

The Jungle Game

Cheshire Coders

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Logical Architecture

Application

edu.colostate.cs.cs414.chesshireCoders.jungleClient.account

edu.colostate.cs.cs414.chesshireCoders.jungleClient.client

edu.colostate.cs.cs414.chesshireCoders.jungleServer.handler

Foundation

edu.colostate.cs.cs414.chesshireCoders.jungleServer.persistence

edu.colostate.cs.cs414.chesshireCoders.jungleServer.persistence.dao

edu.colostate.cs.cs414.chesshireCoders.jungleServer.dao.postgres

Domain

edu.colostate.cs.cs414.chesshireCoders.jungleClient.network

edu.colostate.cs.cs414.chesshireCoders.jungleUtil

edu.colostate.cs.cs414.chesshireCoders.jungleUtil.events

edu.colostate.cs.cs414.chesshireCoders.jungleUtil.game

edu.colostate.cs.cs414.chesshireCoders.jungleUtil.listeners

edu.colostate.cs.cs414.chesshireCoders.jungleUtil.requests

edu.colostate.cs.cs414.chesshireCoders.jungleUtil.responses

edu.colostate.cs.cs414.chesshireCoders.jungleUtil.security

edu.colostate.cs.cs414.chesshireCoders.jungleUtil.types

UI

edu.colostate.cs.cs414.chesshireCoders.jungleClient.app

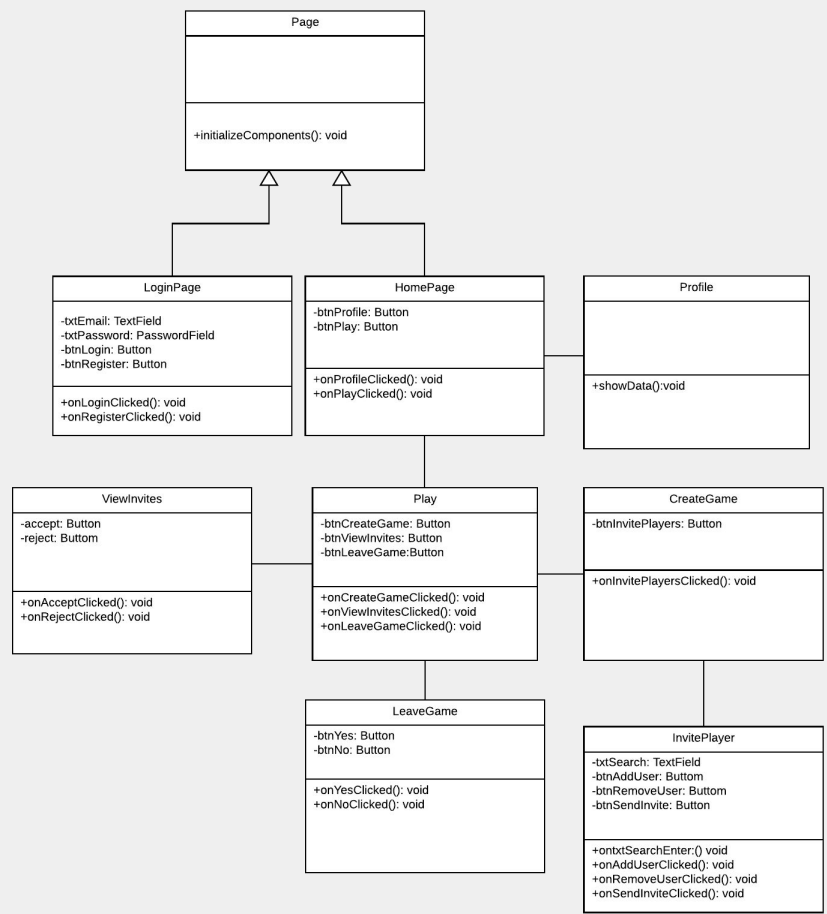
edu.colostate.cs.cs414.chesshireCoders.jungleClient.app.game

