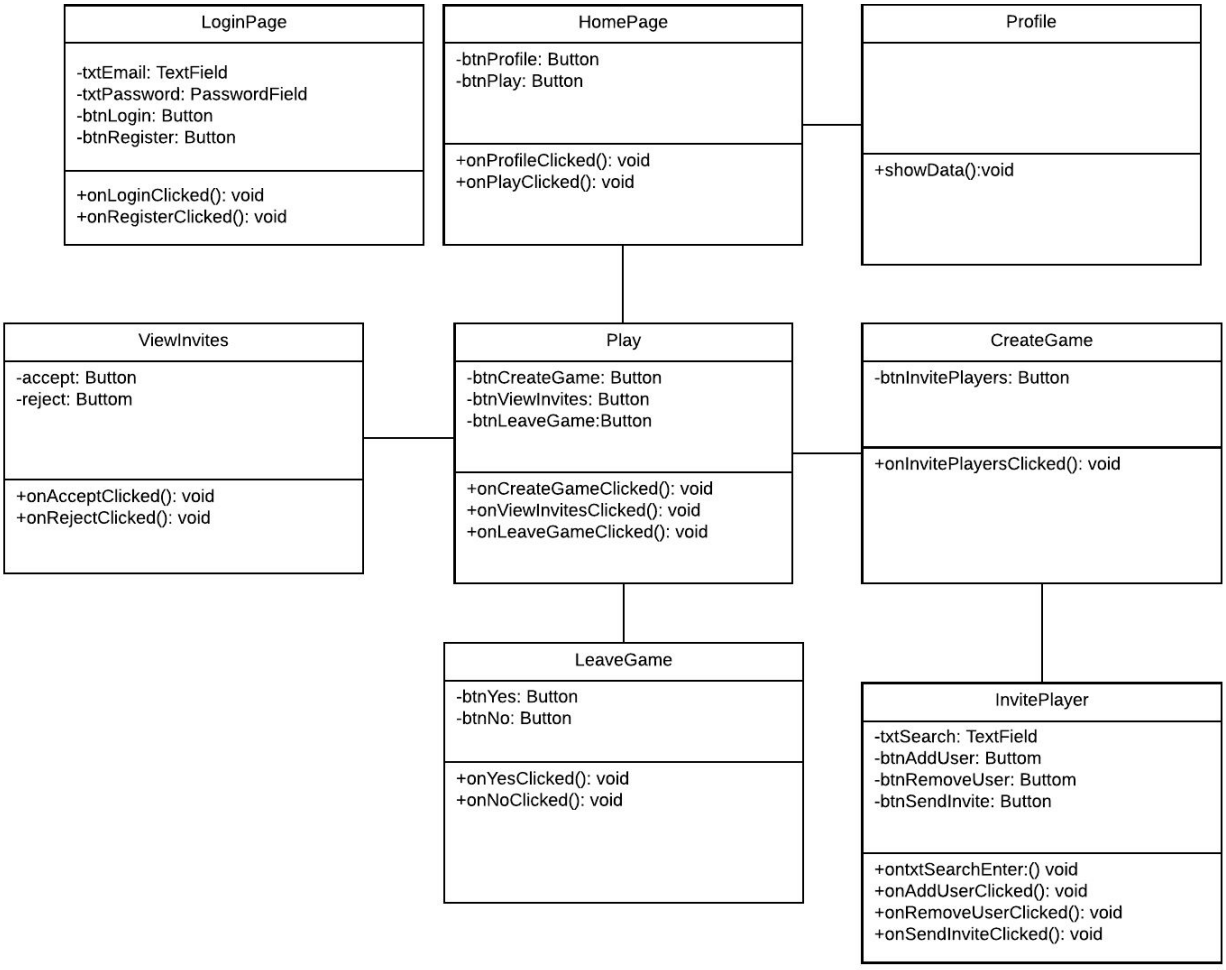


Updated Class Diagram

