Design Document for Clue
Group 2_TZ_7

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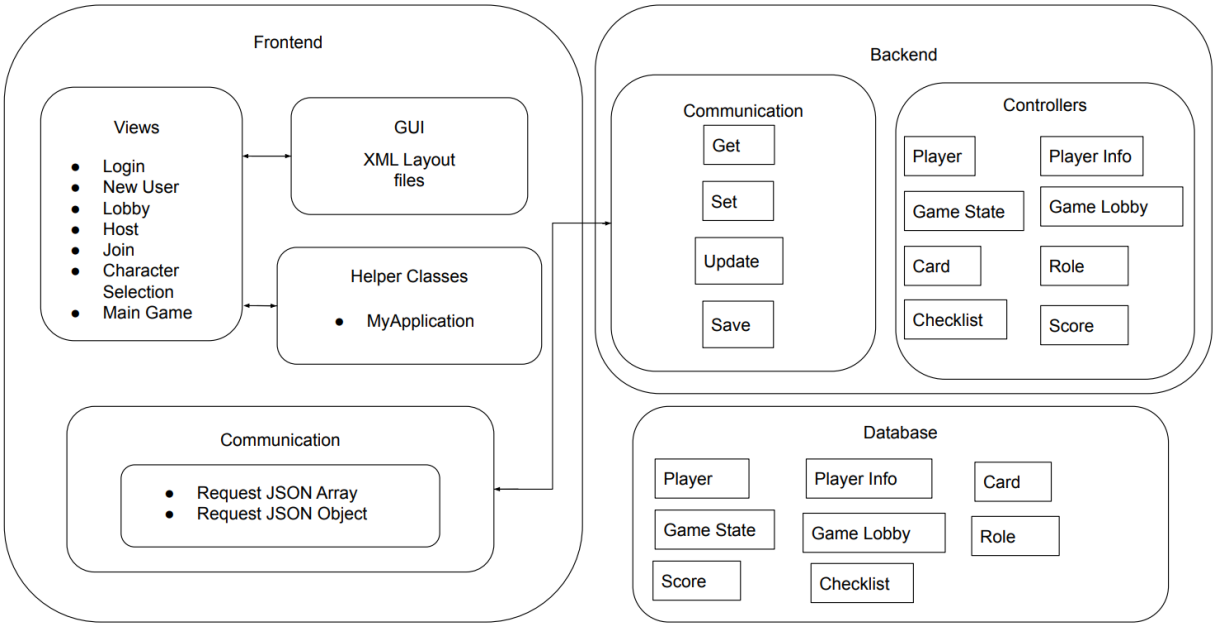
Block Diagram:



Frontend:

MyApplication (User)

- Stores temporary information of the user for the current session.
    - Stores (but not limited to) : UserID, GameID, LobbyID, and PlayerInfoID
    - Keeps tabs on the user's choices for their checklist (in game)

Views

- *New User* (User)
    - New User generates a page with the following elements
        - EditText: firstName
        - EditText: lastName
        - EditText: email
        - EditText: username
        - EditText: password
    - When clicking the "Sign Up" button, the values entered into these boxes are sent to the server via. a POST request=
- *Lobby*
    - The Lobby class generates a page that displays the names of all Users in the Lobby
        - It gets this information by sending a GET request to the server to receive the GameLobby object from the backend
    - When the host clicks the "Start Game" button, the class combines all the information from the lobby
        - This information is then sent in a POST request to the server to create a new GameState instance

Backend:

Communication

The backend uses different mappings to change the database based on identifiers and information set by the frontend using mapping URLs of the following:

- POST - Creates a new instance of an item to be added into the database
- PUT - Edits an instance of an item to add something to a column in the row
- GET - Requests information of an instance of an item, often used with an identifier of some sort
- DELETE - Deletes an instance of an item by a sent identifier

Controllers

- The controllers declare the specific mappings for communication between the frontend and backend
- Every database table has its own controller to create, update, etc. itself in the database using the mappings from above.
- There are One-To-One, Many-To-One, One-To-Many, and Many-To-Many relationships that connect each of these tables together.

Table Relationships Diagram: