



★ Star Battle Odyssey ★

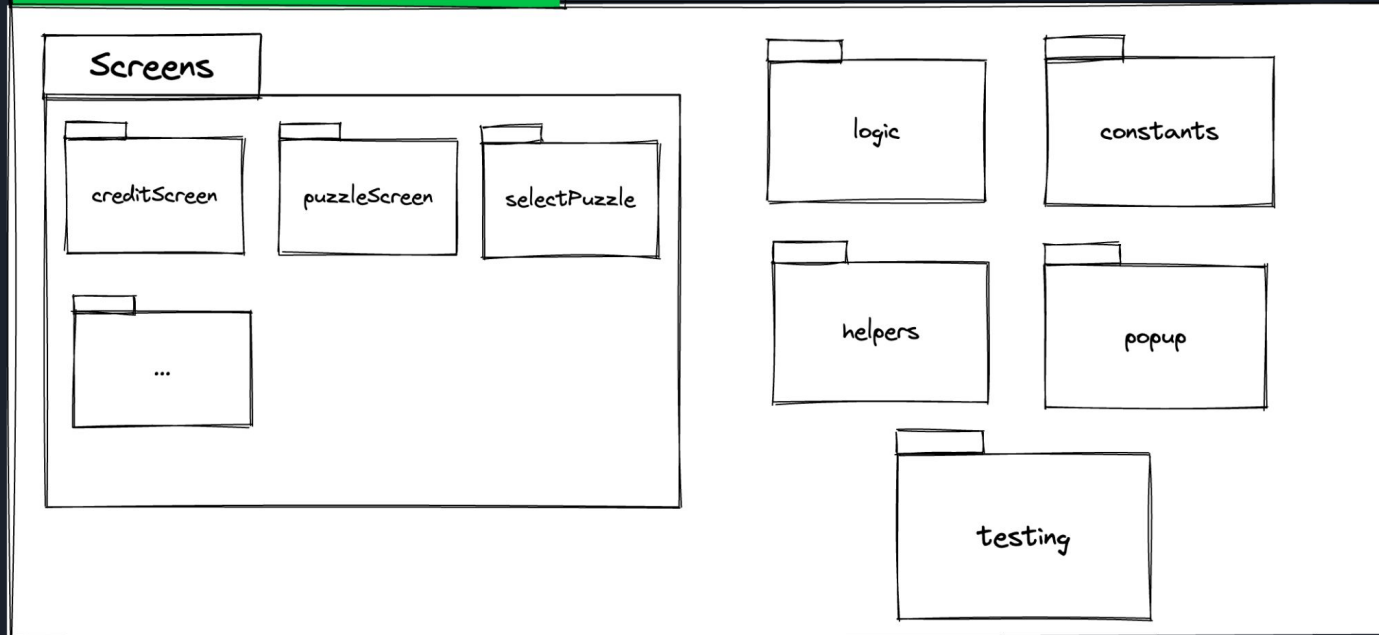
Team Webb: Brandon, Seth, Eric, Chris

CS 390: Spring 2023

Package Diagram: Client



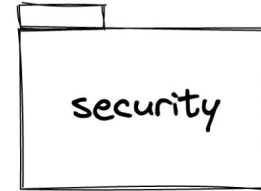
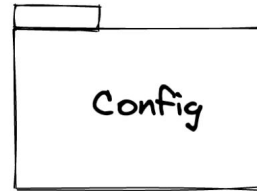
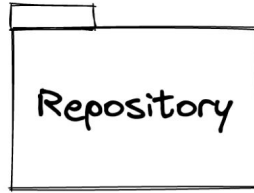
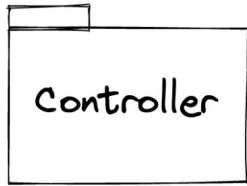
client