Technical Services

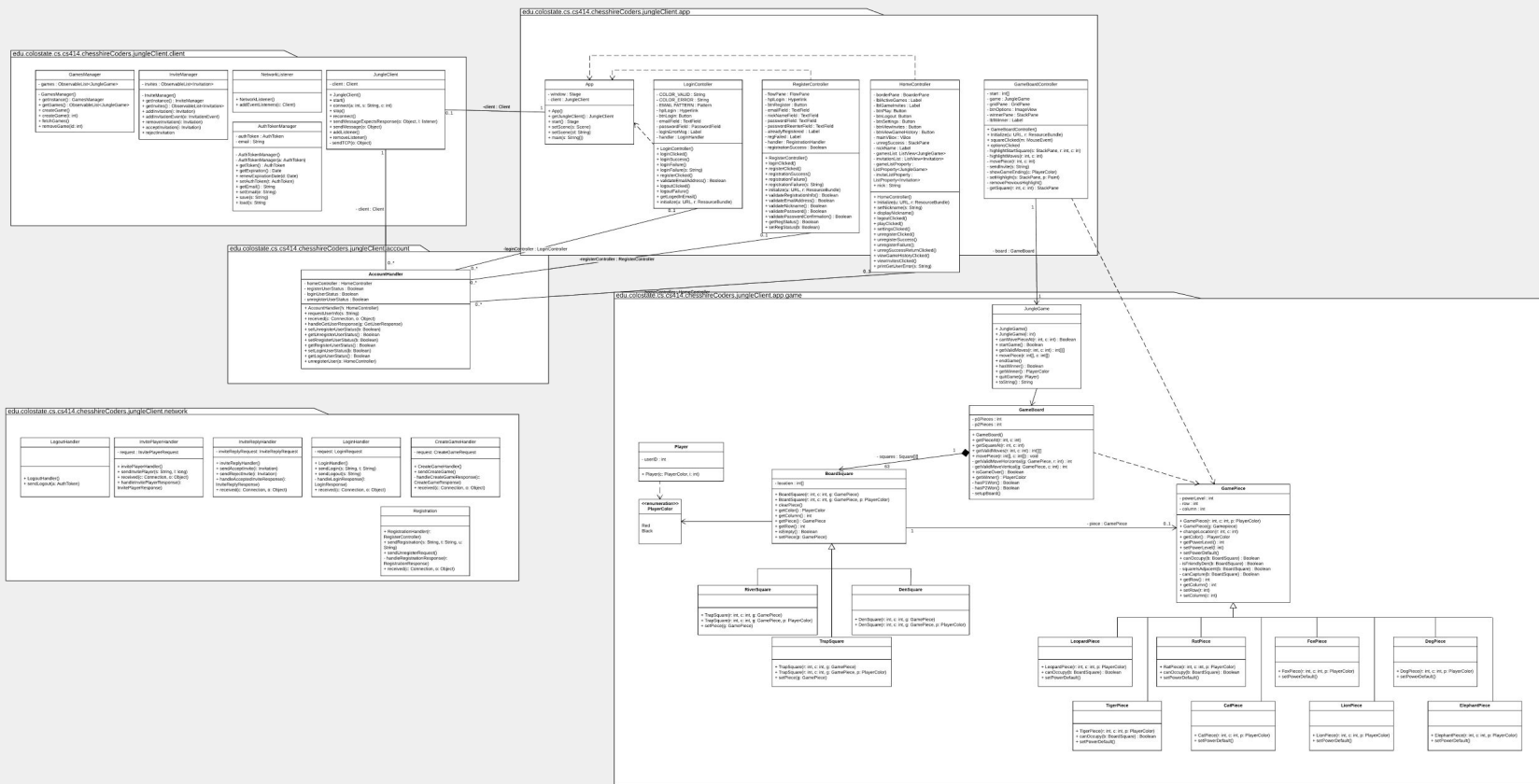
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edu.colostate.cs.cs414.chesshireCoders.jungleServer.service.impl

