

Block Diagram

SD_02

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Block Diagram

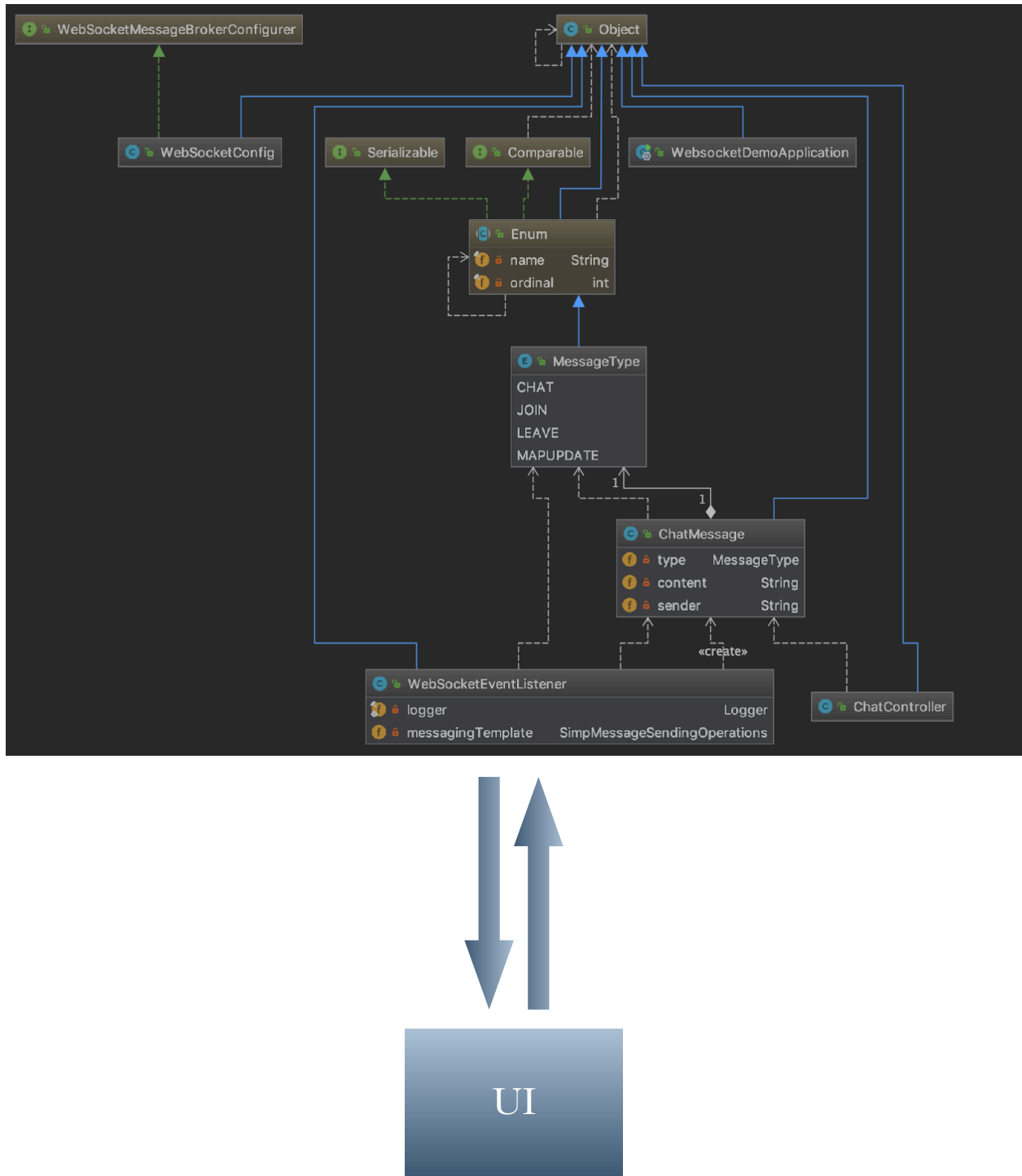


Diagram Description

WebSocketConfig - the meat and bones of what connected everything together. Allowed to connect users so their data is shared live.

MessageType - what we used to send things along the Web Socket. The name is misleading, as it also controls the map signal. Ensures everything sent from server to client (and back) conformed to our standards.

ChatMessage - the “contents” of client/server communication. Also misleading, as it controls map info sending too.

Chat Controller - allows for sending and receiving of chat and map messages. Mapped and used in the js for communications.

WebSocketEventListener - mapped for use in the js, and used by the Chat Controller for server/client communications.

Client UI - the client user interface, primarily the map and chat

Tables

User

User_ID: int

Active: bool

Email: string

Last_name: string

Name: string

Password: string (hashed)

Hibernate_sequence

Next_val

Role

Role_id : int

Role: string

User_role

User_ID: int (1:1 with User table)

Role_ID: int (1:1 with Role table)

GameInfo (didn't get finished)

Game_ID: int

Image: string (points to directory)

Height: int

Width: int

Grid_size: int

Markers: string (JSONified)