



Leader Board Game

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Abstract

Coffee Runner Game is running on mobile. It has a multiple phases and each phase has multiple levels. This game requires to store data about users such as points ,Bos Name, level,... in web services , those data can't store in database because the size of application will be increased.

Proposed Architecture

Our system will consist **one of** *service providers*. The services provide four operation. As shown in fig1.

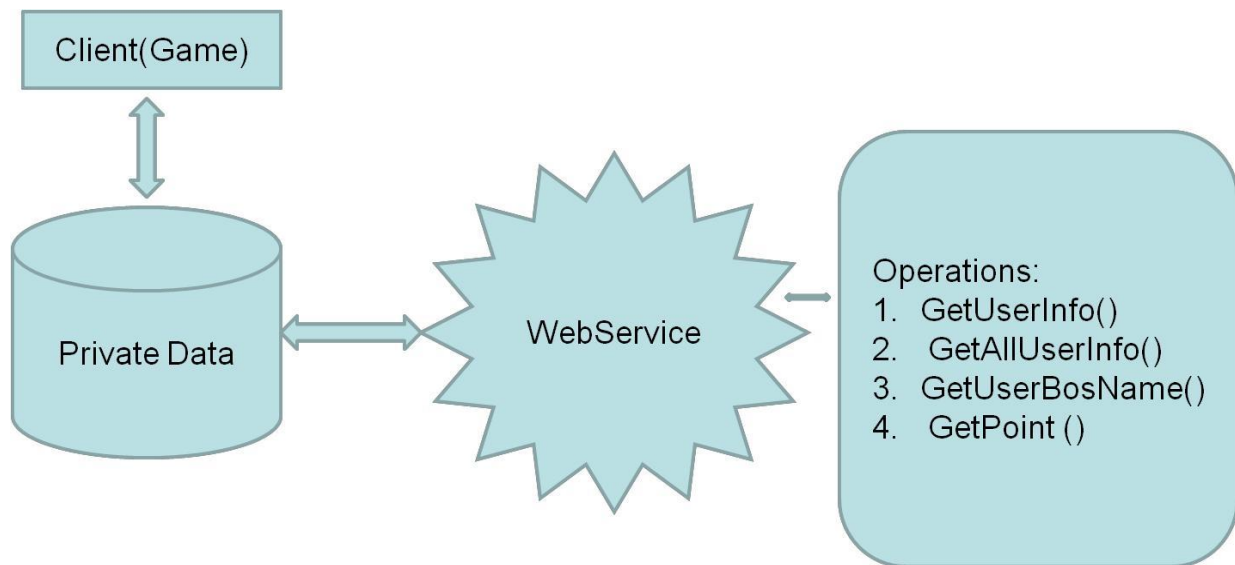


Fig 1

Description of Architecture:

1. Data Base:

The data base has the private data of user. This data about he/she has the points , where is level and phase. This data base has all information about user and game.

Private Data : UserName, Password, BosName, Phase,Level,Points

				id	Fname	Lname	email	pass	phase	level	score	BosName
<input type="checkbox"/>	Edit	Copy	Delete	1	Sana	Hamed	sanahamed192013@gmail.com	root	0	0	0	
<input type="checkbox"/>	Edit	Copy	Delete	2	Hanan	Safi	hanasafi@yahoo.com	root	0	0	0	
<input type="checkbox"/>	Edit	Copy	Delete	24	Sana	Hamed	sanahamed192013@gmail.com	root	0	0	0	
<input type="checkbox"/>	Edit	Copy	Delete	25	Sana	Hamed	sanahamed192013@gmail.com	root	0	0	100	--
<input type="checkbox"/>	Edit	Copy	Delete	26	Ghadeer	Hamed	ghadeer@gmail.com	root	0	0	0	
<input type="checkbox"/>	Edit	Copy	Delete	27	Ghadeer	Hamed	sanahamed192013@gmail.com	root	0	0	0	
<input type="checkbox"/>	Edit	Copy	Delete	28	Ghadeer	Hamed	sanahamed192013@gmail.com	root	0	0	100	--
<input type="checkbox"/>	Edit	Copy	Delete	29	Alma	Hamed	alma@mail.com	root	0	0	0	
<input type="checkbox"/>	Edit	Copy	Delete	30	asma	Ahmad	asmahamed@mail.com	root	0	0	0	
<input type="checkbox"/>	Edit	Copy	Delete	31	Maha	Lama	lama@mail.com	root	0	0	0	
<input type="checkbox"/>	Edit	Copy	Delete	32	Ww	Ee	we	ee	0	0	0	
<input type="checkbox"/>	Edit	Copy	Delete	33	Dsd	Sd	ds	sd	0	0	0	
<input type="checkbox"/>	Edit	Copy	Delete	34	E	E	e	e	0	0	0	
<input type="checkbox"/>	Edit	Copy	Delete	35					0	0	0	
<input type="checkbox"/>	Edit	Copy	Delete	36					0	0	0	
<input type="checkbox"/>	Edit	Copy	Delete	37					0	0	0	
<input type="checkbox"/>	Edit	Copy	Delete	38					0	0	0	
<input type="checkbox"/>	Edit	Copy	Delete	39					0	0	0	
<input type="checkbox"/>	Edit	Copy	Delete	40					0	0	0	
<input type="checkbox"/>	Edit	Copy	Delete	41					0	0	100	--

2.Client

Our client will be a Mobile application that invokes service operations.

Web services provide some operation as following:

1. Get UserInformation:
In this operation the user enter the id and the return all information about who.
2. GetAllUserInfomation :
return the list name of user in the same level.
3. GetUserHasBosName:
This operation return all user has the bosName (Leader, Programmer ,...).
4. GetPoints:
This operation require to input the id of user to return the points is collected.

Enabling Technologies

Client

Programming language : C# using unity tools.

We connect the SDK with Unity to run the application in android.

Service provider

implementation style (REST/SOAP) : implement with REST style. programming language: Java

Web Server : Leader

Board. data layer : database