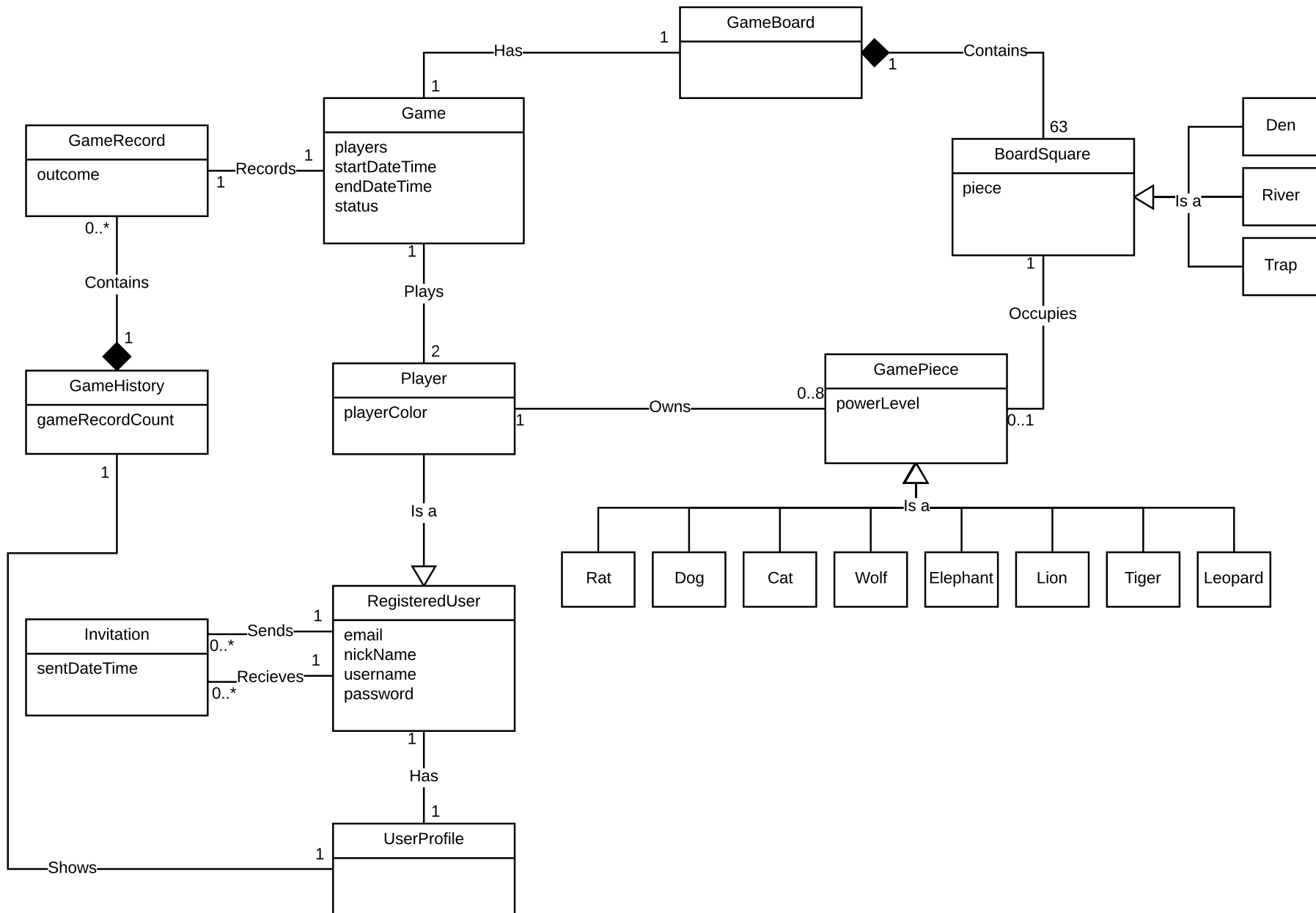


Domain Model - Chessire Coders, P2



Glossary

BoardSquare: A representation of a single square on the Jungle board. A square has an attribute piece.

email: email account owned by the RegisteredUser.

endDateTime: Date and time when a game ended.

Game: An instance of a game of Jungle.

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.

GameHistory: The game history is shown on each registered user's profiles. It includes a brief synopsis of each game played by that user.

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.

GameRecord: A game record is the outcome of a single game of jungle.

gameRecordCount: Represents the average score for a certain player

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.

nickName: alias used by the RegisteredUser to show to other players.

outcome: represents the final result of a certain GameRecord

password: password used by the RegisteredUser when he/she created the account

piece: Represents that a square can be one of four types: normal (no specialization), den, river, and trap.

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 owns 0-8 game pieces (depending on how many have been captured by an opposing player) that they may control.

playerColor: indicates what team the player is on.

players: Players participating in the game

powerLevel: Represents the current level that a certain GamePiece has in a given state of the game

RegisteredUser: A registered user is a person that has performed the registration process. Each RegisteredUser has a user profile, can send Invitations to other users, and may become a Player in a Jungle game.

sentDateTime: specific date time value that represent when an invitation was sent.

startDateTime: Date and time when a game started.

status: Status of a specific game (ongoing, completed, abandoned, etc)

sendDateTime: specific date time value that represent when an invitation was sent.

startDateTime: Date and time when a game started.

status: Status of a specific game (ongoing, completed, abandoned, etc)

username: user name provided by the RegisteredUser when he/she created the account

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