Package Diagram: Server



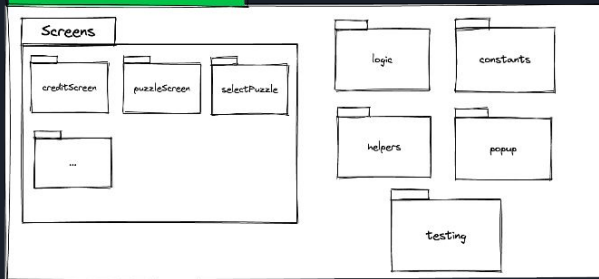
Server



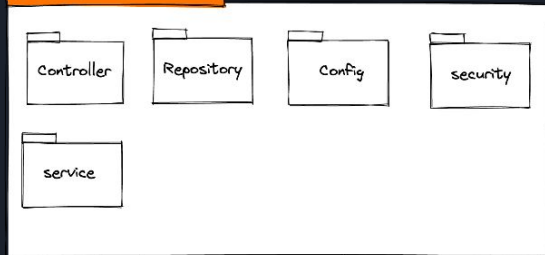
Package Diagram: Together



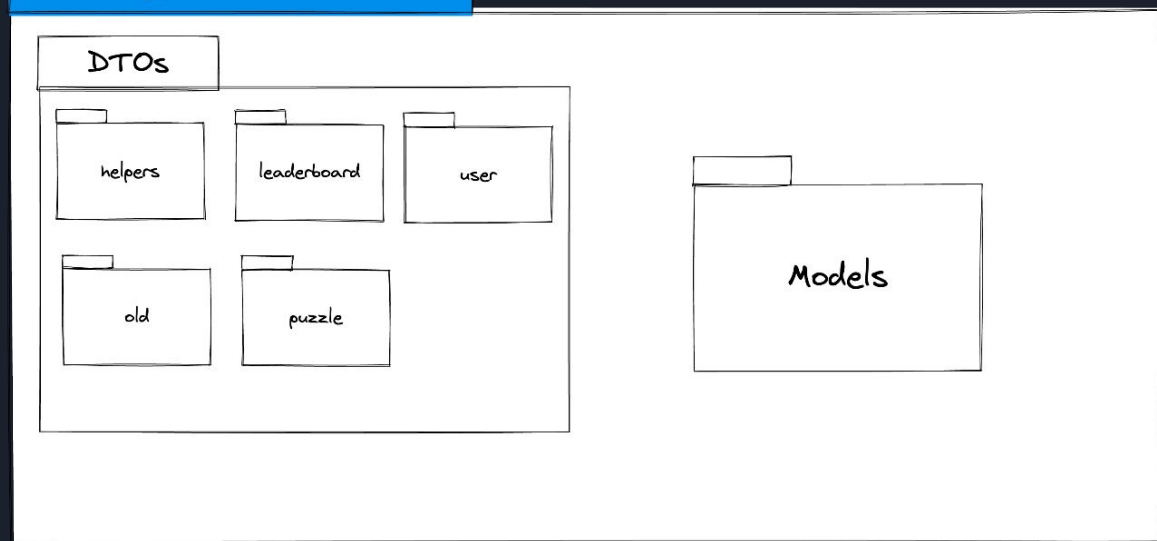
