Team milestone 6 – Data Modeling

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Start Screen

* Variables
  + none
* Structs/Classes
  + None

This screen is all just buttons and labels, nothing is rendered programmatically

Create Game Screen

* GameType
* isHost of type Boolean

struct GameType{

var gameName = “”;

var gameBoard[] = array of board positions

}

Join Game Screen

* var gameCode:Integer
* we do not know how to implement how to recognize the game lobby’s code and the joining feature

Main Bingo Screen

* var bingo: = []
* var callBingo: [String,Int] = [“B”: 53, “B”: 45]
* Letter would be the key and the number would be the index
* Var randomNumber = random number generated

Potential structure that tells the arrays where to place all of the number, and another structure that gives the number its counterpart letter.

Menu Screen

* Variables
  + gameEnd:bool
  + gameRestart:bool
  + gameWinnerDeclaration:bool
  + appClose:bool

Winner Screen

* Variables
  + winnerName:String
  + amountOfTimesWon:Int
* There will be a structure that stores the winners name. These names could possibly be used later on for a leaderboard