Design Document for Codename: Codenames

Group 2_AN_6
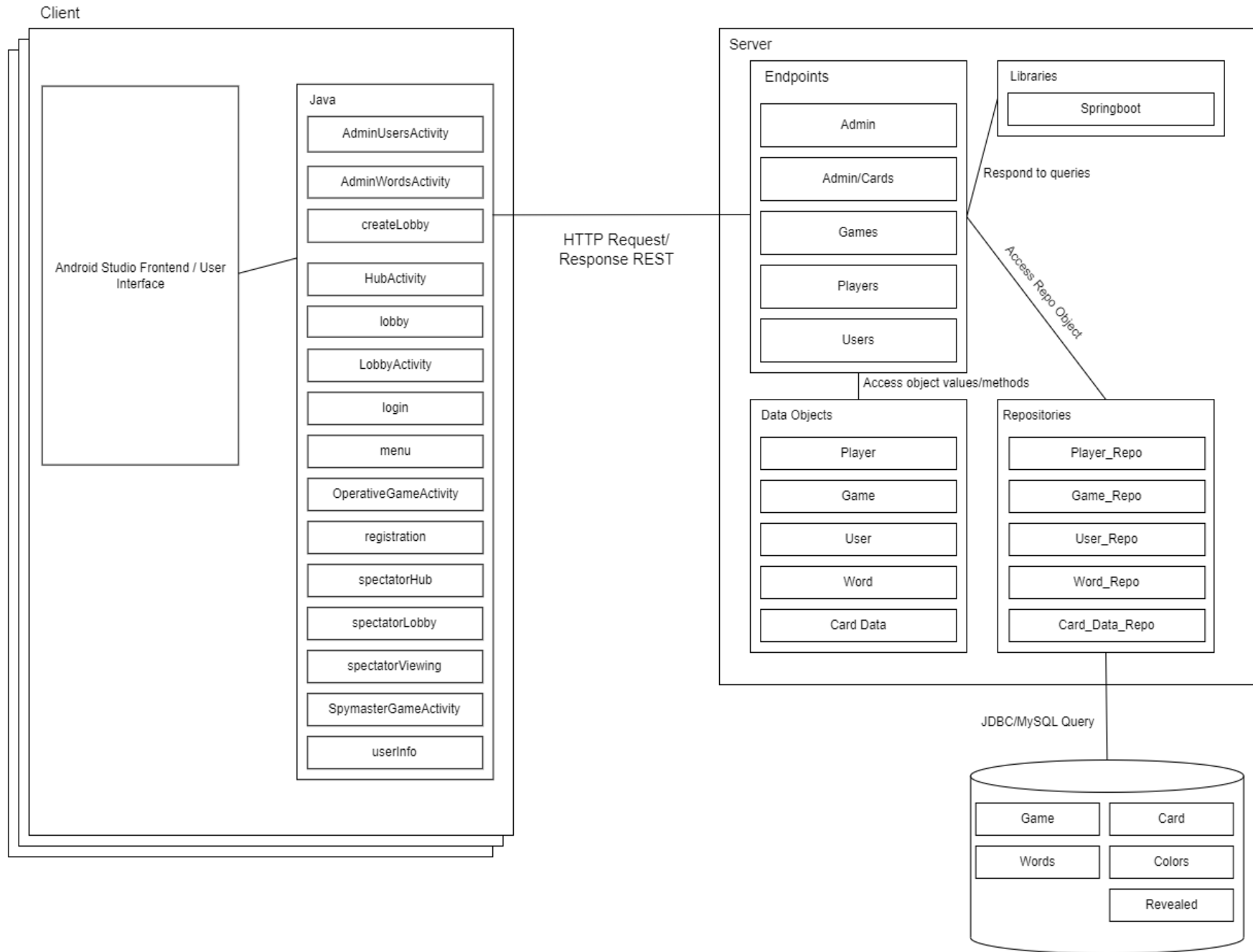
Ben Kelly: Backend

Jimmy Driskell: Frontend

Dylan Booth: Frontend

Isaac Lo: Backend

Client

Java

Android Studio Frontend / User Interface

- AdminUsersActivity
- AdminWordsActivity
- createLobby
- HubActivity
- lobby
- LobbyActivity
- login
- menu
- OperativeGameActivity
- registration
- spectatorHub
- spectatorLobby
- spectatorViewing
- SpymasterGameActivity
- userInfo

HTTP Request/ Response REST

Server

Endpoints

- Admin
- Admin/Cards
- Games
- Players
- Users

Libraries

- Springboot

Respond to queries

Access Repo Object

Access object values/methods

Data Objects

- Player
- Game
- User
- Word
- Card Data

Repositories

- Player_Repo
- Game_Repo
- User_Repo
- Word_Repo
- Card_Data_Repo

JDBC/MySQL Query

- Game
- Card
- Words
- Colors
- Revealed

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.
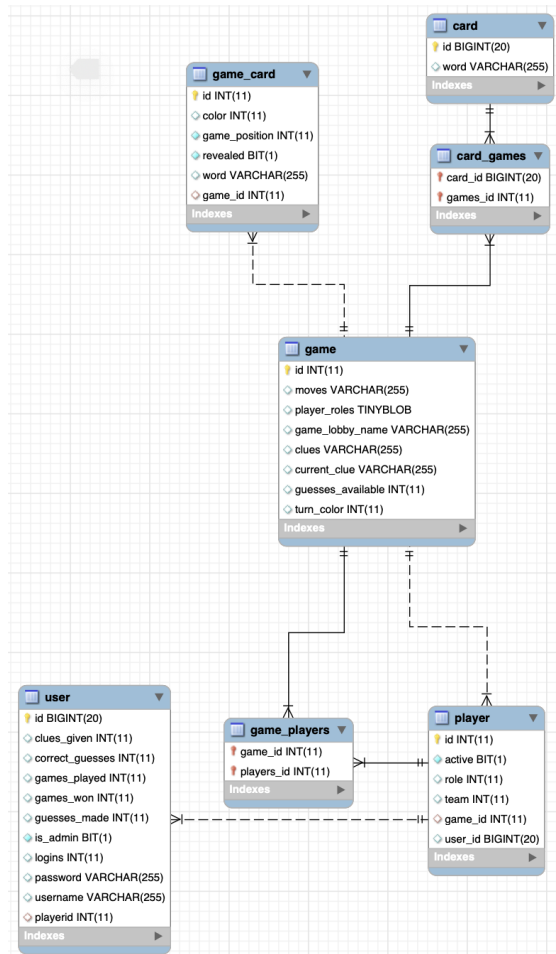
Game Table

User Table

Player Table

Card Table

Game_Card Table