

Architecture Documentation

ChessClock++

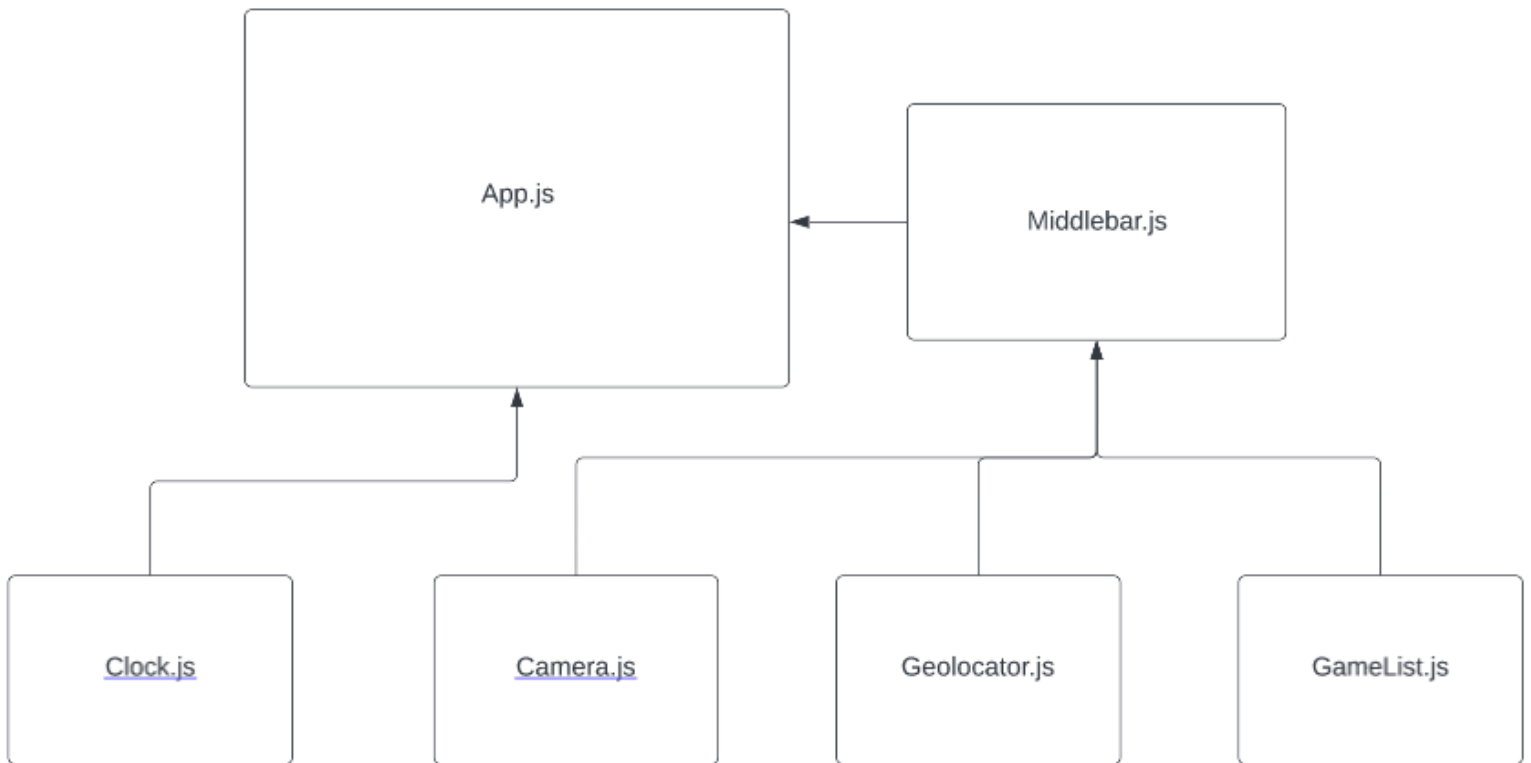
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Overview



App.js

App.js is the main component of the application. It is what contains and organizes all the other components. App.js specifically handles the Middlebar.js component (the navbar in the middle) and the two Clock.js clock components. The Middlebar handles most of the other components.

Clock.js

The two timekeeping components that are the most prominent parts of the app are built in Clock.js. They handle the time keeping and the switching between turns for the chess clock. One is white for the player with the white pieces, and the other is black for the player with the black pieces.

Middlebar.js

Middlebar.js is the navbar component found in the middle of the two clock components at all times. The middlebar component provides access to the rest of the components in the app, except the clock components.

Camera.js

The Camera component is going to be used after a game is completed, during the saving process. Once the game has been ended, the camera will come up and the players will be prompted to take a picture of the end state of the board.

Geolocator.js

The Geolocator component will also be used during the saving process of the game. It will be automatic though. When the players select to save their game

results after the game has ended, the app will automatically request permission to use their current location and then save that location as part of the game results.

GameList.js

GameList.js will handle all of the saved game states. Each time a game is played, ended, and saved. That saved game state will be a json object that will be saved in a list and stored in the local device filesystem. The object will include the names of the players, which player won, a picture of the end state of the game, the geolocation of the game, and the unique id of the game.