

System Design Document

1. Class Name: GamePage.tsx
 - Parent Class: N/A
 - Subclasses: N/A
 - Responsibilities:
 - Render main game interface
 - Handling the user input
 - Displaying game prompts and the game state
 - Collaborators:
 - button.tsx
 - card.tsx
 - input.tsx
2. Class Name: userList.tsx
 - Parent Class: N/A
 - Subclasses: N/A
 - Responsibilities:
 - Displays the list of users in the game
 - Collaborators:
 - N/A
3. Class Name: SignIn.tsx
 - Parent Class: N/A
 - Subclasses: N/A
 - Responsibilities:
 - Displays a user interface for signing in
 - Integrates the Clerk api for authentication
 - Collaborators:
 - button.tsx (components/ui/button.tsx). Used for the sign-in process
4. Class Name: Header.tsx
 - Parent Class: N/A
 - Subclasses: N/A
 - Responsibilities:
 - App header which displays the title, and user authentication status
 - Collaborators:
 - mode-toggle.tsx. Which allows the user to switch display themes
5. Class Name: mode-toggle.tsx

- Parent Class: N/A
 - Subclasses: N/A
 - Responsibilities:
 - Allows the user to switch between light mode, dark mode, or the system theme
 - Collaborators:
 - button.tsx : Used for the theme option button
6. Class Name: SignedIn.tsx
- Parent Class: N/A
 - Subclasses: N/A
 - Responsibilities:
 - Displays a welcome message and options for the user once signed in
 - Collaborators:
 - button.tsx: used for the navigation buttons

Description of System Interaction with the Environment

Dependencies and Assumptions:

- Operating System: Cross-platform (Windows, macOS, Linux)
- Programming Language: Typescript (React for frontend, Node.js for backend)
- Database: MongoDB (using the cloud)
- Network Configuration: Assume good internet connection for the API calls and database access.
- Authentication: Using Clerk for user authentication and session management for the users

Diagram:



