Brent Porter
SWDV Capstone
3.22.2020
Week 2
Design – Service Layers

Bears Baseball – Service Layer Design Document

Table of Contents

MVP services	
Service Descriptions	
Admin user authentication Login Service	
Admin user authentication LogOut Service	
Admin Update Calendar Service	
All User View Calendar Service	
Admin Update Announcements Service	
All user view announcements service	
Stratch corriges	
Stretch services	
Service Descriptions	
Admin Add Game Stat Service	
All User Get Available Seasons	
All User View Game Stat Service	
All user View player stat service	······
Addendums	
Architecture Diagram	
MVP	
Stretch	
Wireframes with Services Identified	
MVP	
Stretch	

MVP services

Service Descriptions

I anticipate needing 6 services in place. They are below:

Admin user authentication Login Service

- a. Post method used to create a session that returns a token to the client
- b. POST /Auth/Login
- c. Parameters
 - i. Username
 - ii. Password
- d. Return
 - i. 200
 - 1. Session Token
 - ii. 400
 - 1. Invalid Username or Password

Admin user authentication LogOut Service

- e. Delete Method that terminates the session and invalidates the session token on the client side
- f. DELETE /Auth/Logout
- g. Parameters
 - i. Session Token
- h. Return
 - i. All
- 1. Logout Successful

Admin Update Calendar Service

- i. Post method that updates the calendar table with changes to that table
- j. POST /Calendar/Update
- k. Parameters
 - i. Session Token
 - ii. Type
 - iii. Date
 - iv. Time
 - v. Location
 - vi. Opponent
 - vii. Score
 - viii. Outcome
- I. Return
 - i. 200
 - Event Created
 - ii. 400
 - 1. Could Not Create Event

All User View Calendar Service

- m. Get method that fetches the latest calendar data
- n. Get /Calendar
- o. Parameters
 - i. Date
- p. Return
 - i. 200
 - 1. All Events in the previous 90 days
 - 2. All events going forward from the submitted date
 - ii. 400
 - 1. No Events Found

Admin Update Announcements Service

- q. Post method that updates the announcements on the homepage
- r. POST /Announce
- s. Parameters
 - i. Session ID
 - ii. Date
 - iii. Time
 - iv. Announcement
- t. Return
 - i. 200
 - 1. Announcement Added
 - ii. 400
 - 1. Unable To add Announcement

All user view announcements service

- u. Get method that retrieves the announcements from the announcements Table
- v. Get /Announce
- w. Parameters
 - i. None
- x. Return
 - i. 200
 - 1. Announcement Date
 - 2. Announcement Time
 - 3. Announcement Text
 - ii. 400
 - 1. No Announcements Available

These 6 services broadly can be lumped into 2 categories: Admin use, and Public use. Admin services exist to allow the team managers who exist in the data distributor persona to update data in the database for view to the public. Viewing is primarily carried out by the remaining personas found in the Data Consumer, and the joint Consumer/Distributor roles. All of the Admin POST services match the former grouping, and all of the end user GET services match the latter. These services enable the MVP features I've outlined.

Stretch services

Service Descriptions

I anticipate needing 4 additional services in place. They are below:

Admin Add Game Stat Service

- a. Post method that adds game statistical data to the db
- b. Post /Stats
- c. Parameters
 - iii. Session Token
 - iv. Game ID
 - v. Player ID
 - vi. Game Played yes/no
 - vii. Runs
 - viii. Singles
 - ix. Doubles
 - x. Triples
 - xi. HomeRuns
 - xii. RBIs
 - xiii. Walks
 - xiv. Strikeouts
 - xv. Hit By Pitch
 - xvi. Stolen Bases
 - xvii. Caught Stealing
 - xviii. Sacrifice
 - xix. Reached on Error
 - xx. Fielder's Choice

All User Get Available Seasons

- d. Get method that returns values for season selection drop down
- e. Get /Season
- f. Parameters
 - xxi. None
- g. Return
 - xxii. 200
 - 1. Seasons
 - xxiii. 400
 - 1. No Seasons Available

All User View Game Stat Service

- h. Get method that returns game splits and season splits per user selection
- i. GET /Stats/Team
- i. Parameters
 - xxiv. Season Selection
- k. Return
 - xxv. 200
 - 1. Season Game Splits

- a. Date
- b. Opponent
- c. AVG
- d. Plate Appearances
- e. At Bats
- f. Runs
- g. Hits
- h. Doubles
- i. Triples
- j. Home Runs
- k. RBIs
- I. Strike Outs
- m. Walks
- n. Hit Batters
- o. Stolen Bases
- p. Caught Stealing
- q. Sacrifice
- r. Reached On Error
- s. Fielder's Choice
- t. On Base Percentage
- u. Slugging
- v. OPS

