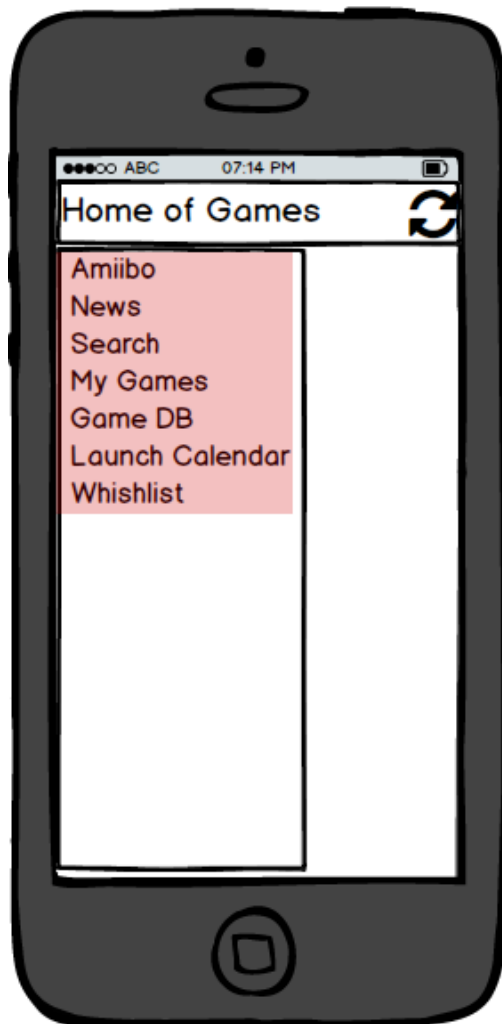


Home of Games



This is the Starting screen
Background Wallpaper, Side menu

Hint: Some of the backlinks are not correct because of balsamiq mockup

Hint: Amiibo section is left out because it is not completely designed

Main Components of the App:

UI-Unit:

- knows the current activity
- gets required data
- JUST renders the UI of the current activity
- MUST be totally independent to all database, web call an management classes


Data Manager:

- holds all data in objects at run-time
- provides functions to get specific data (e.g. get all playstation games that I own)
- must also be able to handle empty data bases
- biggest Question: should we save whole images? or should we always load it from the webCall?

DatabaseOperator

- loads and saves data to the database
- it is planned that the DO just loads all data once per usage of the app
- save operations have to be live (what has to be saved, not so much, i guess)
- if data comes in from the Synchronizer, maybe it can be checked if data is up to data or new

Synchronizer

- gets activated, if the  Icon is clicked
- loads all data from the according websites that are necessary
- sends loaded data through the parsing unit into the database Operator

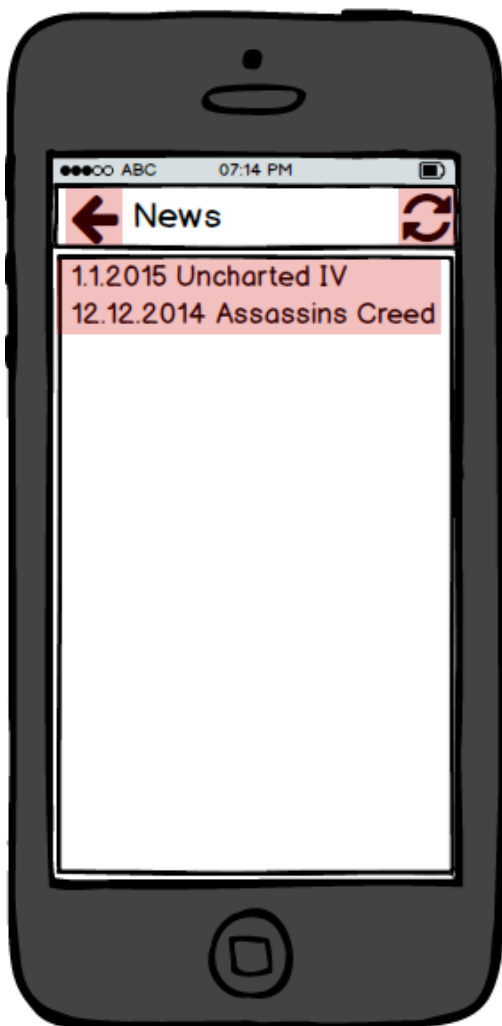
Activity

- is the heart of a site of the application
- most of the activity is handled by the onCreate method
- provides the skeleton of the Site
- data comes from Database Operator
- UI comes from UI-Unit

Utils

- WebCall - handles all web calls
- Parsing Unit - parses web call results
- SystemProperties - provides System property data
- Activity manager - holds the current activity
- Controlled Activity - works with Activity Manager (necessary for System Properties)

News



This is th News page

Because the App is unsynced, you can not see all News entries
if you click sync the app will synchronize with the web
maybe new entries will occur

