

CRC CARDS

Class Name: IVideoClient	
State: None (Its implementations can hold info about api, api keys, authentication details etc.)	
Responsibilities	Collaborators
Interface to represent a Video calling and Chat Component of Covey Town that can return a secret token for a client to connect to the resources of the given room	All Implementations of IVideoClient (TwilioVideo)
	CoveyTownController

Class Name: PlayerSession	
State: player, sessionToken, videoToken, broadcastChannelSID, groupChatChannelSID	
Responsibilities	Collaborators
This class represents a single connection of the player to the room. It stores the secret tokens that the player uses to access the resources in the room.	CoveyTownController
	Player

Class Name: TwilioVideo	
State: twilioClient, instance, twilioAccountSid, twilioApiKeySID, twilioApiKeySecret, twilioChatServiceSID	
Responsibilities	Collaborators
This class represents Video and Chat Component of Covey Town that can return a secret token for a client to connect to the resources of the given room	IVideoClient
	CoveyTownController

Class Name: CoveyTownController	
State: players, sessions, videoClient, listeners, coveyTownID, friendlyName, townUpdatePassword, isPubliclyListed, capacity, broadcastChannelSid, groupChatChannelSid, privateChannelMap, chatChannelToken	
Responsibilities	Collaborators
This class manages the logic behind various events occuring in each room like joining a room, moving in a room or leaving a room.	CoveyTownListener
	Player
	PlayerSession
	TwilioVideo
	IVideoClient

	ICoveyTownsStore
	CoveyTownsStore
	CoveyTypes

Class Name: TownJoinResponse	
State: coveyUserID, coveySessionToken, providerVideoToken, currentPlayers, friendlyName, isPubliclyListed, broadcastChannelSID, groupChatChannelSID	
Responsibilities	Collaborators
This class represents the format of the response to join a town in Covey.Town as returned by the handler to the server.	townJoinHandler (function)

Class Name: CreatePrivateChannelRequest	
State: coveyTownID, userID, requestorUserID	
Responsibilities	Collaborators
This class represents payload sent by the client to create a private channel.	createPrivateChannel (Function)

Class Name: CreateChannelResponse	
State: channelSid	
Responsibilities	Collaborators
This class represents response from the server for channel creation.	createPrivateChannel (Function)

Class Name: townJoinHandler (function)	
State: None	
Responsibilities	Collaborators
Once a client makes a request to join a room, this handler is executed which processes the client's request to join the room by returning the session token to the client which is later used for subscription to the room.	TownJoinRequest
	TownJoinResponse
	CoveyTownsStore
	CoveyTownController
	Player
	PlayerSession