Client



Server

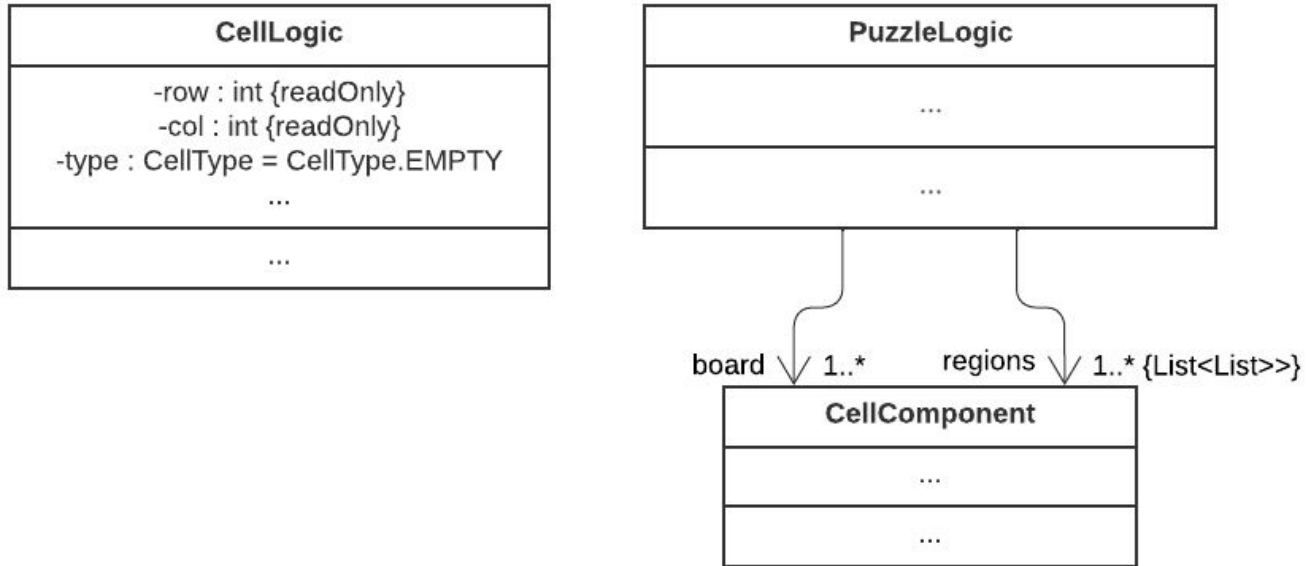


Shared

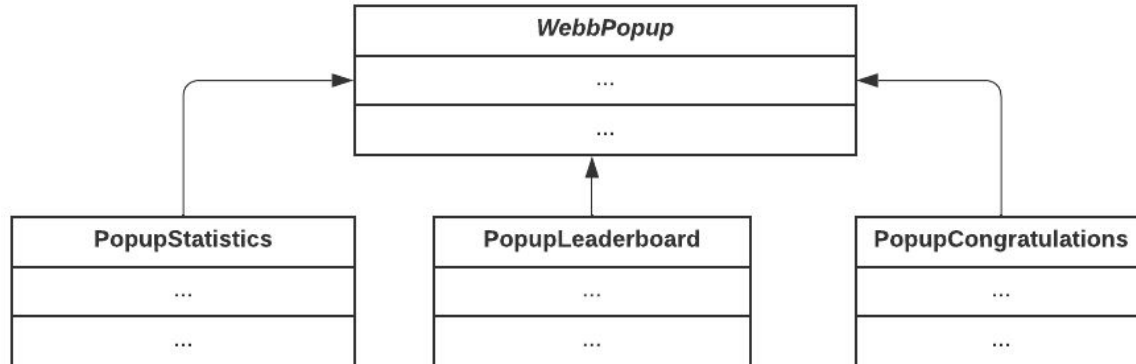
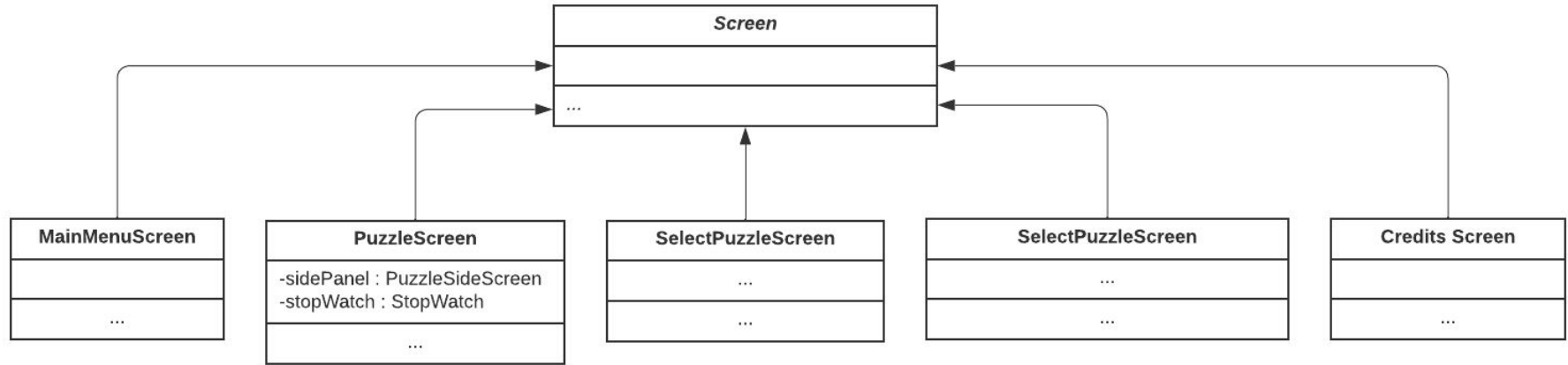