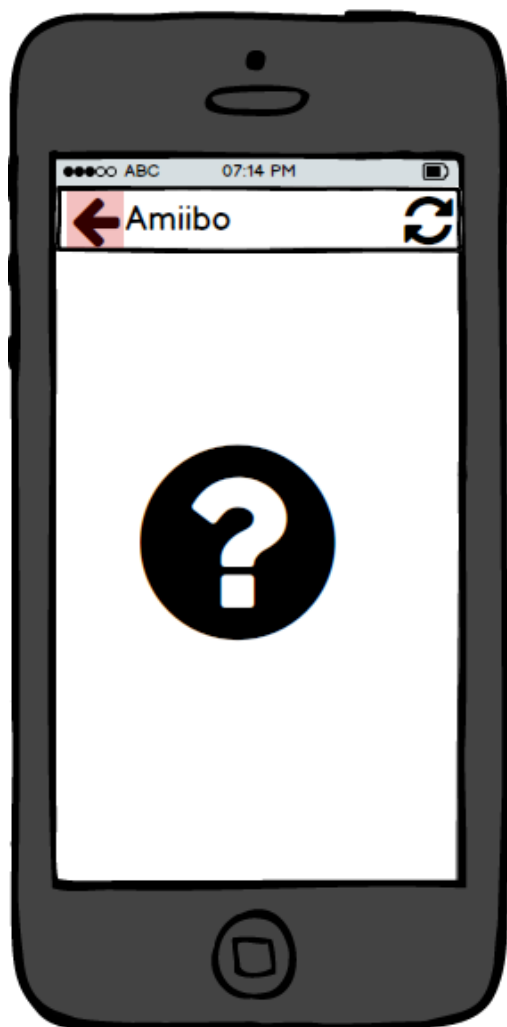
NewsObject

- Date of publishment
- headline

detailedNewsObject: (extends NewsObject)

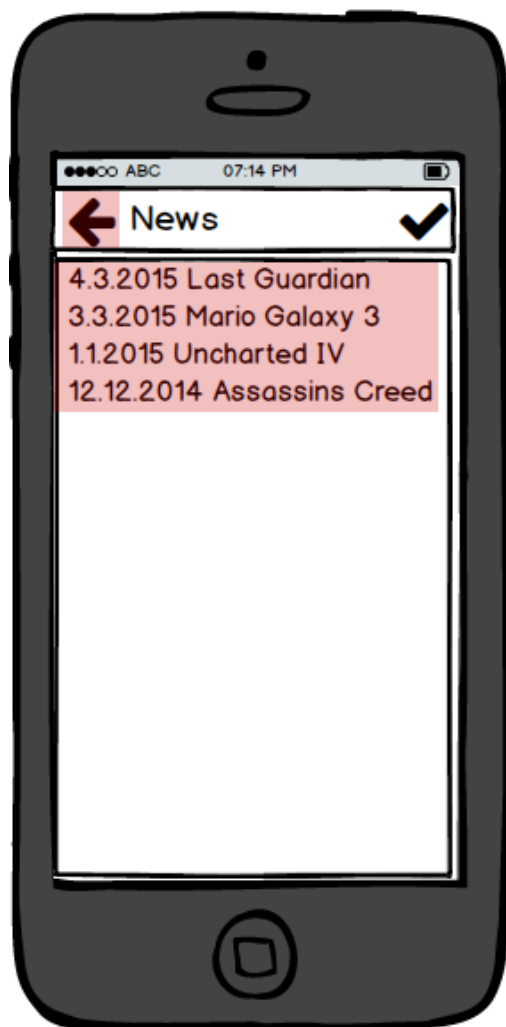
- text
- image (URL)
- source (e.g. playfront.de)

Amiibo



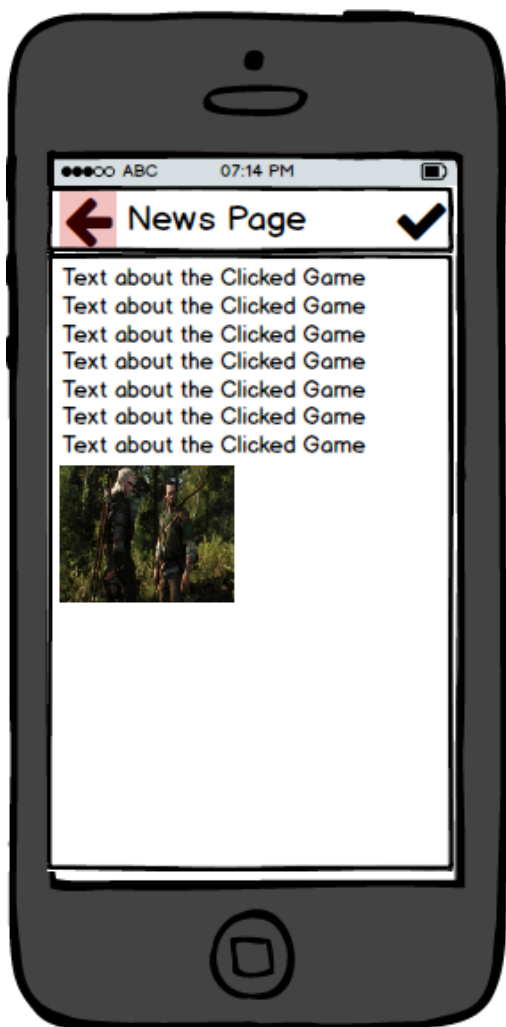
Nothing specified for the
Amiibo Section

Sync News



Synced Version of the News
page

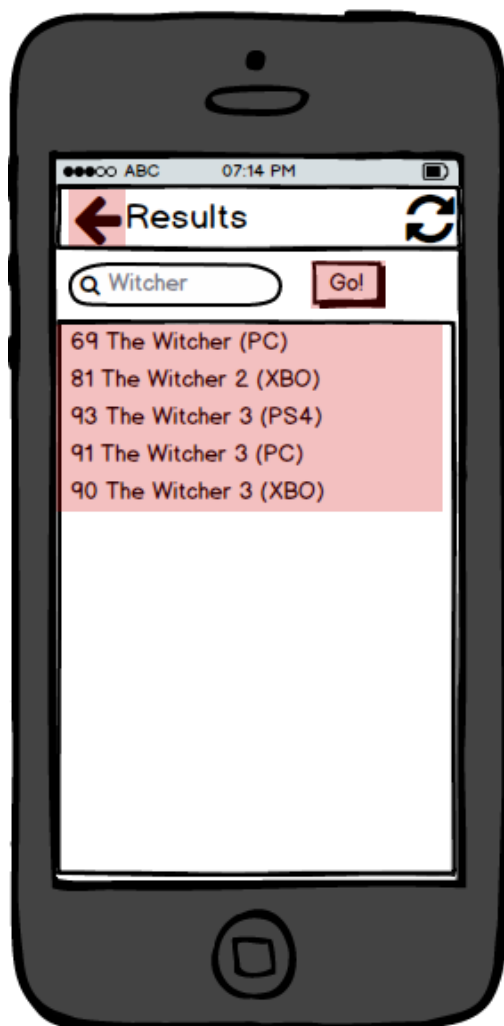
News Page



Search

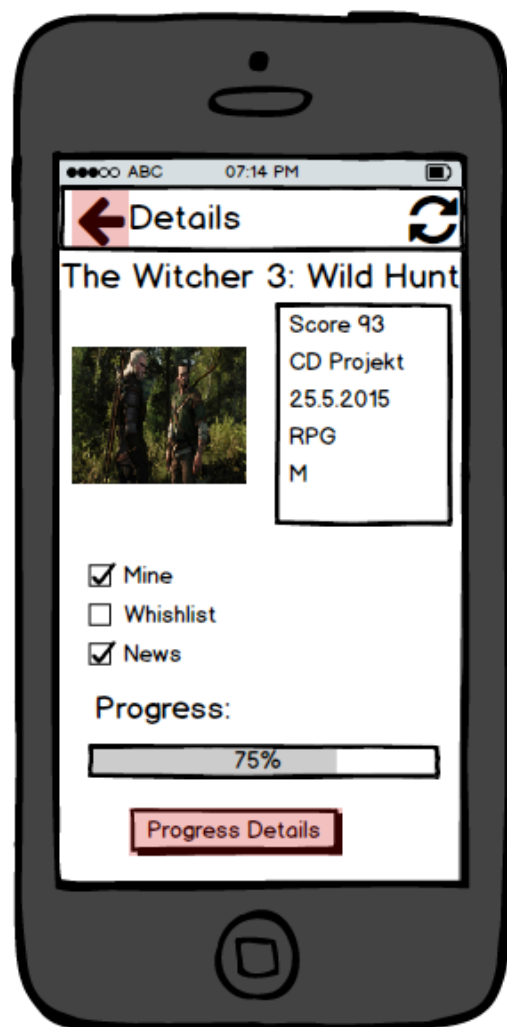


Results

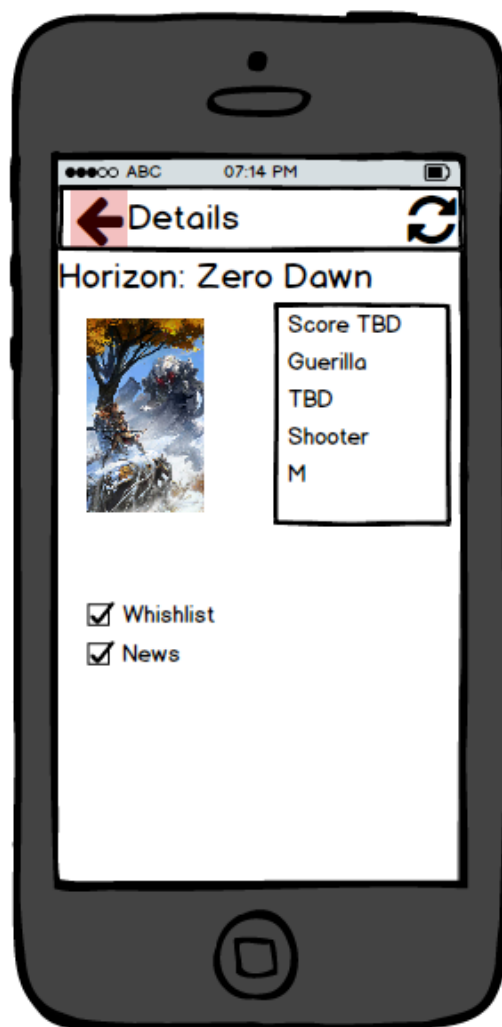


For Data Objects see Details Page

Details



Released and owned Game
with extended details

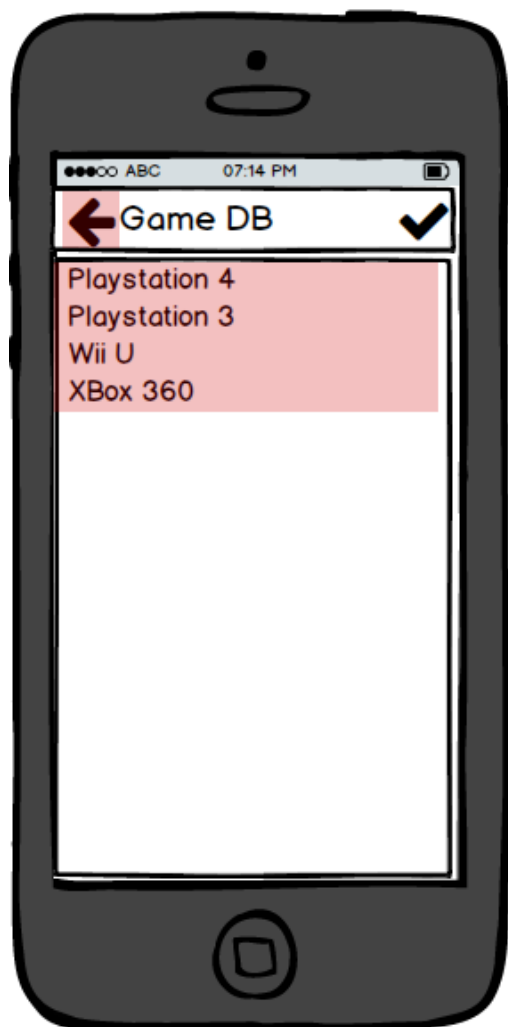


Not yet released Game



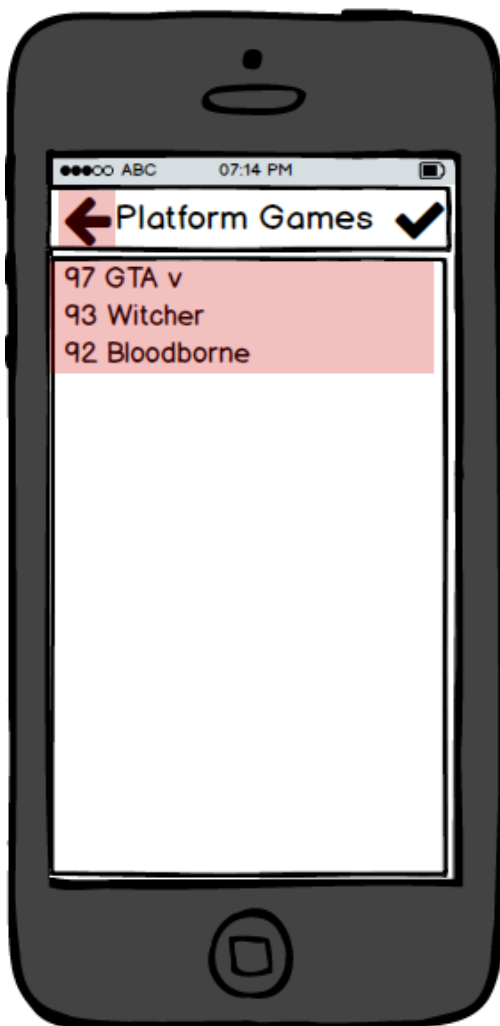
Released and owned Game
without extended details

Game DB



Game DB
by Platforms entered in the system properties

Game List



Data:

GameObject

String Name

Enum Platform

Int Metascore 0-100

String MetaScoreURLName (important for calling the details page on MetaScore)

DetailedGameObject extends GameObject(Needed to display Details Page)

String developer

String releaseDate (not of Date, but String, because it could also be TBD and is just parsed out)

String genre

String rating

String imageURL / image itself?

Options options

Optional<GameProgress> progress (is absent if options.mine is false)

(is used to display simple progress e.g. for nintendo games

or advanced progress features like with psnProfiles)

Options

Optional<Boolean> Mine (is absent if releaseDate > now)

Optional<Boolean> Whishlist (is absent if mine is true)