2. Season Player Splits

- a. AVG
- b. Games Played
- c. Plate Appearances
- d. At Bats
- e. Runs
- f. Hits
- g. Doubles
- h. Triples
- i. Home Runs
- i. RBIs
- k. Strike Outs
- I. Walks
- m. Hit Batters
- n. Stolen Bases
- o. Caught Stealing
- p. Sacrifice
- q. Reached On Error
- r. Fielder's Choice
- s. On Base Percentage
- t. Slugging
- u. OPS

- 3. Season by Season Splits
 - a. Date
 - b. Opponent
 - c. AVG
 - d. Plate Appearances
 - e. At Bats
 - f. Runs
 - g. Hits
 - h. Doubles
 - i. Triples
 - j. Home Runs
 - k. RBIs
 - I. Strike Outs
 - m. Walks
 - n. Hit Batters
 - o. Stolen Bases
 - p. Caught Stealing
 - q. Sacrifice
 - r. Reached On Error
 - s. Fielder's Choice
 - t. On Base Percentage
 - u. Slugging
 - v. OPS

xxvi. 400

1. An Error Occurred: No stats found

All user View player stat service

- I. Get Method that returns player stats for current season and career
- m. Get /Stats/Player
- n. Parameters

xxvii. Player Name

o. Return

xxviii. 200

- 1. Current Season
 - a. Date
 - b. Opponent
 - c. AVG
 - d. Plate Appearances
 - e. At Bats
 - f. Runs
 - g. Hits
 - h. Doubles
 - i. Triples
 - j. Home Runs
 - k. RBIs

- I. Strike Outs
- m. Walks
- n. Hit Batters
- o. Stolen Bases
- p. Caught Stealing
- q. Sacrifice
- r. Reached On Error
- s. Fielder's Choice
- t. On Base Percentage
- u. Slugging
- v. OPS

2. Career

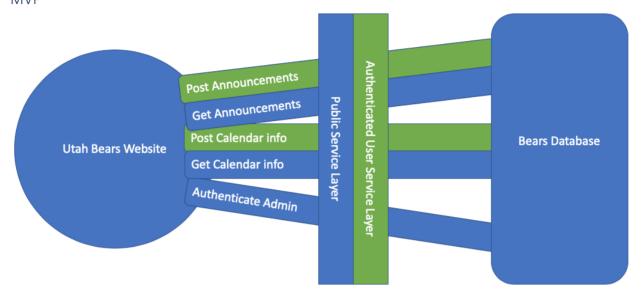
- a. AVG
- b. Games Played
- c. Plate Appearances
- d. At Bats
- e. Runs
- f. Hits
- g. Doubles
- h. Triples
- i. Home Runs
- j. RBIs
- k. Strike Outs
- I. Walks
- m. Hit Batters
- n. Stolen Bases
- o. Caught Stealing
- p. Sacrifice
- q. Reached On Error
- r. Fielder's Choice
- s. On Base Percentage
- t. Slugging
- u. OPS

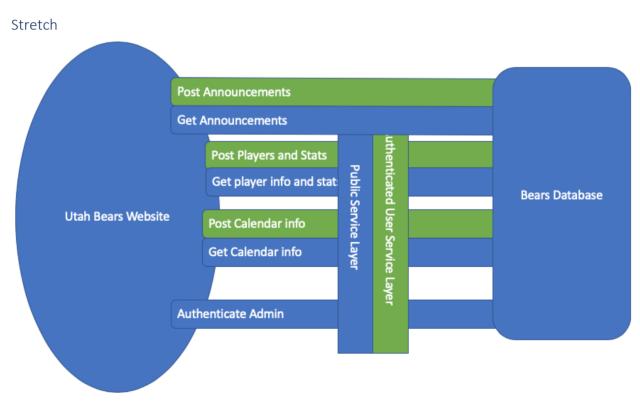
xxix. 400

1. (Player Name) has not played in any games

These 4 additional services broadly can be lumped into 2 categories: Admin use, and Public use. Admin services exist to allow the team managers who exist in the data distributor persona to update data in the database for view to the public. Viewing is primarily carried out by the remaining personas found in the Data Consumer, and the joint Consumer/Distributor roles. All of the Admin POST services match the former grouping, and all of the end user GET services match the latter. These services will enable the additional Stat based features that I have moved to stretch from my MVP.

Addendums Architecture Diagram MVP





Wireframes with Services Identified