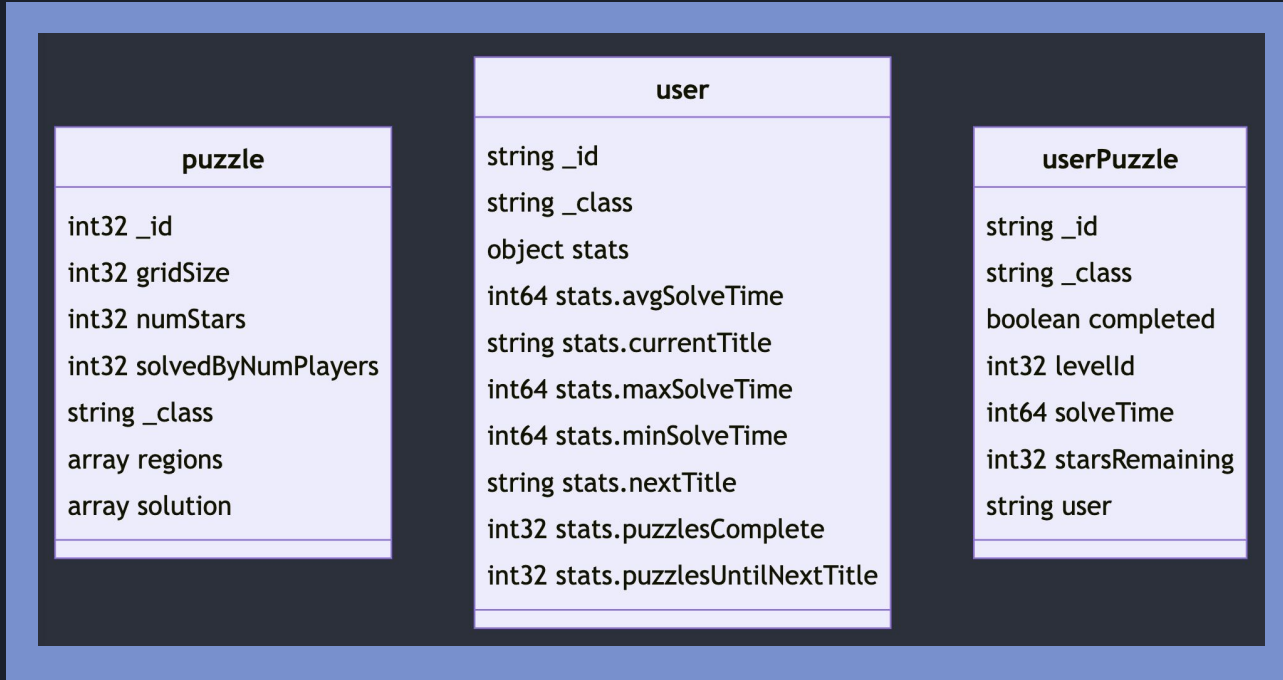
Class Diagram



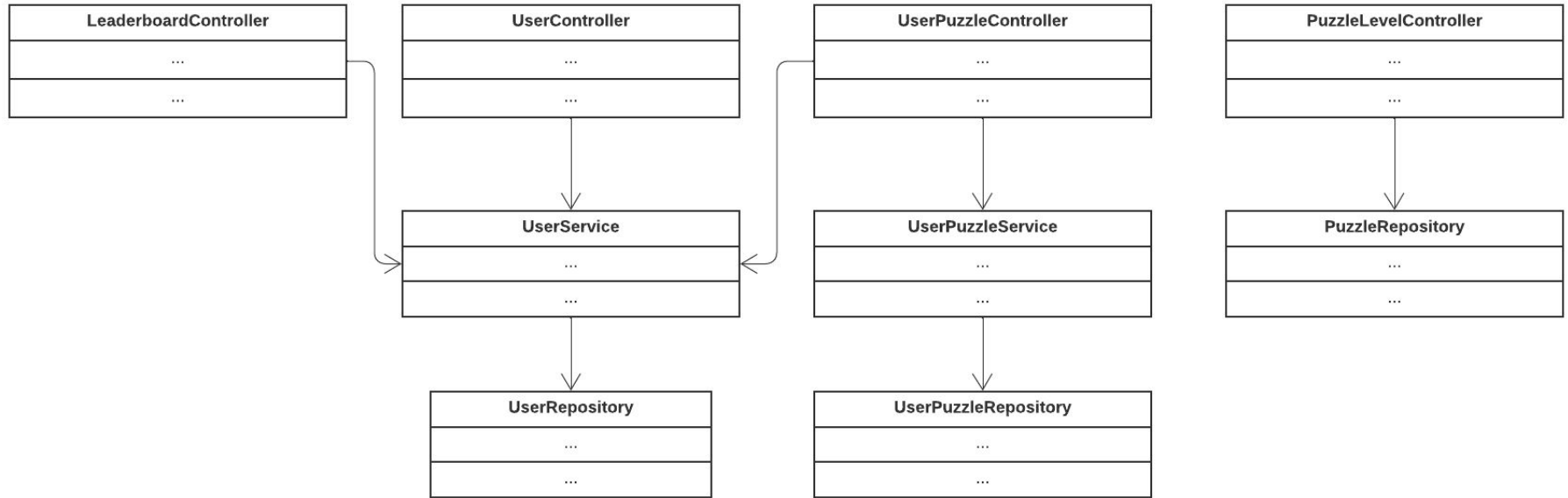
GUI Design



Database Model Design



Server Class Design



Design Change






































- Tweak board representation (class/method communication)
- Screen to enter in your username to login or signup
- Rethinking marker visibility