Boolean News

Abstract GameProgress

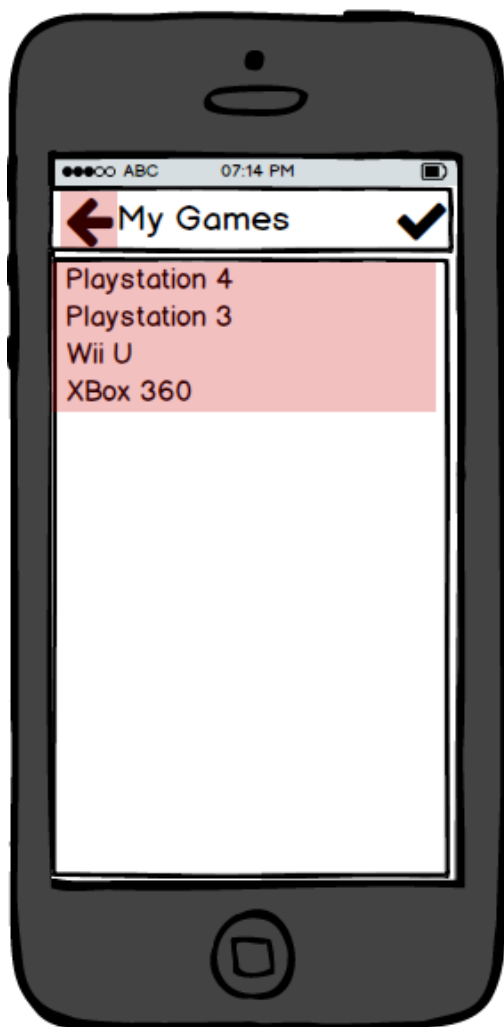
StandardGameProgress extends GameProgress

Enum Progress (P / F) (Progress / Finished) (Implies the type of the progress bar)

PSNGameProgress extends GameProgress

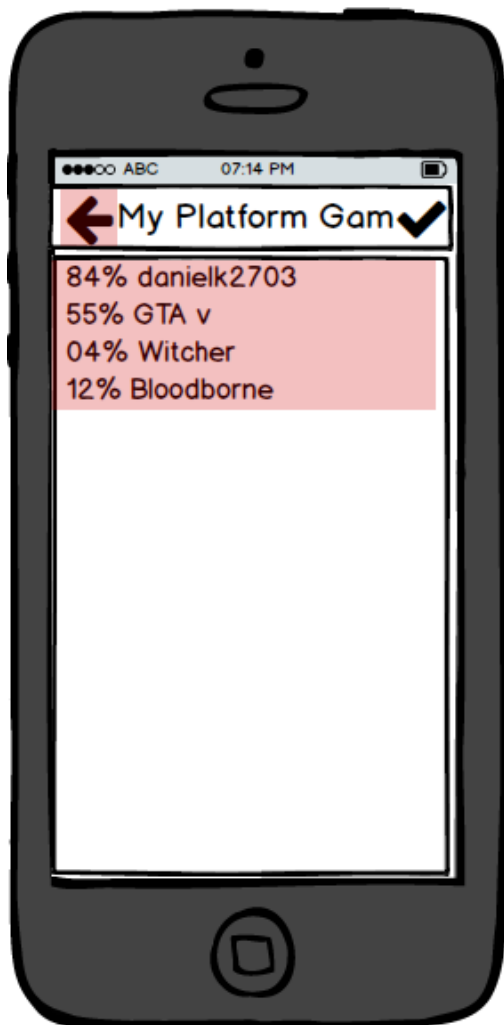
(See Progress Details Extended)

My Games



All Game Objects with mine=true, sorted by platform

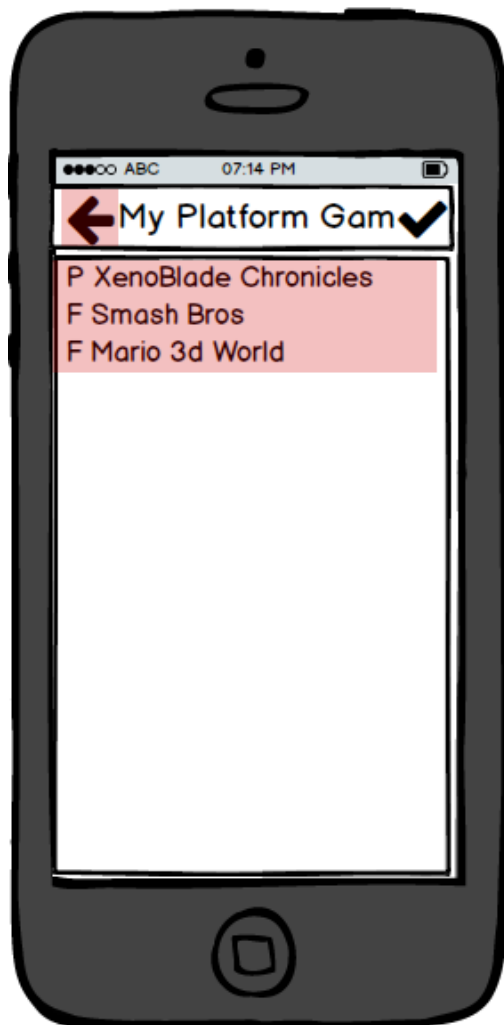
My Games Platform



includes the PSNProfileDetails Object and all game objects that are of platform x and have PSNGameProgress

