

Design Documentation – Paper, Rock, Scissors: Showdown

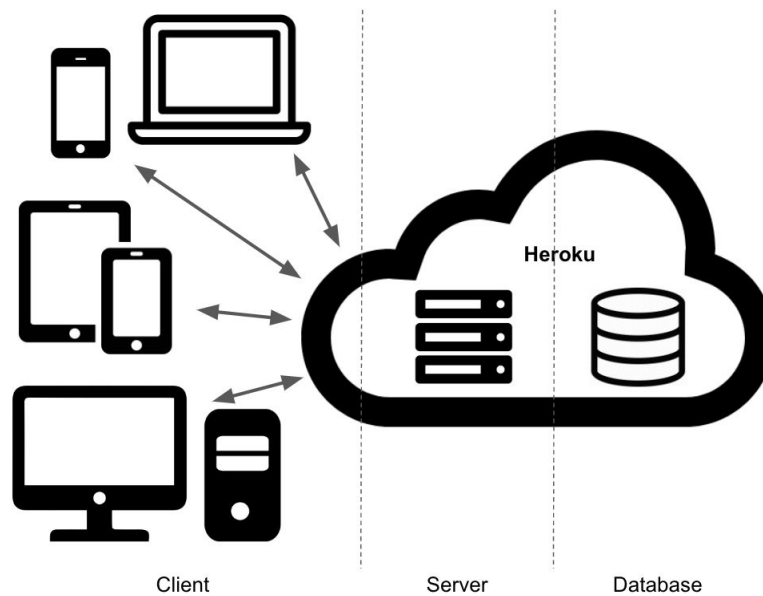
Software Engineering

1 Architectural Design

1.1 Overview

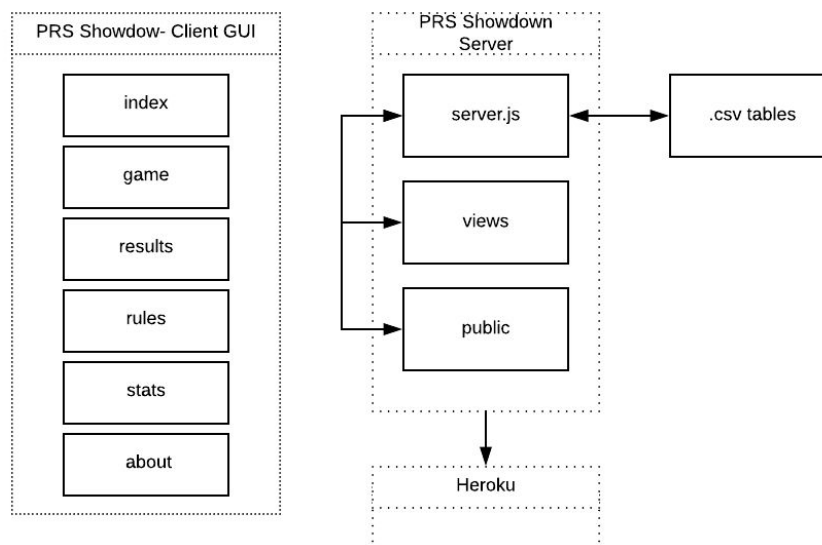
Our system design is the standard client-server architecture common in web apps. It consists of several high-level components:

- **Client:** Any HTML5-compliant web browser
- **Server:** Heroku
- **Database:** Node fs -> .csv tables



