Guessing Game Analysis

# Instructions

1. Enter your name: Jin Moon
2. Download and unpack the guessing-game.zip file.
3. Run the Guessing Game application using Maven. Get a feel for what the application does.
4. Explore the Guessing Game and identify the source files that belongs to each of the three server-side tiers in the project architecture: UI, Application and Model.

# UI Tier

Scan the Guessing Game source files for Server-side UI components.

## UI Views (HTML view template)

Identify each View component and list them in this table.

|  |  |  |
| --- | --- | --- |
| **View file name** | **Purpose** | **Data the view needs** |
| GetHomeRoute | Landing page before starting and after finishing a game, also timeouts the player from the session and checks if the player is playing a game | isFirstGuess  guessesLeft  Title |
| GetGameRoute | Handles the user’s current session in the guessing game (and starts one if there is no game in progress)  Retrieves the request to start or continue a game and sends back information related to the game to the view handler | Title  gameStatsMessage  newPlayer  Title |
| PostGuessRoute | The game in progress for the guessing game. Gets how many guesses are left and determines whether or not the user has won | myGuess  message  messageType  youWon  youLost  error |

## UI Controllers (HTTP route handler)

Identify each Controller component and list them in this table.

|  |  |  |
| --- | --- | --- |
| **Controller class name** | **Purpose** | **HTTP request (verb-URL) it handles** |
| WebServer | Handles incoming url requests | /  /game  /guess |

# Application Tier

Scan the Guessing Game source files for Application tier components.

|  |  |
| --- | --- |
| **Application class name** | **Purpose** |
| GameCenter | Keeps sitewide statistics about the number of games played |
| PlayerServices | Allows the player to make a guess and keeps personal statistics about number of games played |
| Application | Initializes logic and other classes for the web application |
| SessionTimeoutWatchdog | Checks for player sessions, kicks them out after 2 minutes of inactivity |

# Model Tier

Scan the Guessing Game source files for Model tier components.

|  |  |
| --- | --- |
| **Model class name** | **Purpose** |
| GuessGame | Holds the logic for the guessing game |
|  |  |