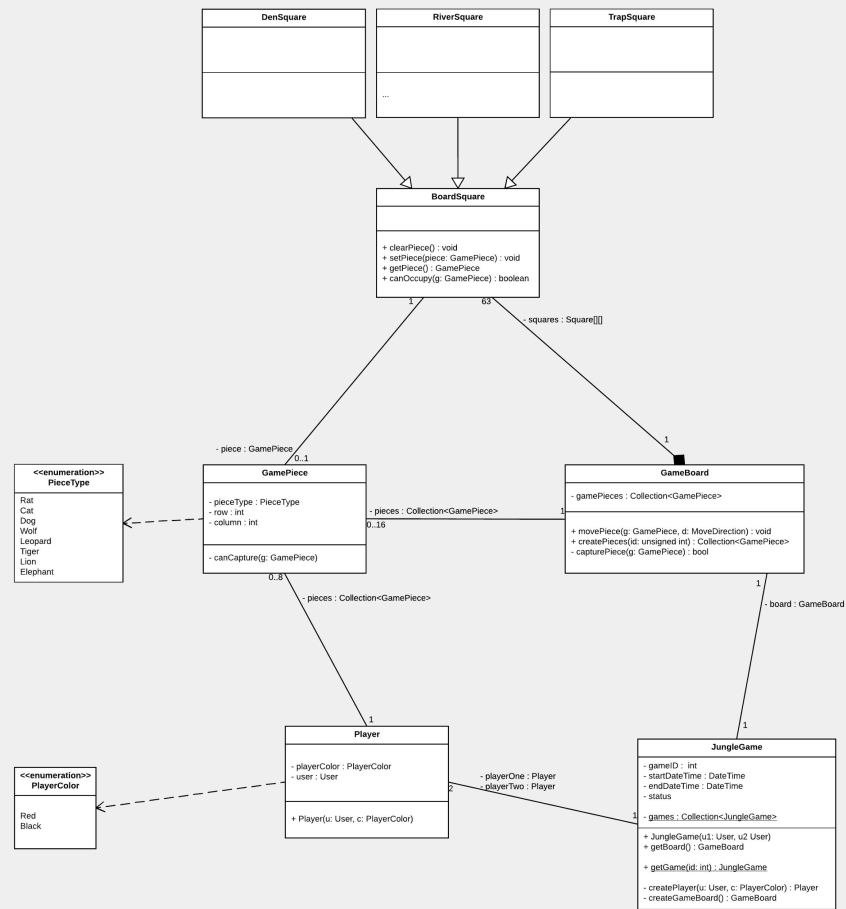
Design Class Diagram: Front End



Design Class Diagram: Jungle Client