Future Change

- Saving and loading game settings from the server
- Merging markers
- Add more levels with different star amounts
- Implement a difficulty rating system



- ☐ ☒ As a user, I want to be able to see a list of top players by the number of puzzles solved, so that I can feel competitive and engaged. client user story   1
#24 by chrishollandaise was closed 3 weeks ago  3 of 4 tasks  Iteration 2
- ☐ ☒ As a user, I want to be able to see a statistic about the number of puzzles solved, so that I can understand my play and skill. client user story   1
#23 by chrishollandaise was closed 3 weeks ago  3 tasks done  Iteration 2
- ☐ ☒ As a user, when working on a puzzle, I want to be able to see how many other players have completed the same puzzle, so that I can satisfy my curiosity. client user story   1
#22 by chrishollandaise was closed 3 weeks ago  2 of 3 tasks  Iteration 2
- ☐ ☒ As a user, I want to be able to see statistics about my max/min/average solve time, so that I can understand my play and skill. client user story   3
#19 opened on Mar 15 by chrishollandaise  1 of 4 tasks
- ☐ ☒ As a user, I want to be notified when I place a star in an invalid cell so that I do not make the wrong moves. client user story   1
#18 by chrishollandaise was closed 3 weeks ago  3 tasks done  Iteration 2
- ☐ ☒ As a user, when I place the winning move, I want to see my award progress, so I can feel I made an achievement. client user story   1
#17 opened on Mar 15 by chrishollandaise  1 of 4 tasks
- ☐ ☒ As a user, when I place the winning move, I want to see my final time, so that I can feel that I made an achievement. client user story   1
#16 by chrishollandaise was closed 3 weeks ago  3 tasks done
- ☐ ☒ As a user, I want to be alerted after placing the winning move, so that I can feel that I made an achievement. client user story   1
#15 by chrishollandaise was closed 3 weeks ago  2 of 3 tasks  Iteration 2
- ☐ ☒ As a user, I want to be able to identify myself amongst other players so that I can save my progress. client user story   1
#14 by chrishollandaise was closed on Mar 24  4 tasks done  Iteration 2
- ☐ ☒ As a user, I would like an easy-to-understand visual representation of the game, so that I can follow along and play the game. client user story   1
#13 by chrishollandaise was closed on Mar 24  4 tasks done  Iteration 2

PLU CSCI 390 Group

TEXT CHANNELS

announcements



general

resource


ui-design-shiz

model-design-shiz

api-shiz

presentation-chat...  