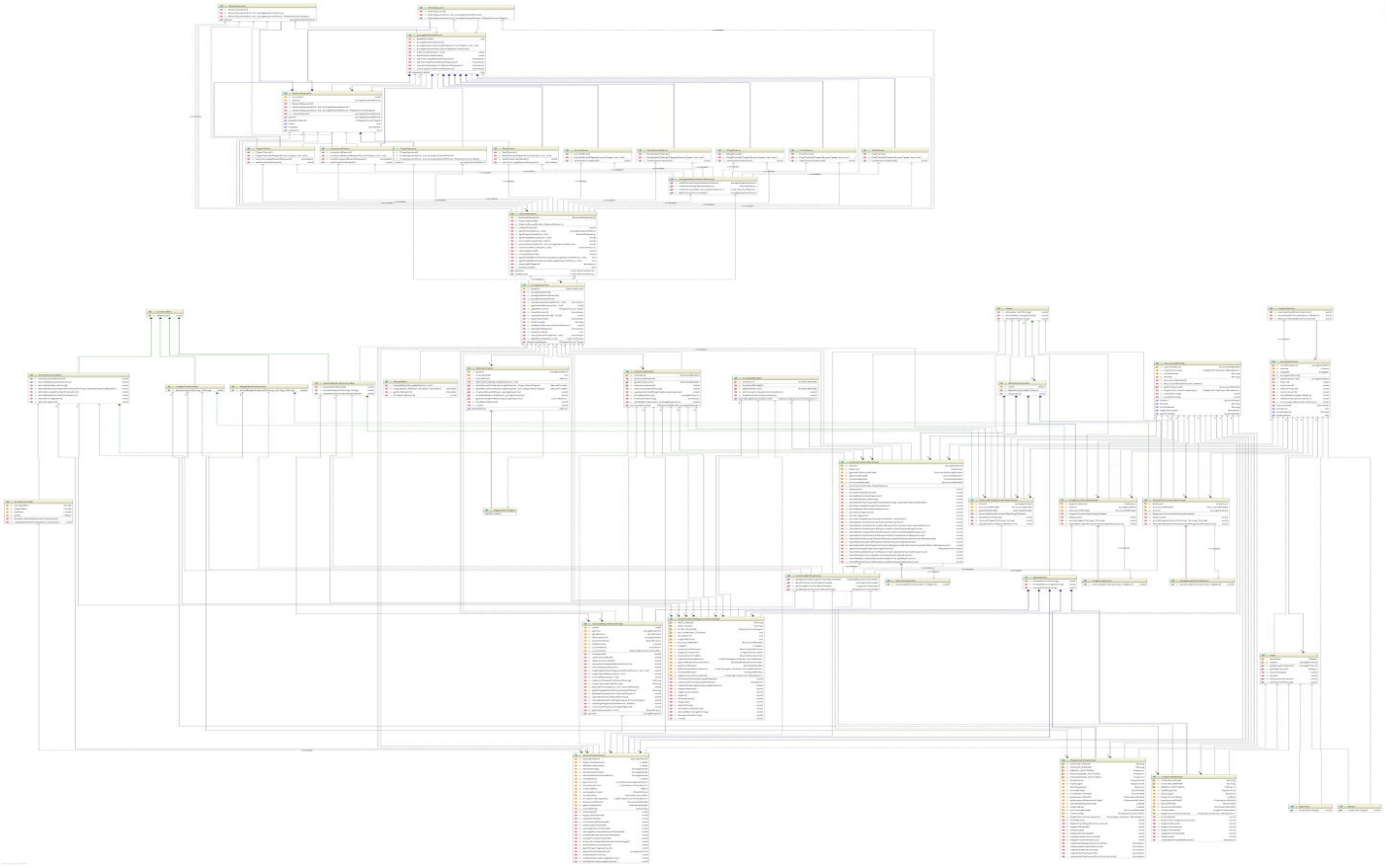
Game Package Diagram:



