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## Design Document for **Pocket Brawlers**

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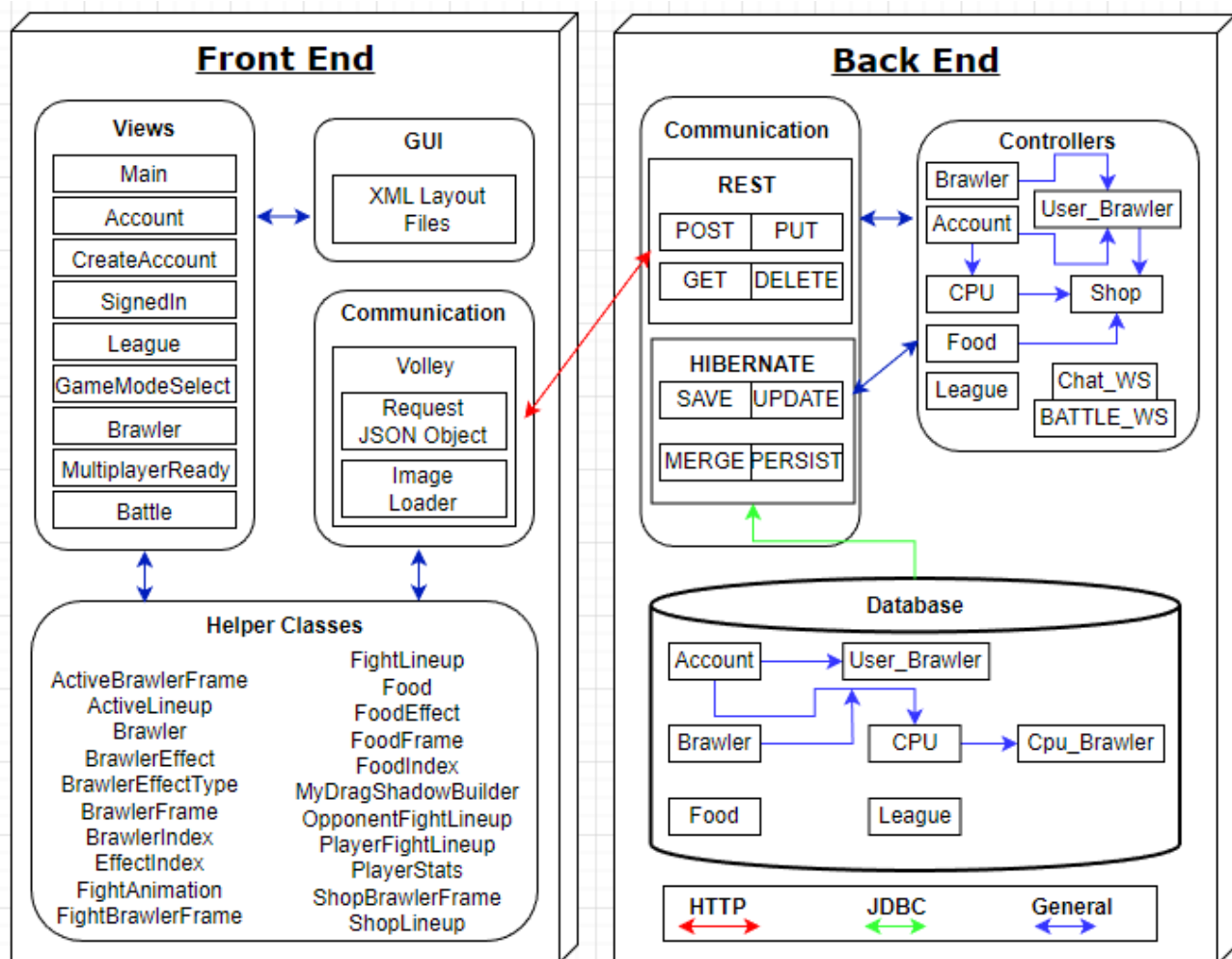
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## **Frontend**

- On our frontend we have multiple views that our users use to interact with the game. These views send and receive information from the back end to enable the functions of our game. Our views are rendered using various android xml layout files. These views interact with the various helper classes to store information and perform actions in the current game state.
- To go into detail of one view, our Brawler view is where brawlers are purchased and our user's lineup is chosen and set. Multiple elements are changed back on information from the backend.

This view includes

- 3 Shop spots (ImageView)
- 5 Lineup spots (ImageView)
- 2 Food spots (ImageView)
- Roll Button (Button)
- Battle Button (Button)
- Back Button (Button)

## **Backend**

The controllers are used for sending and receiving information from the database, These include:

- Account: Which is used to create and manage a user account, whether it be a player, admin, or dev. These accounts are then used for a multitude of game functions and stat tracking, one to one with cpu, one to many with user\_brawlers.
- Shop: This is used for front-end shop management, including randomizing shop brawlers, sending and receiving team line ups, randomizing food layouts, and adjusting some brawler or account stats.
- Brawler: Which is used to create, update, or delete new brawlers. Brawlers are the main component to the game. One to Many with user\_brawlers, accessed by cpu\_brawlers, used for all main battles and shop components.
- CPU: Which is used to generate cpu's and cpu brawlers which will be relayed for battles. All these are all generated on battle start and then abolished on battle end.
- Food: Which is used to generate food id's and image urls for front end shop use.
- League: Controls player leagues, allows league manager to add and remove as well as full data grabs and searches by user to check the validity of users.
- Web Socket:
  - Battle: Which uses a parameter string to hold players in a queue, then pairing them together to battle each other. This returns specific account id's to each player of the account they will be battling. Each account then uses the shopcontroller to pull the user brawler lineups.
  - Global Chat: Which uses a parameter string to hold players in a session, uniquely identified by username. While in the session, anybody can talk to anybody, and everybody can see. This also means that you can direct message players based on their username if they are in the session.

- League Chat: Which uses two string parameters to decides which league session you will be put in and what your username is. From here you can talk to anyone in your league, multiple leagues will be able to talk at once.

