



Pisti Game

GENERAL DOCUMENTATION

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1. Pisti Game Backend

1.1. Technologies Used

Maven, Spring Web and Spring Data JPA used for overall project.

MariaDb used for database.

Swagger and JavaDoc used for documentation.

Postman and Junit used for testing.

1.2 Entity Relationship Model

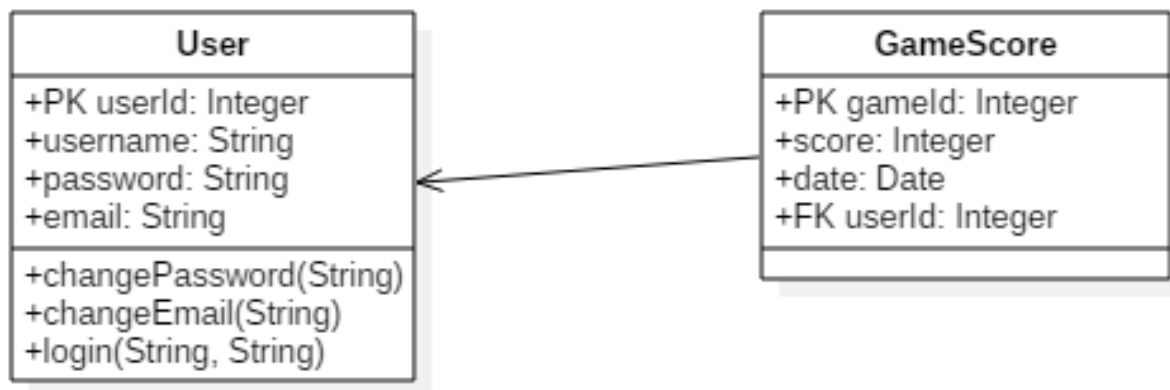


Figure 1: Entity Relationship Model

We decided to keep backend as simple as possible, since we only needed to keep the user data and the game score data in the database.

1.3 Encryption

For encryption we used Java Hashcodes of the strings.

1.4 Packages

Controller package for Backend controllers.

Model package for classes of the entities.

Service package for Backend services.

Repository package for Repositories of the Backend.

2. Pisti Game Frontend

2.1. Technologies Used

Maven and Spring Web used for overall project.

JavaFX used for GUI and game.

Swagger and JavaDoc used for documentation.

Junit used for testing.

2.2 Packages

Constants package for game constants.

Controller package for Secene controllers.

Model package for classes of the models.

Service package for Game Service.