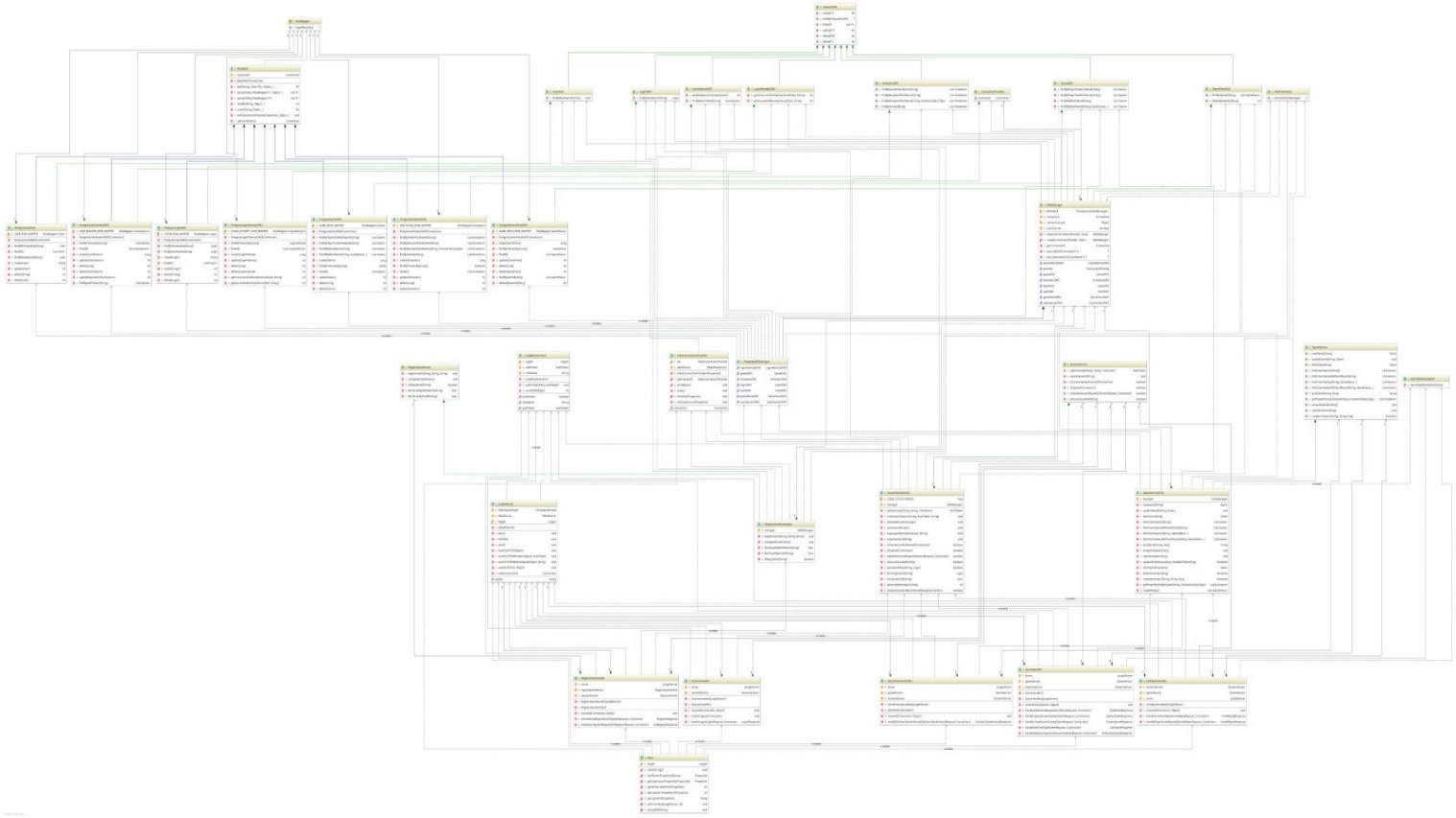
Front End:


