
Design Document for **Codename: Codenames**

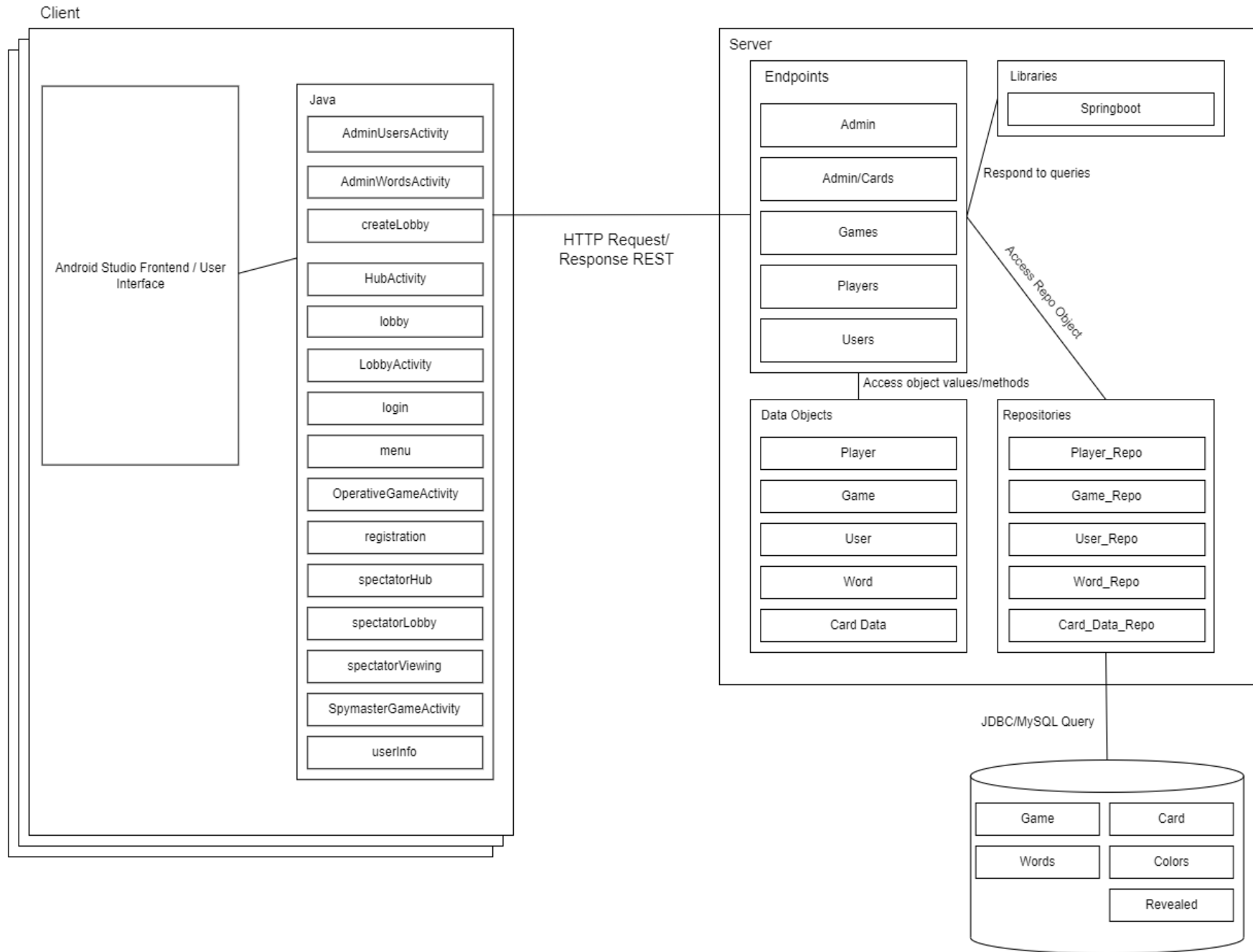
Group **2_AN_6**

Ben Kelly: Backend

Jimmy Driskell: Frontend

Dylan Booth: Frontend

Isaac Lo: Backend



Use this third page to describe complex parts of your design.

Server Endpoints

Server endpoints receive http requests, and use the passed arguments/data to interact with the repositories. when they do so, they grab any relevant data objects from the repositories, and use the data object's methods. After modifying the objects, the endpoints then save the objects back to the repositories, which save the modifications to the database using JDBC queries.

Repositories

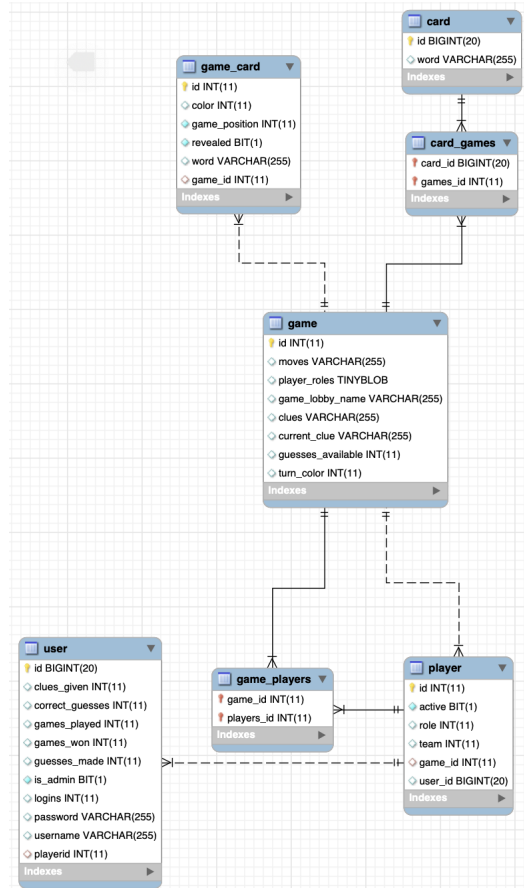
The data repositories facilitate interaction with the database, through JDBC. They can be used to retrieve data objects by both ID and fields, and can save data back.

Data Objects

The data objects are java representations of entries in the database, created through JDBC. they contain the storage of application state, and game data. they are interacted with to modify and interact with the game in a way that is reflected on all clients.

Android Communication

Anything that involves hubs, lobbies, and logging in/registering requires JSON requests to be used. These requests are called in almost all of the classes we use to control game sequence and menus.



Game Table

id
 moves
 player_roles
 game_lobby_name
 clues
 current_clue
 guesses_available
 turn_color
 players (one to many)

User Table

id
 clues_given
 correct_guesses

games_played
games_won
guesses_made
is_admin
logins
password
username
playerid (one to one relationship)

Player Table

id
active
role
team
game_id (one to many)
user_id (one to one)

Card Table

id
word

Game_Card Table

id
color
game_position
word
game_id (many to one relationship)

Game_Players Table

game_id (one to many)
player_id (one to many)