VOICE CHANNELS

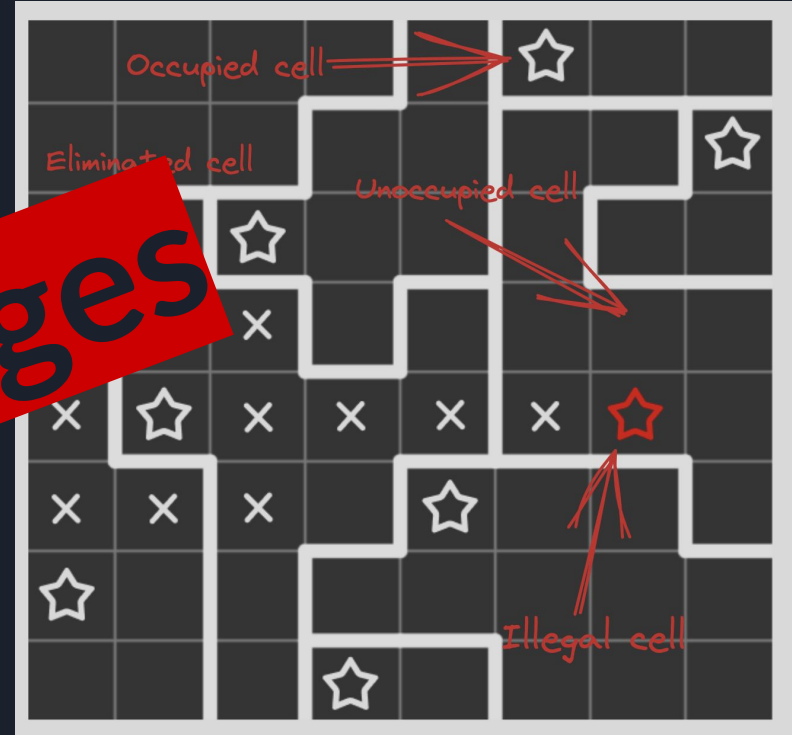
 General

Figma mockup and design doc for client

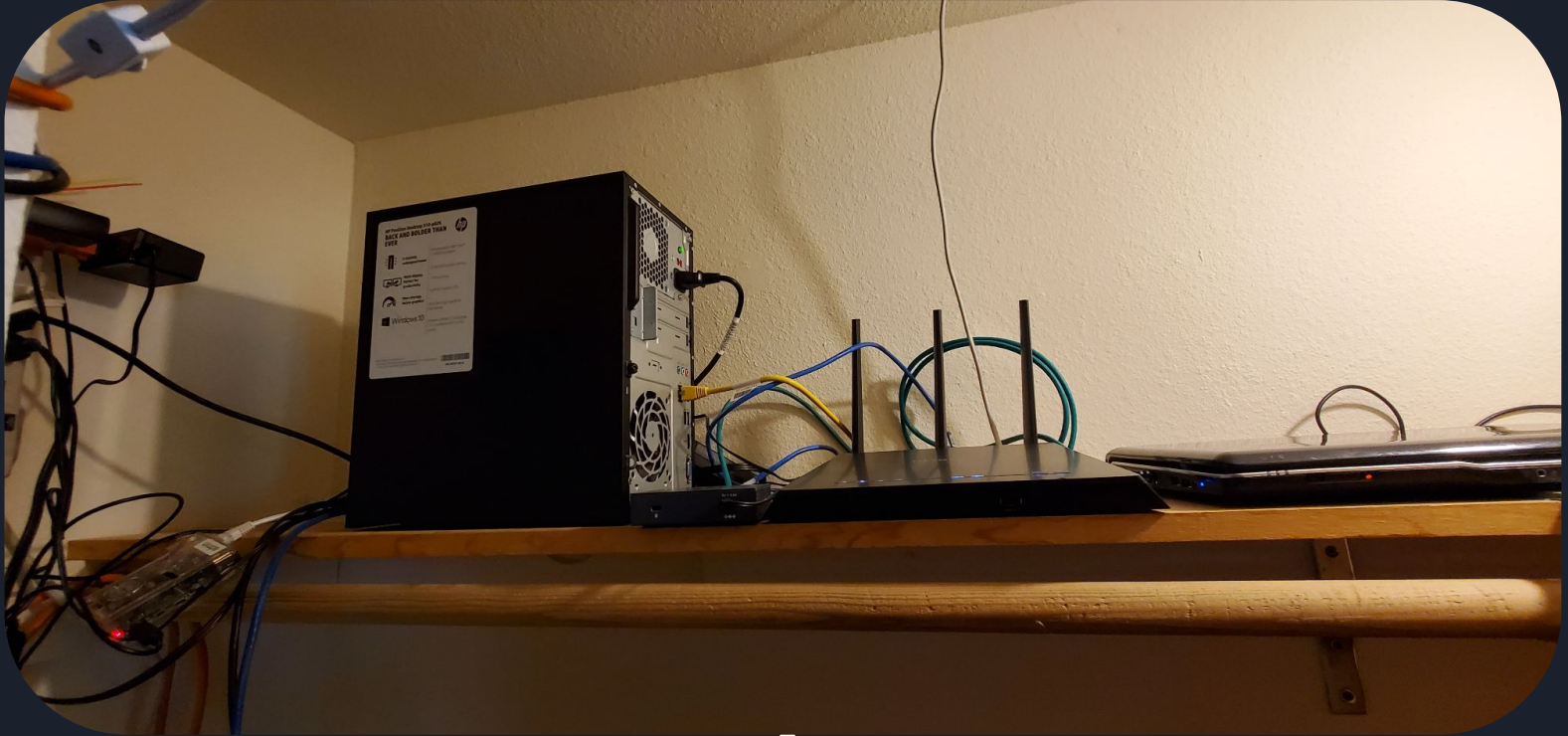
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20 pages



Shared database & server





Demo





Thank You

Questions?