LoginPage
-txtEmail: TextField
-txtPassword: PasswordField
-btnLogin: Button
-btnRegister: Button
+onLoginClicked(): void
+onRegisterClicked(): void
HomePage
-btnProfile: Button
-btnPlay: Button
+onProfileClicked(): void
+onPlayClicked(): void
Profile
+showData():void
ViewInvites
-accept: Button
-reject: Buttom
+onAcceptClicked(): void
+onRejectClicked(): void
Play
-btnCreateGame: Button
-btnViewInvites: Button
-btnLeaveGame:Button
+onCreateGameClicked(): void
+onViewInvitesClicked(): void
+onLeaveGameClicked(): void
CreateGame
-btnInvitePlayers: Button
+onInvitePlayersClicked(): void
LeaveGame
-btnYes: Button
-btnNo: Button
+onYesClicked(): void
+onNoClicked(): void
InvitePlayer
-txtSearch: TextField
-btnAddUser: Buttom
-btnRemoveUser: Buttom
-btnSendInvite: Button
+ontxtSearchEnter:() void
+onAddUserClicked(): void
+onRemoveUserClicked(): void
+onSendInviteClicked(): void

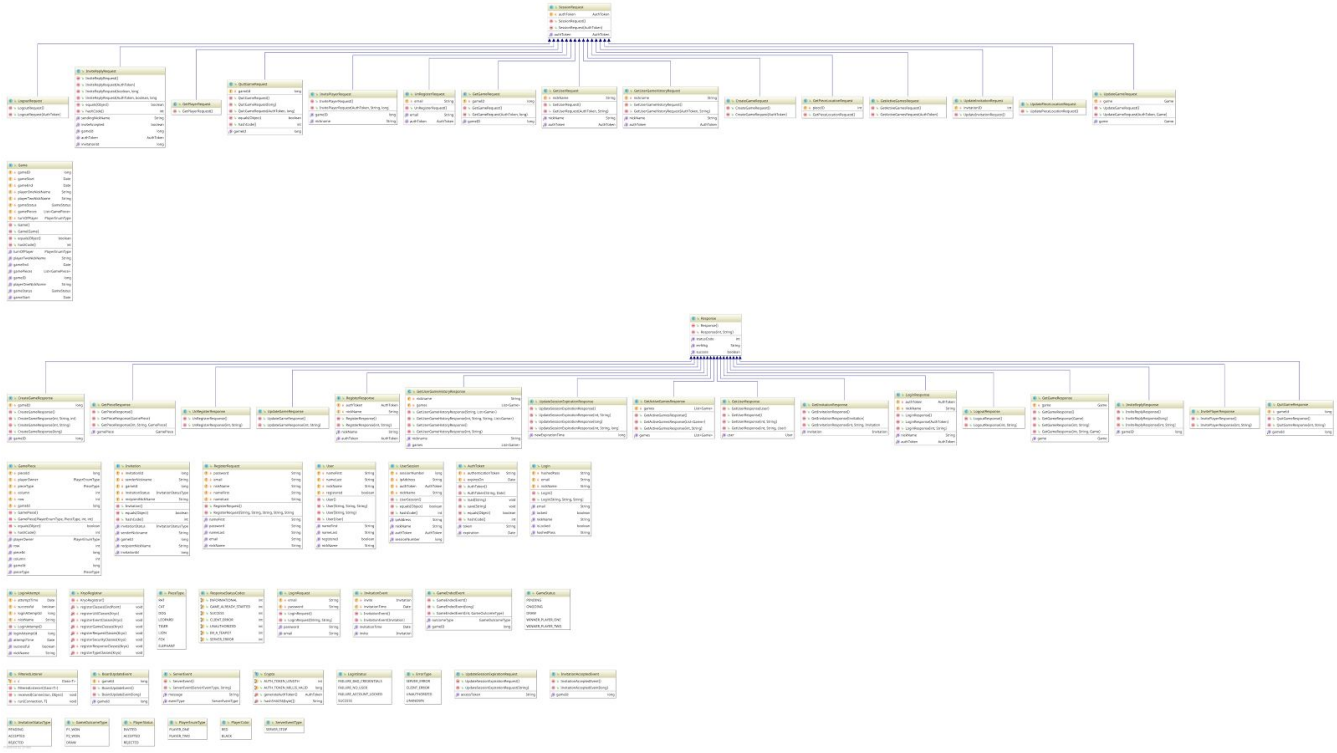
JungleClient:



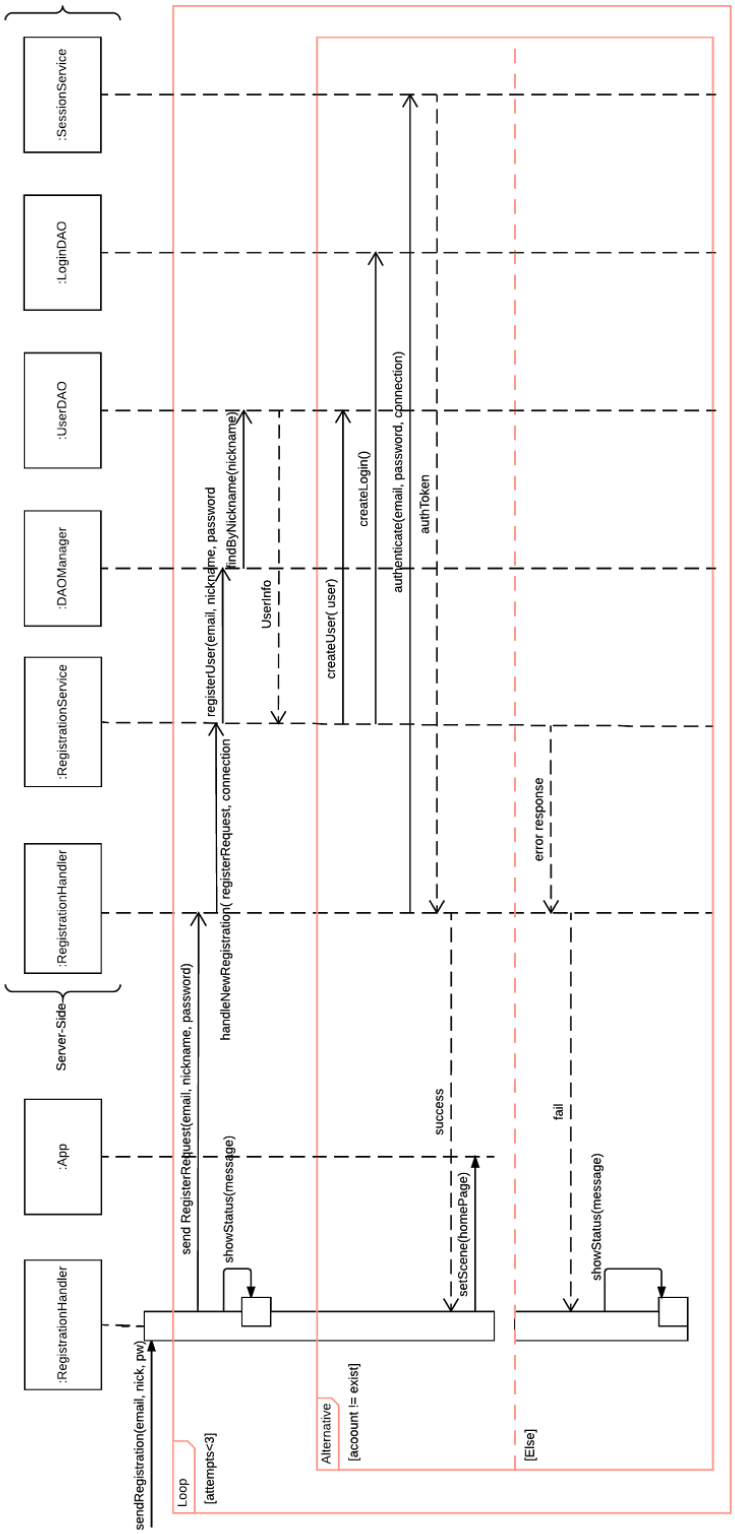
JungleServer:



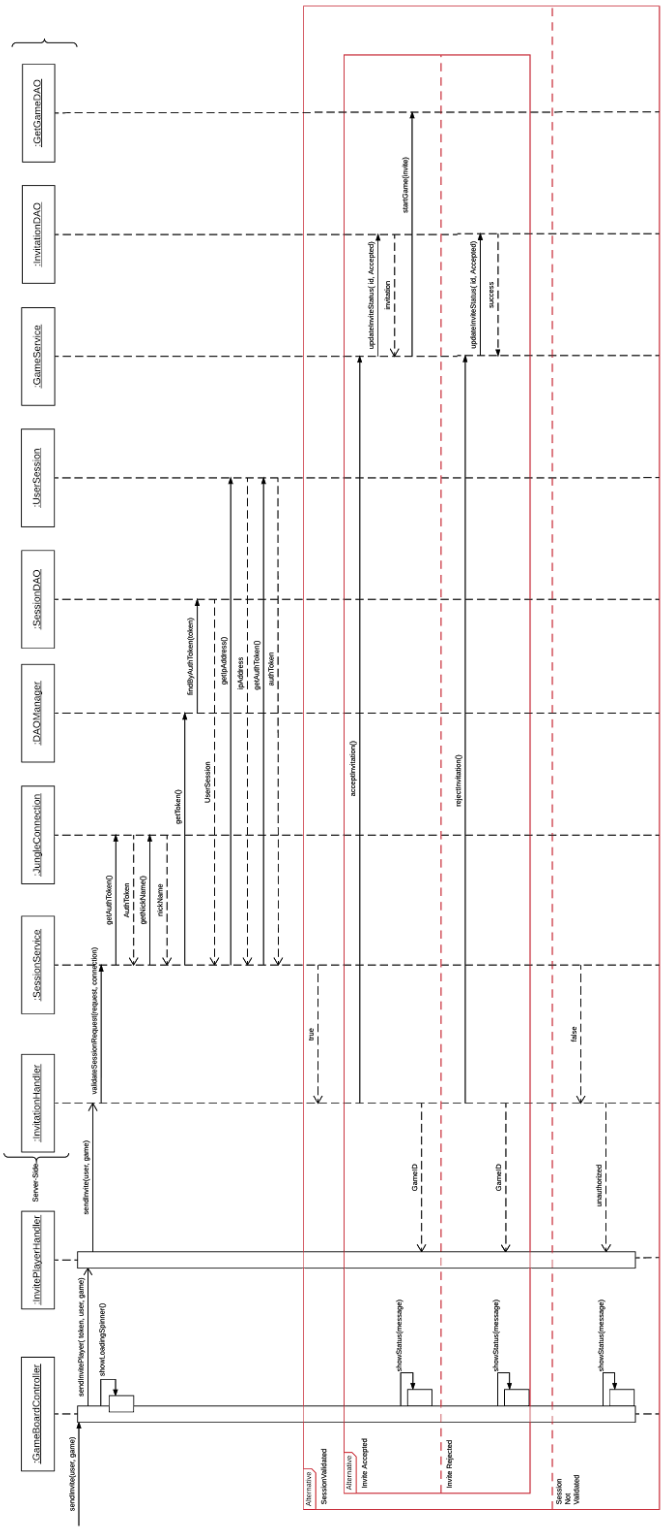
Util. class diagram:



