

Block Diagram

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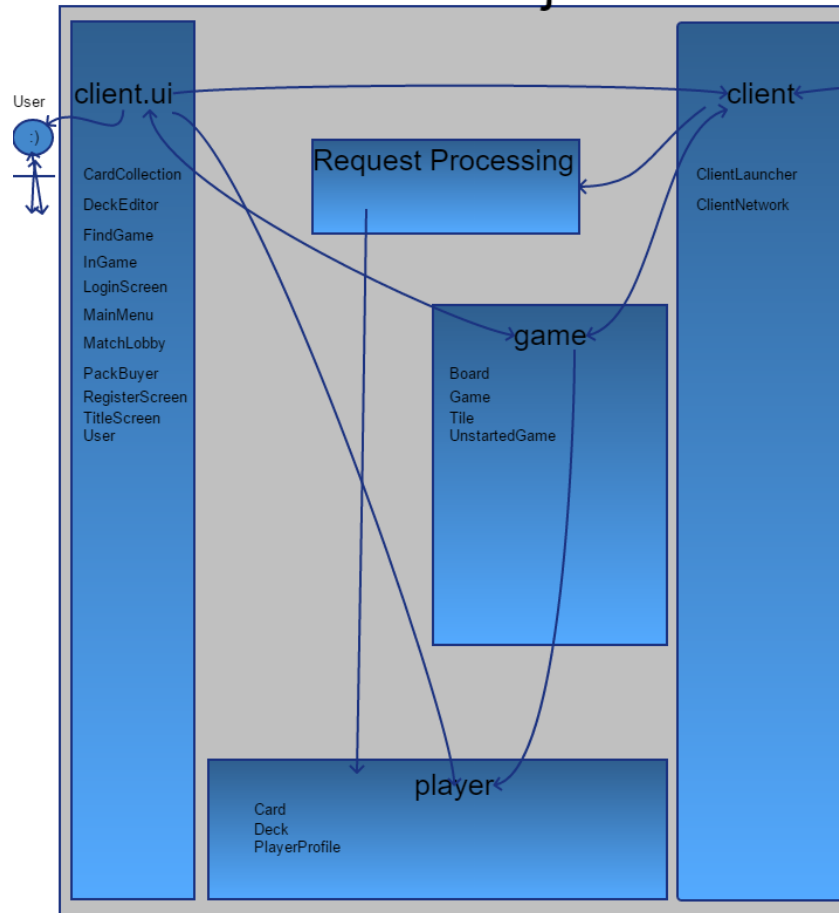
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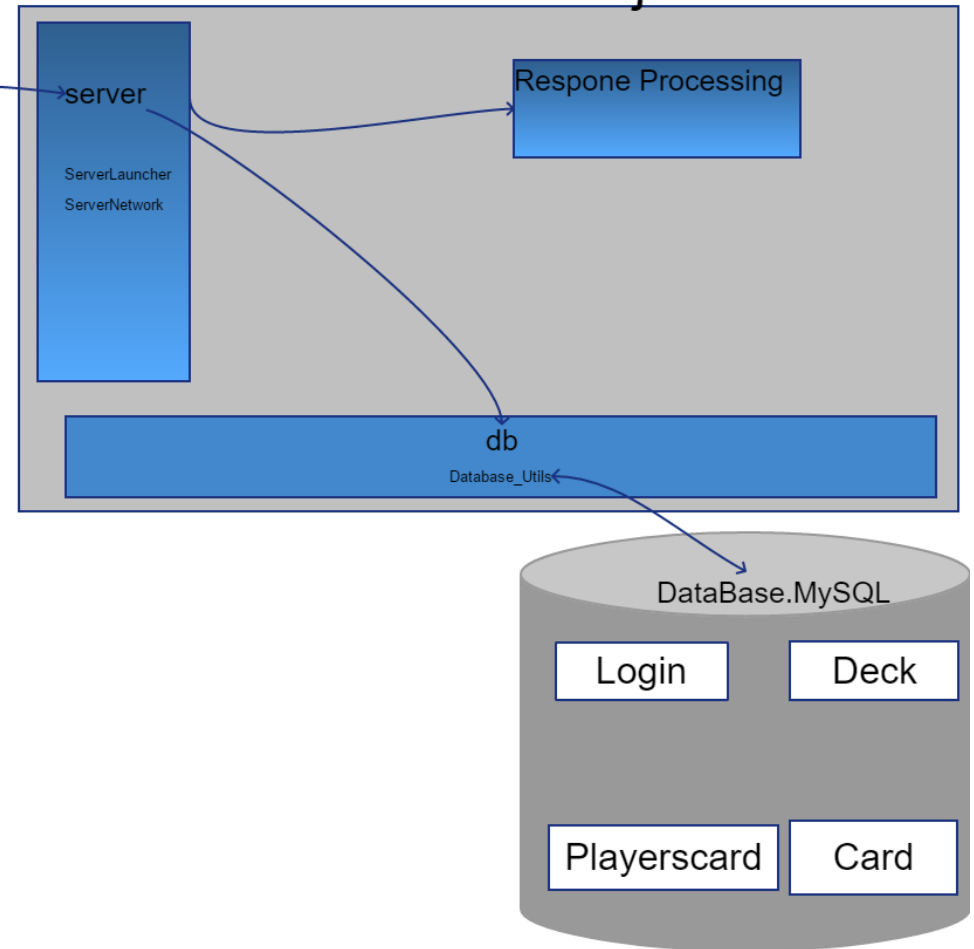
Project Name:

Absolute Conquest :Noobs, Big Daddies, and Dragons

Client.java



Server.java



The Client.java:

This package contains the Client.UI package which has all of the UI the users of our program will see.

This package also contains the client network class which creates requests, sends them to the server, and receives a response back.

The game package contains all the classes and objects needed to run the game.

It also has the player package which contains objects about players that are created when users login into the server so we can more easily keep track of their information.

The Server.java:

The server has internal processing in the ServerNetwork class, which creates responses to requests sent by the server.

For internal processing there are database calls for various things such as creating accounts or logging in on and other functions for information that the server needs.

It also creates response objects which are serialized to strings to be given to the client so that the server can transmit information to the client

The DataBase.mySQL:

This database contains 4 different tables:

The Login table contains all of the information about player's login information.

The Deck table contains all of the different decks any player has made while logged into our game.

The Playerscard table keeps track of which cards players own and how many copies of each card they have.

The Card table contains all of the different cards in the game and all of the information about each card.

1. Login Table

- a. Name - Username
- b. Password - encrypted password of user
- c. UserID - unique id for the user
- d. Money - amount of money to buy packs
- e. Wins - number of wins a player has
- f. Loses - number of losses a player has
- g. Avatar picture - BLOB format

2. Card

- a. Name - Card name
- b. Card ID - unique id for a card
- c. Imgfilename - image filename for the card
- d. Attack - Attack stat
- e. Speed - Speed stat
- f. Health - Health Stat
- g. Description - Description of the card
- h. Type - Card type
- i. Ability - Special ability of a card
- j. Cost - The cost a player must pay to play this card
- k. Value - how much money a player gets for destroying a card
- l. Rarity - used for determining how often they are found in packs

3. Playerscard - Table of the list of the cards a player owns in their collection

- a. userID - The ID of the user on the current row
- b. Rest of the card names are the rest of the columns so that we can read how many of each card a player has

4. Deck

- a. All of the cards in the deck created the same as Playerscard where the card names are the column names
- b. Name - Name of the deck
- c. Deck ID - unique ID of the deck
- d. Player ID - PlayerID of the deck owner