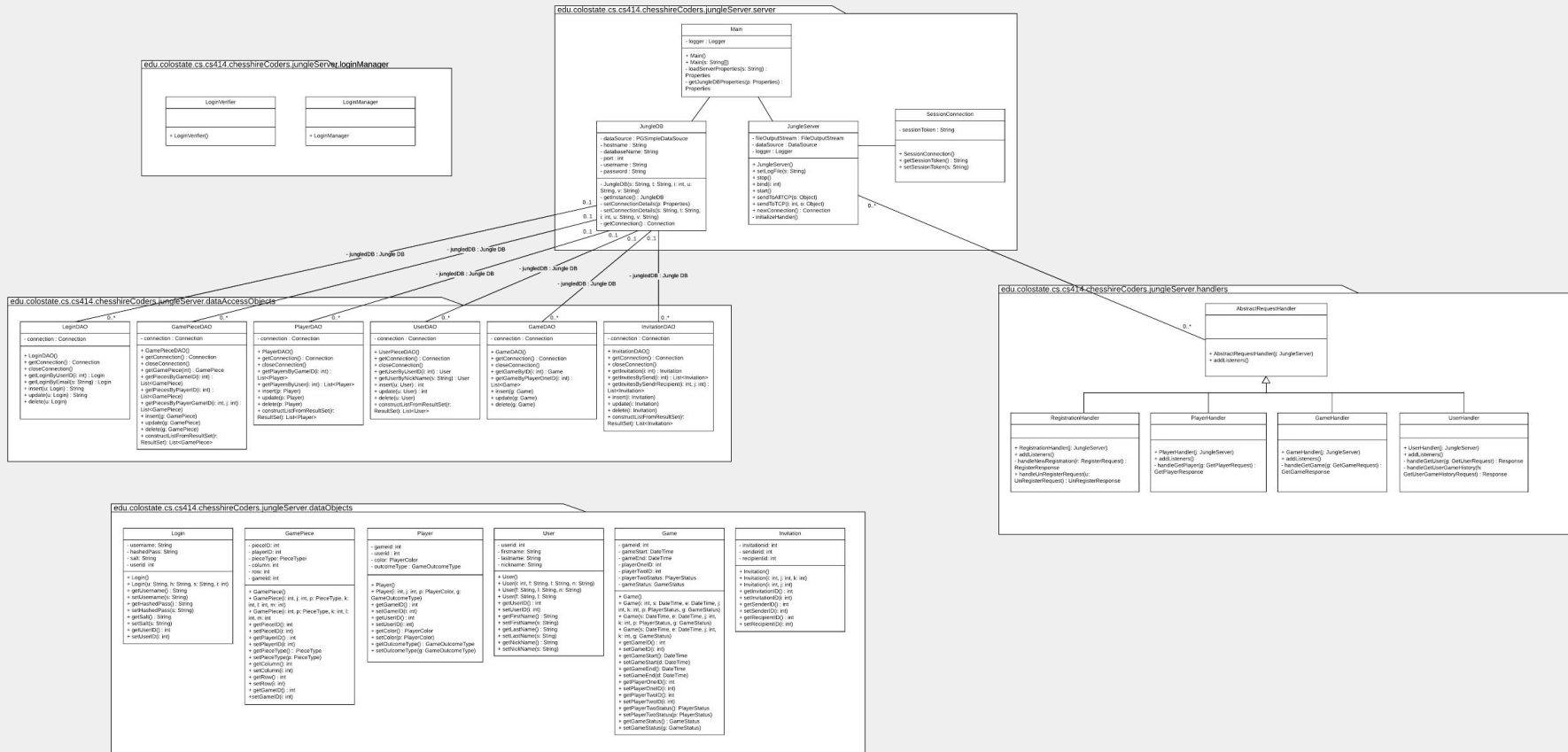


Design Class Diagram: Jungle Game

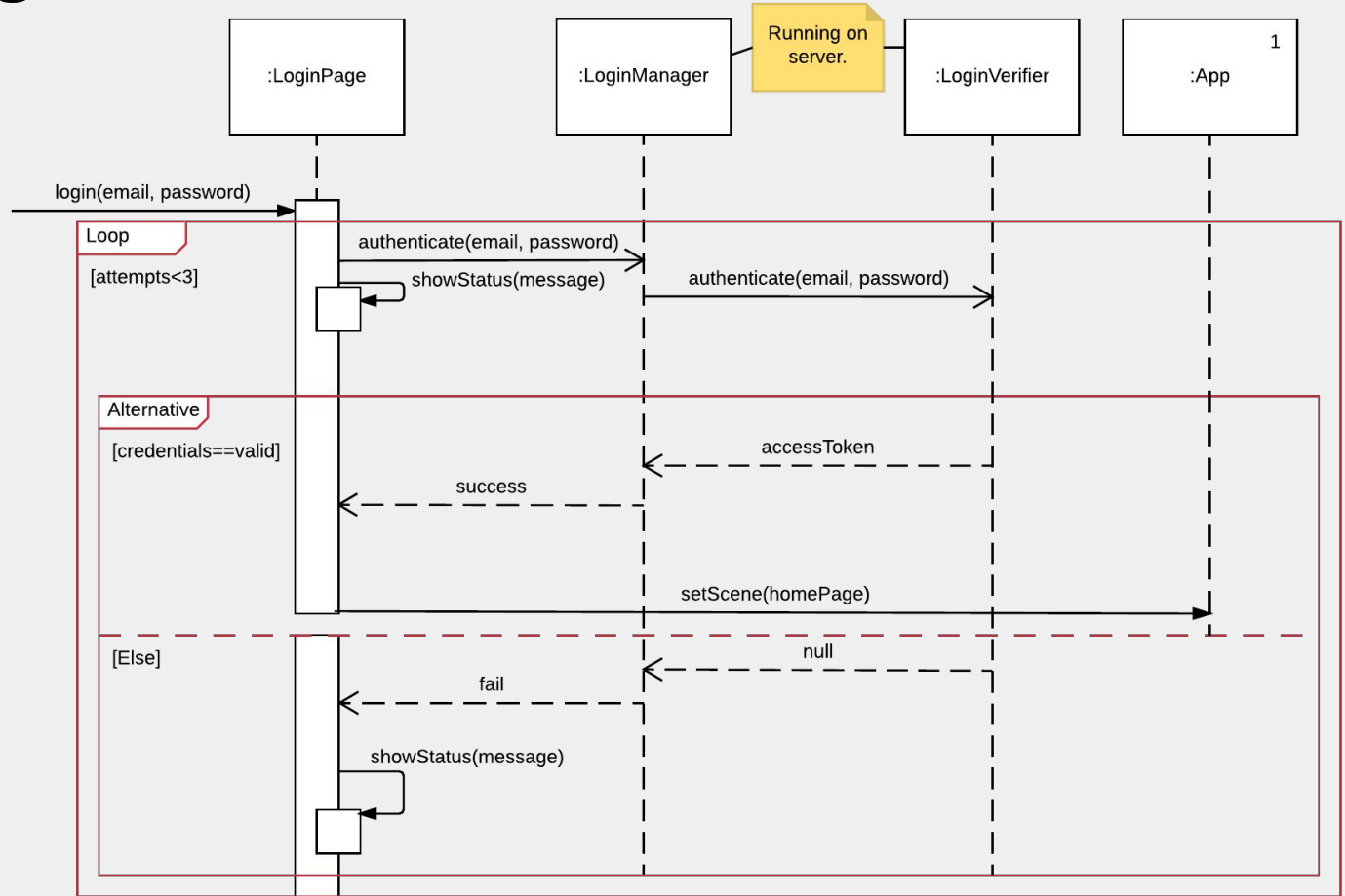


[illegible]