Updated Sequence Diagram **Register:**

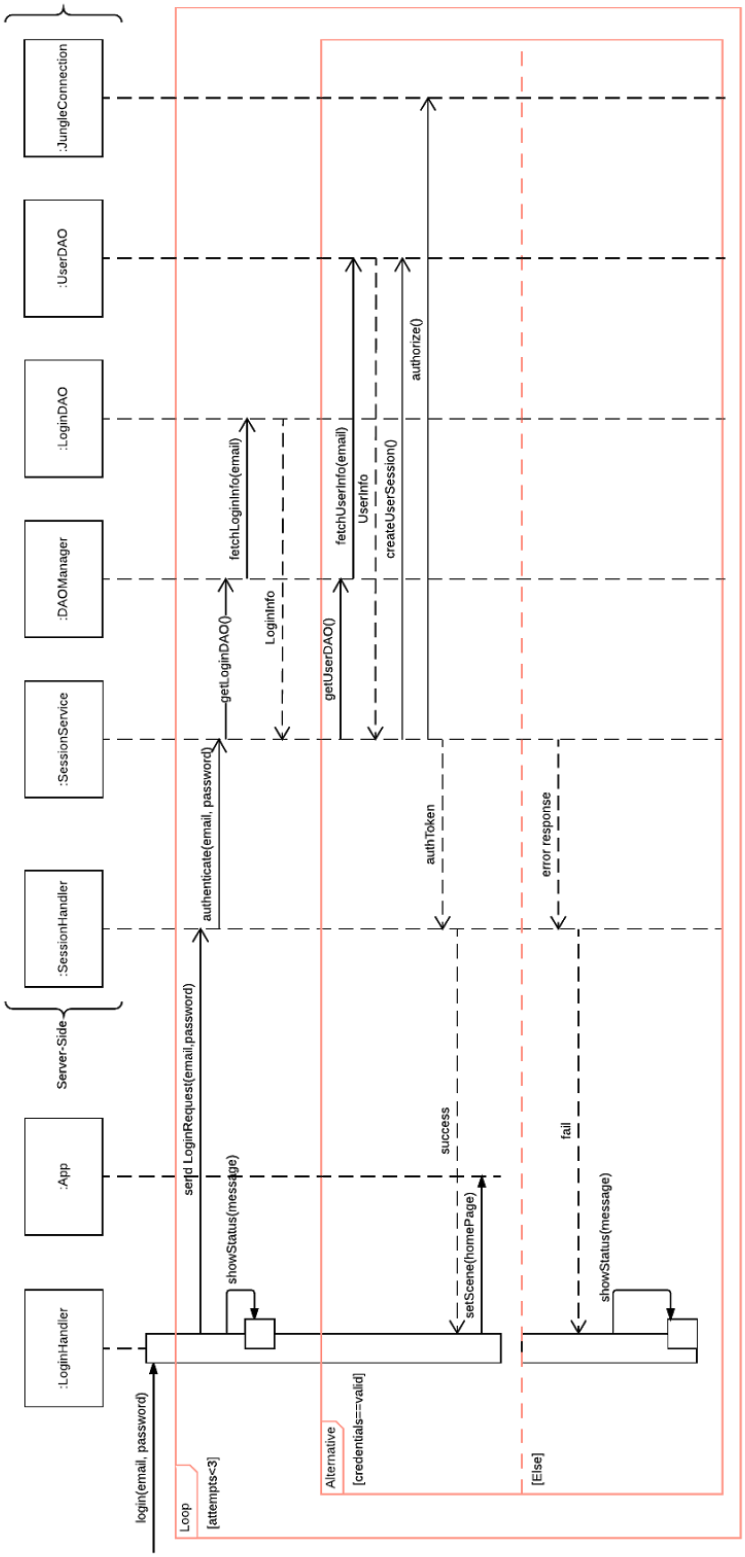


Game Invite:



:GetGameDAO
:InvitationDAO
:GameService
:UserSession
:SessionDAO
:DAOManager
:JungleConnection
:SessionService
:InvitationHandler
:InvitePlayerHandler
:GameBoardController
sendInvite(user, game)
sendInvitePlayer(token, user, game)
showLoadingSpinner()
sendInvite(user, game)
validateSessionRequest(request, connection)
getAuthToken()
AuthToken
getNickName()
nickName
getToken()
UserSession
findByAuthToken(token)
getIpAddress()
ipAddress
getAuthToken()
authToken
true
acceptInvitation()
updateInviteStatus(id, Accepted)
invitation
startGame(invite)
GameID
rejectInvitation()
updateInviteStatus(id, Accepted)
success
GameID
false
unauthorized
showStatus(message)
showStatus(message)
showStatus(message)
Alternative
SessionValidated
Alternative
Invite Accepted
Invite Rejected
Session Not Validated

Login:


:LoginHandler
:App
Server-Side
:SessionHandler
:SessionService
:DAOManager
:LoginDAO
:UserDAO
:JungleConnection
login(email, password)
Loop
[attempts<3]
send LoginRequest(email,password)
showStatus(message)
authenticate(email, password)
getLoginDAO()
fetchLoginInfo(email)
LoginInfo
Alternative
[credentials==valid]
getUserDAO()
fetchUserInfo(email)
UserInfo
createUserSession()
authorize()
authToken
success
setScene(homePage)
[Else]
error response
fail
showStatus(message)