This should link to the game details, to show this page i click later

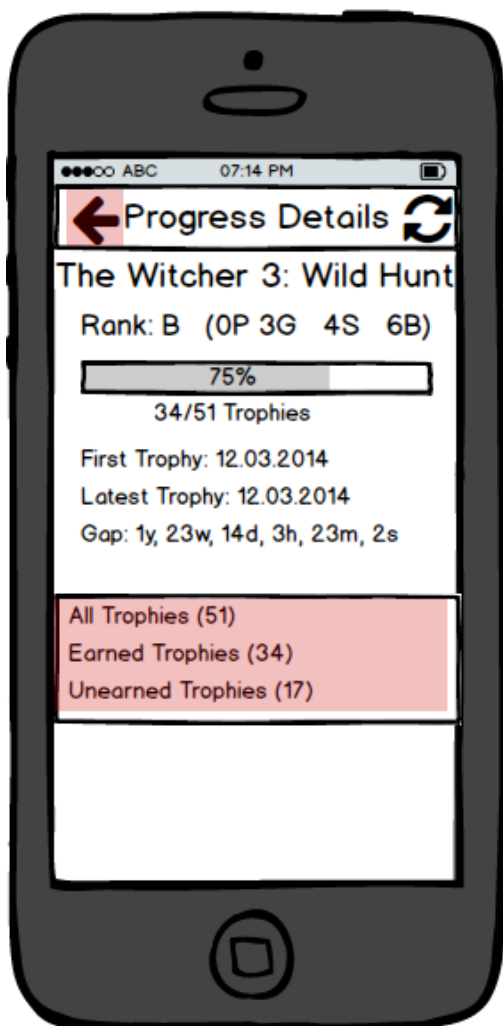
My Games Platform no extended Info



"Platform" must be replaced with the chosen platform (Wiiu, PS4 etc.)

- It is the Version without extended information
- P means in Progress
- F means finished
- Standard Game Progress out of GameObject

Progress Details extended Info



PSNGameProgress extends GameProgress

String Rank

Int Platin

Int Gold

Int Silver

Int Bronze

Int Progress

Int All

Int Earned

Optional<String> FirstTrophyDate (Absent if no trophies)

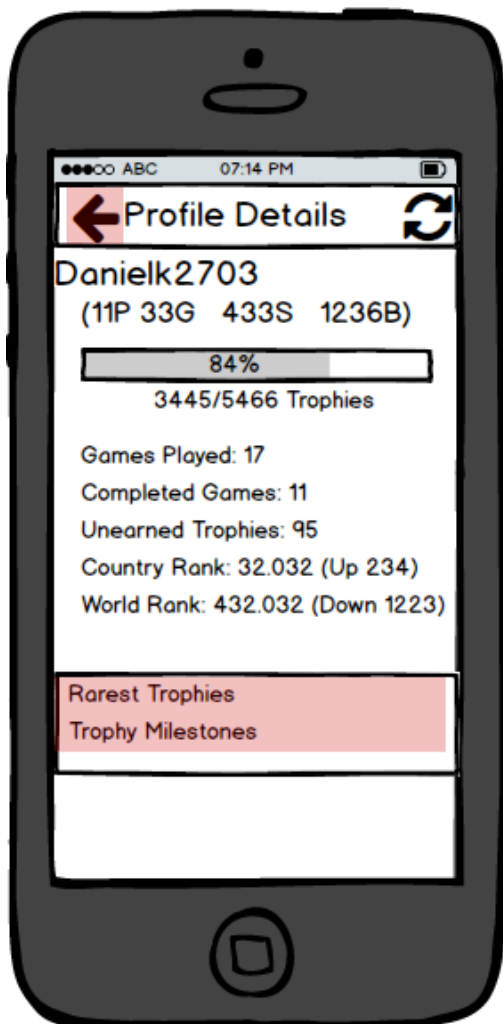
Optional<String> LatestTrophyDate (Absent if no trophies or platin achieved)

Optional<String> GapTime (Absent if no trophies or platin achieved)

Optional<String> PlatinDate (Absent if platin is not achieved)

List<Trophy> Trophies

My Platform profile extended info



PSNProfileDetails

Int P

Int G

Int S

Int B

Int progress

Int unearnedTrophies

Int earnedTrophies

Int allTrophies

Int gamesPlayed

Int CompletedGames

Int CountryRank

Int WorldRank

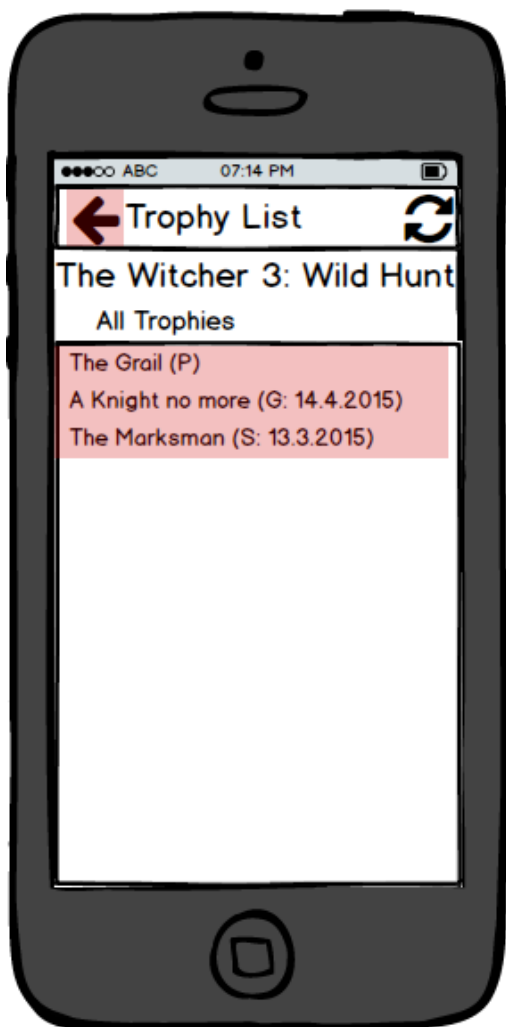
Int CountryDiff

Int WorldDiff

RaresTrophies rarestTrophies (see according page)