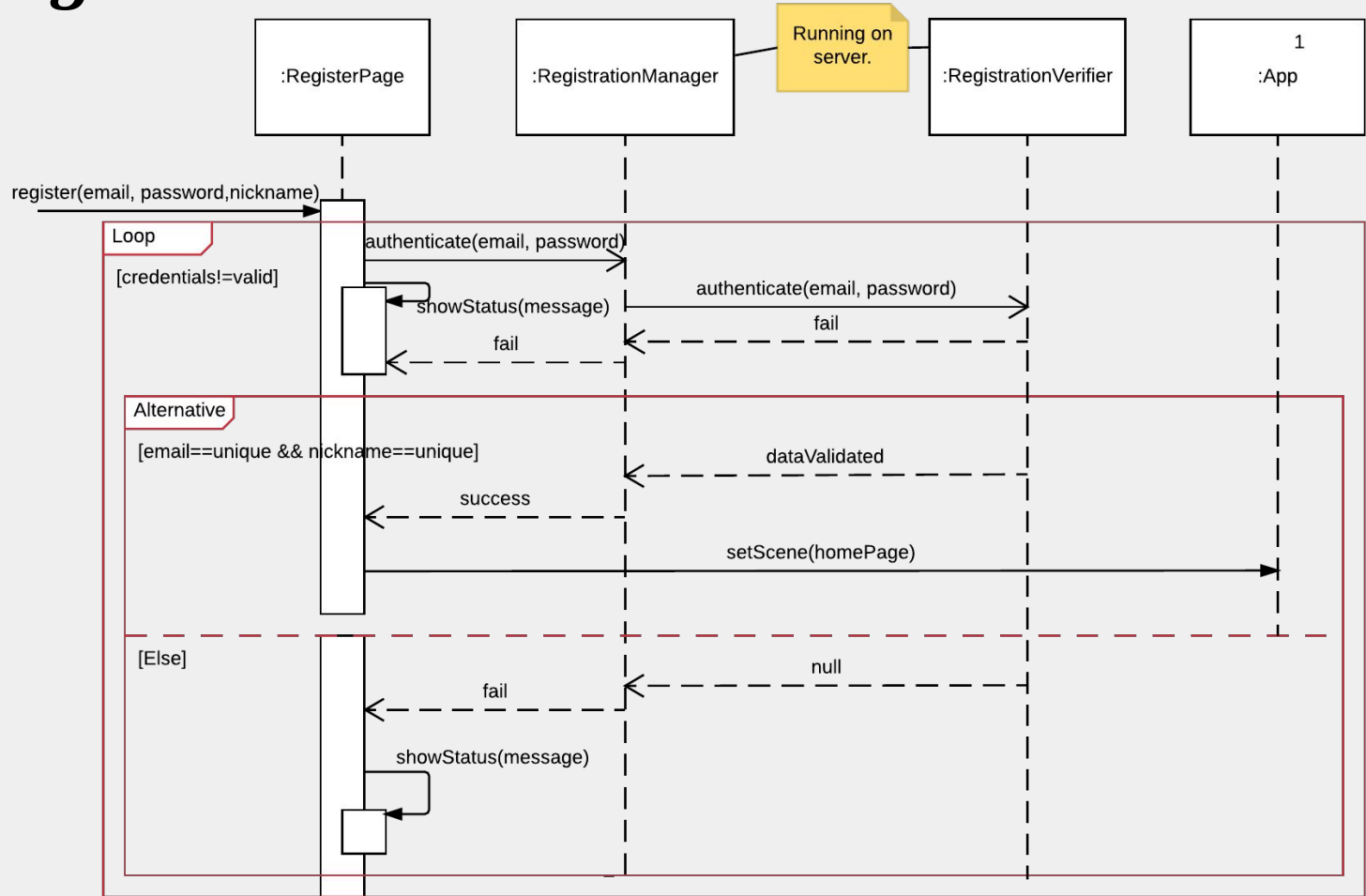
Design Class Diagram: Jungle Server



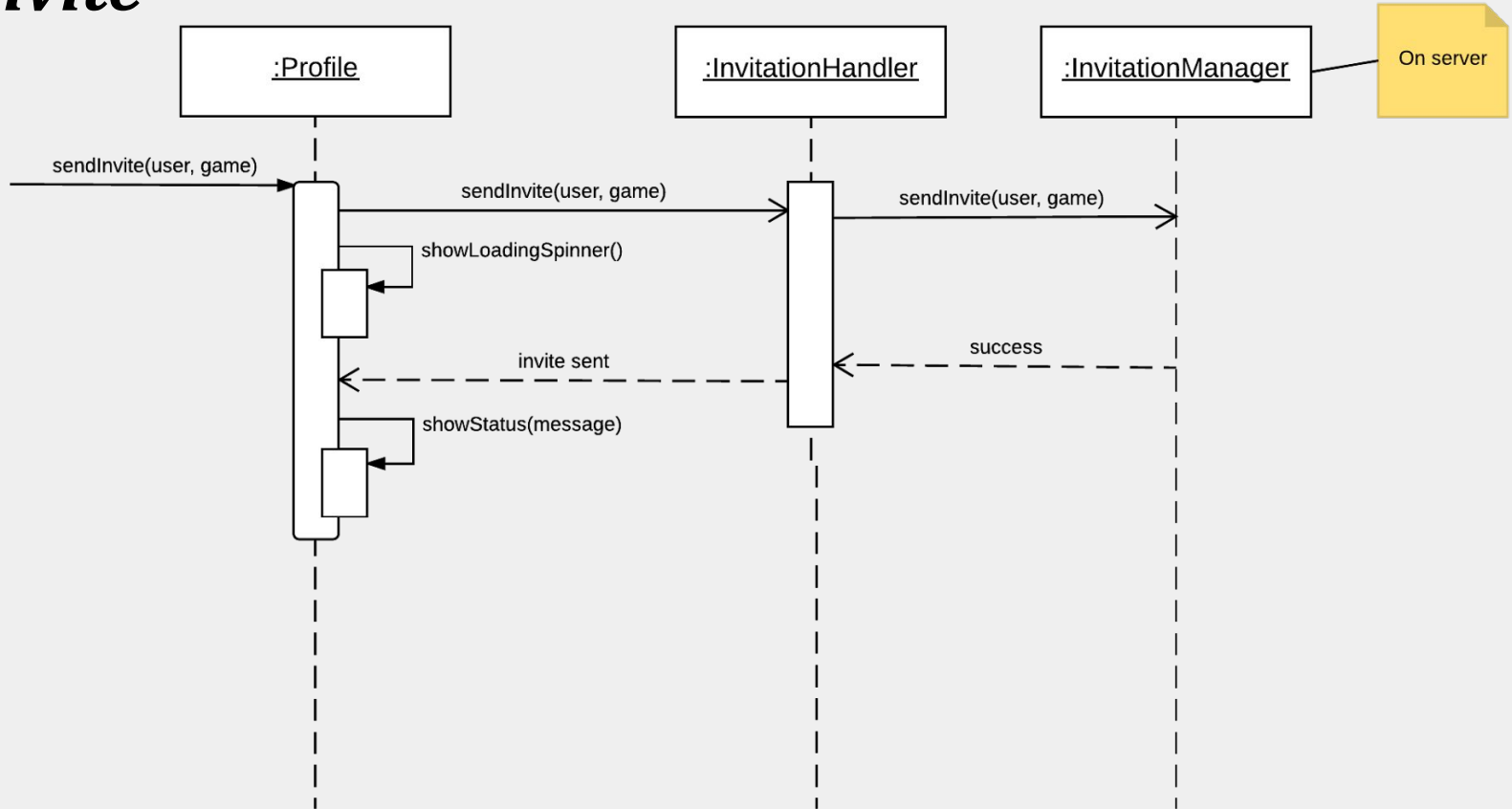
Sequence Diagram: Login



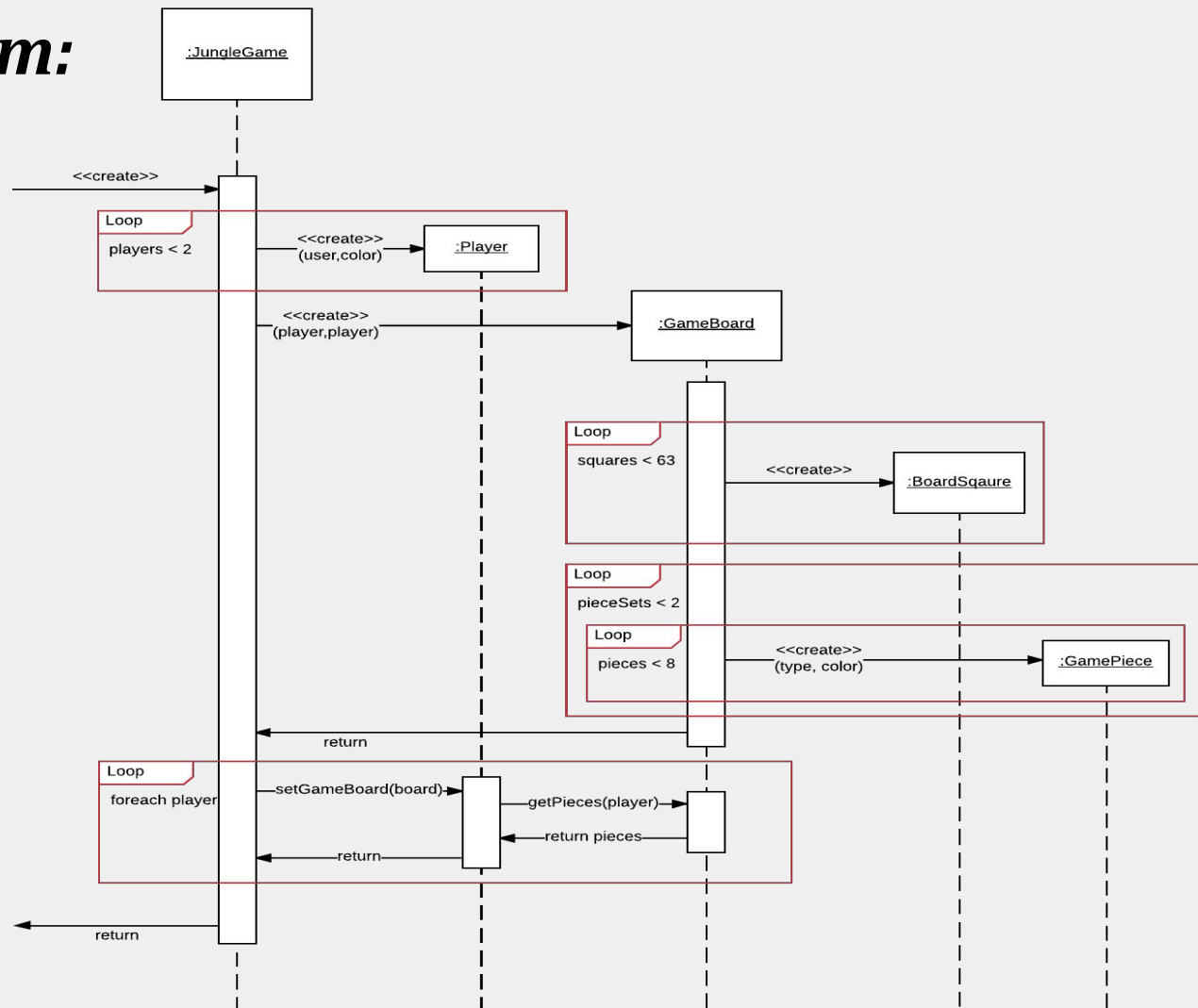
Sequence Diagram: Register



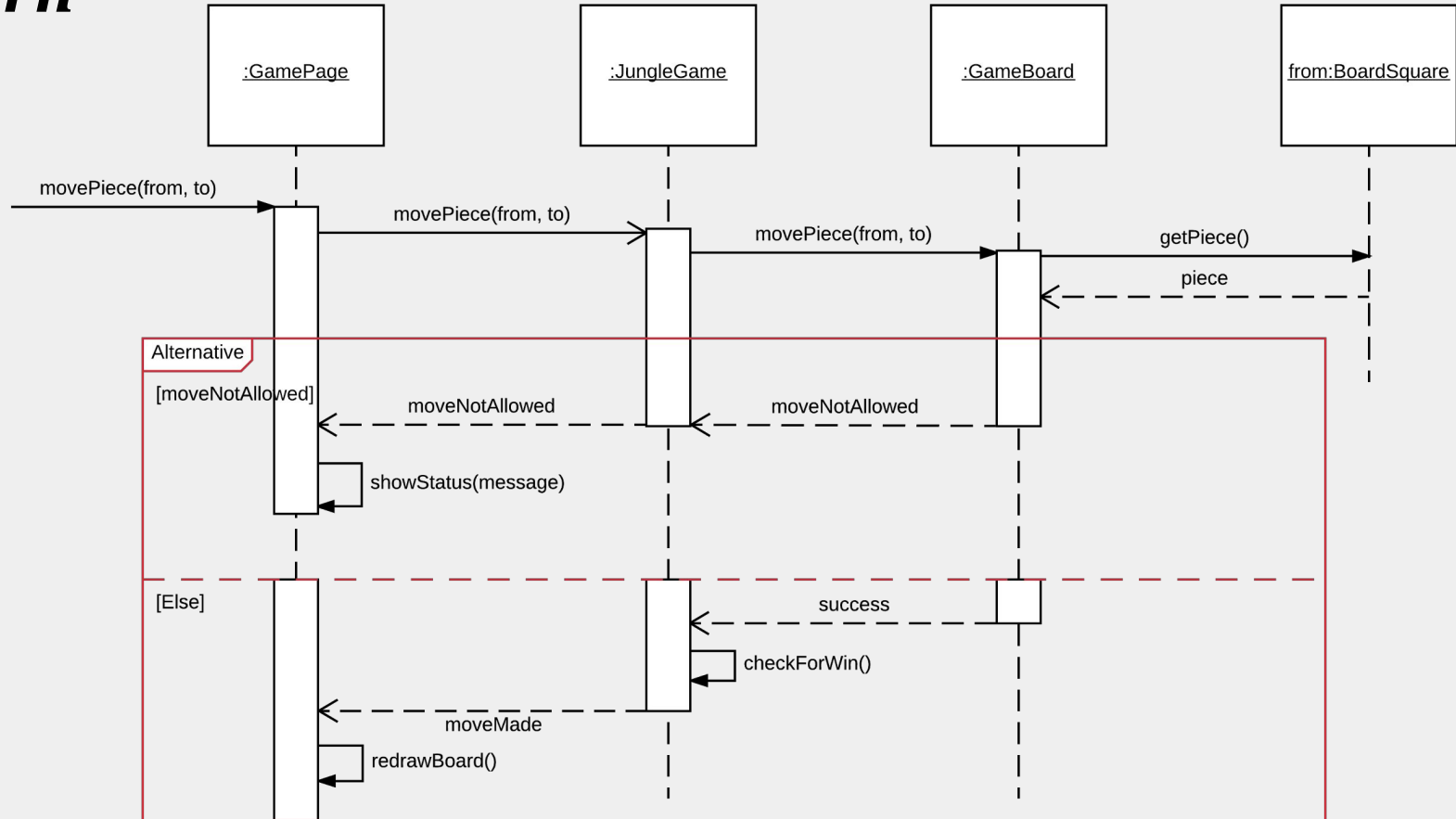
Sequence Diagram: Game Invite



Sequence Diagram: Create Game



Sequence Diagram: Take Turn



Refactoring and Design Pattern List

- Singleton
- Factory Method
- Abstract Factory Method
- Prototype
- Facade
- Decorator

Traceability Link Matrix

| | Login | Jungle Game | Game Board | Game Piece | Board Square | Player | User | Invite Manager | Invitation |
|--|-------|-------------|------------|------------|--------------|--------|------|----------------|------------|
| #1: Register to the system | x | | | | | | x | | x |
| #2: Create a new game | x | x | x | | | | | | x |
| #3: Invite other users to a game | x | | | | | | | x | x |
| #4: Respond to Game Invitation | x | | x | | | x | | x | x |
| #5: Quit Game | x | x | x | | | x | | | |
| #6: Unregister from System | x | | | | | | x | | |
| #7: View Player Profile | x | | | | | x | | | |
| #8: Log in to System | x | | | | | | x | | |
| #9: Log out of System | x | | | | | | x | | |
| #10: Move Game Piece | x | x | x | x | x | x | | | |
| #11: Switch Game | x | x | x | | | x | | | |

Demo

***Questions
And
Discussion***