2 Low Level Design

2.1 Component Diagram



2.2 Data Diagram

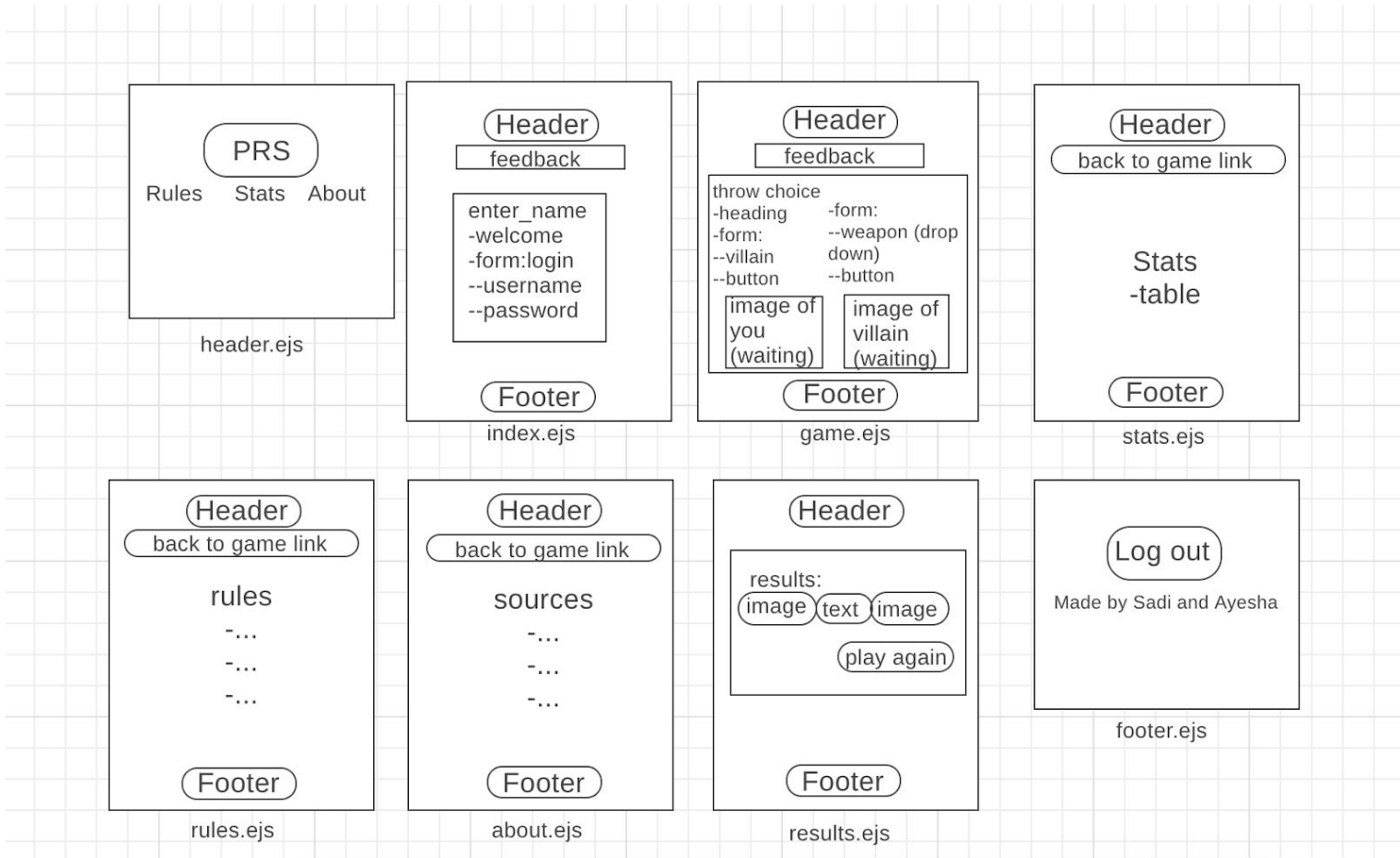
2.2.1 villains.csv

villain_name	total_games	wins	losses	rock	paper	scissors
Bones						
Gato						
...						
...						

2.2.2 users.csv

user_name	user_password	total_games	wins	losses	rock	paper	scissors
ayesha	0	0	0	0	0	0
sadi	0	0	0	0	0	0
...							
....							
...							

3 User Interface Design



4 Routing Table

4.1 server.js

<u>HTTP ACTION</u>	<u>Route</u>	<u>Query Parameters</u>	<u>Result</u>
GET	/, /index	n/a	index.ejs
GET	/rules	n/a	rules.ejs
GET	/stats	n/a	stats.ejs
GET	/about	n/a	about.ejs
GET	/game	user_name, user_password	game.ejs
GET	/:user/results	weapon, villain_name	results.ejs
GET	/playAgain	n/a	game.ejs

4 Project Management

4.1 Group Member Tasks

- Explain who will do what here. It's ok if some tasks are shared, but most tasks should be assigned to individuals.
- Ayesha
 - Header, index, game, stats
 - Sadi
 - Rules, about, results, footer, strategies
 - Both
 - Dataserver.js

5 Heroku Website

<https://prs-sadi-ayesha.herokuapp.com/>