TrophyMilestones trophyMilestones (see according page)

Trophy List

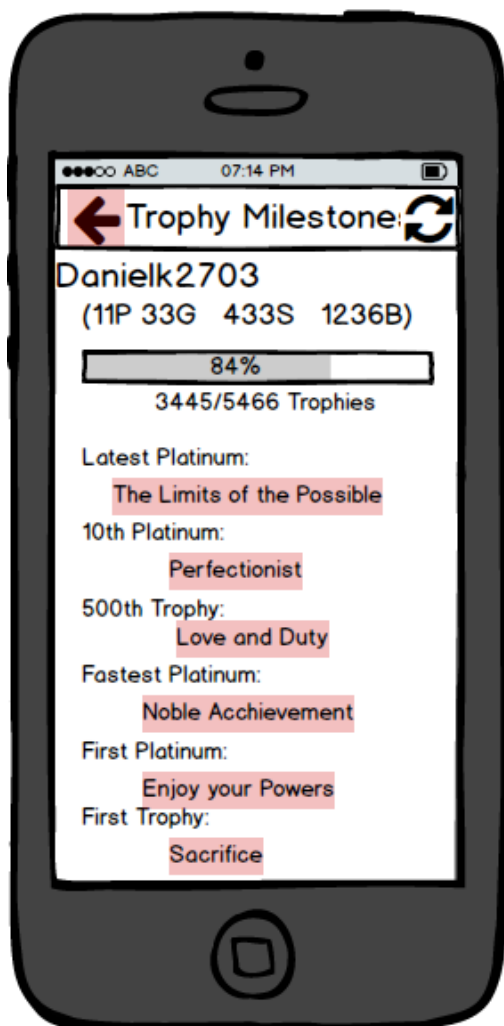


Trophy Detail



Trophy
String Name
String Text
String Type (B/S/G/P)
String Rarity
Optional<String> EarnedDate (absent if not earned)

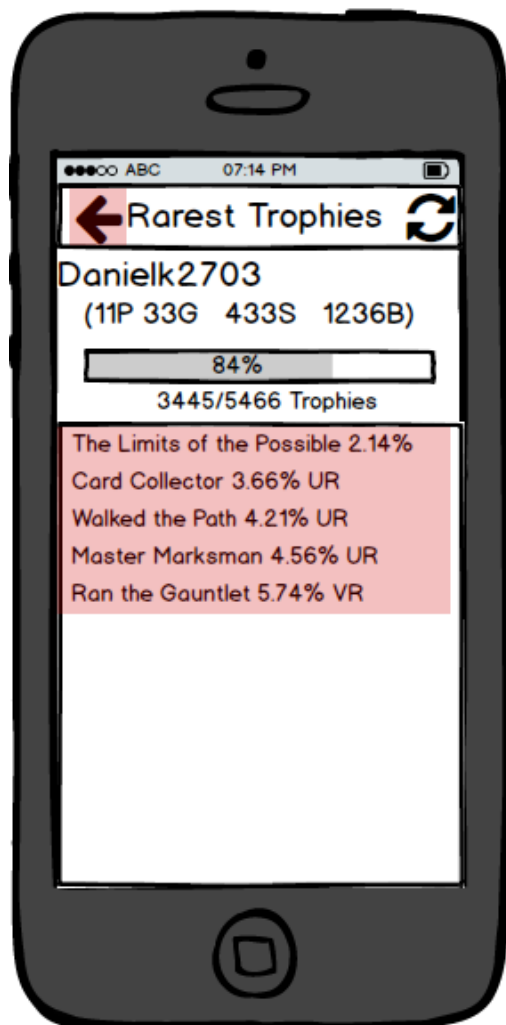
Trophy Milestones



TrophyMilestones

Optional<Trophy> LatestPlatinum
Optional<Trophy> tenthPlatinum
Optional<Trophy> fivehundredTrophy
Optional<Trophy> FastestPlatinum
Optional<Trophy> FirstPlatinum
Optional<Trophy> FirstTrophy

Rarest Trophies



RarestTrophies

Optional<Trophy> first

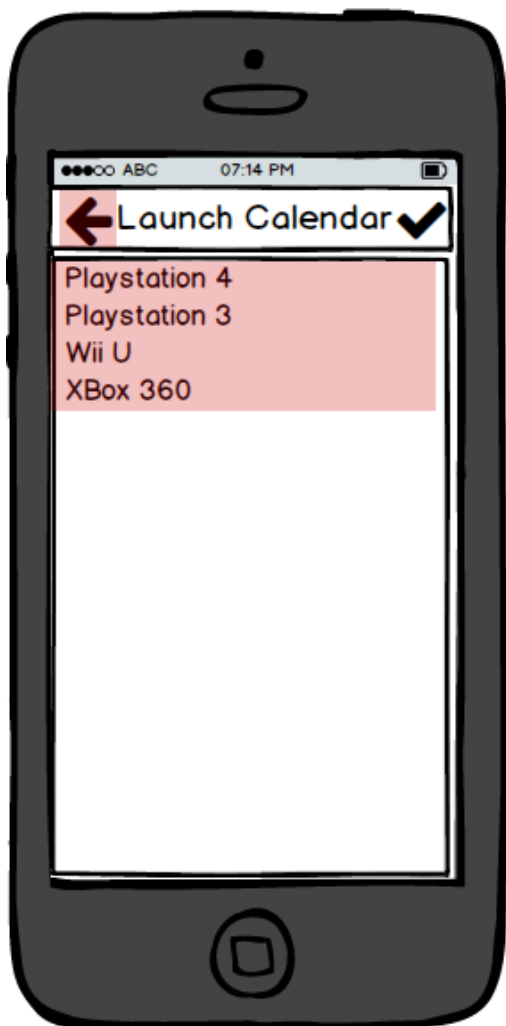
Optional<Trophy> second

Optional<Trophy> third

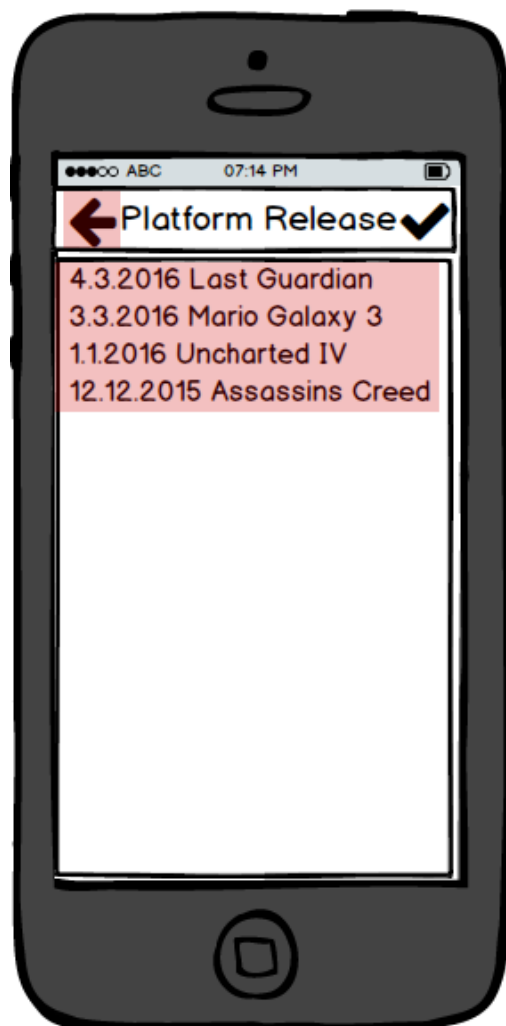
Optional<Trophy> fourth

Optional<Trophy> fifth

Launch Calendar

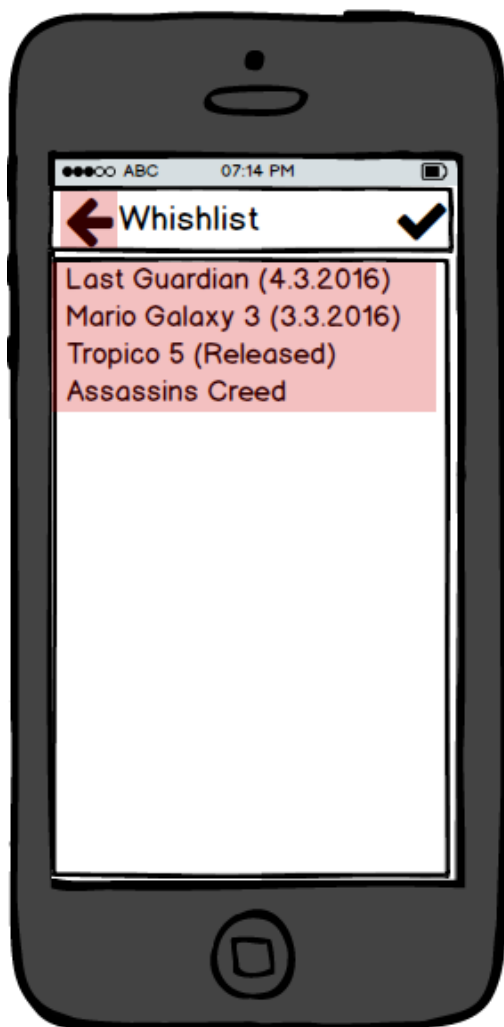


Platform Releases



contains all game objects, that have released date > now or TBD according to the chosen platform

Whishlist



contains all gameobjects, that have wishlist true