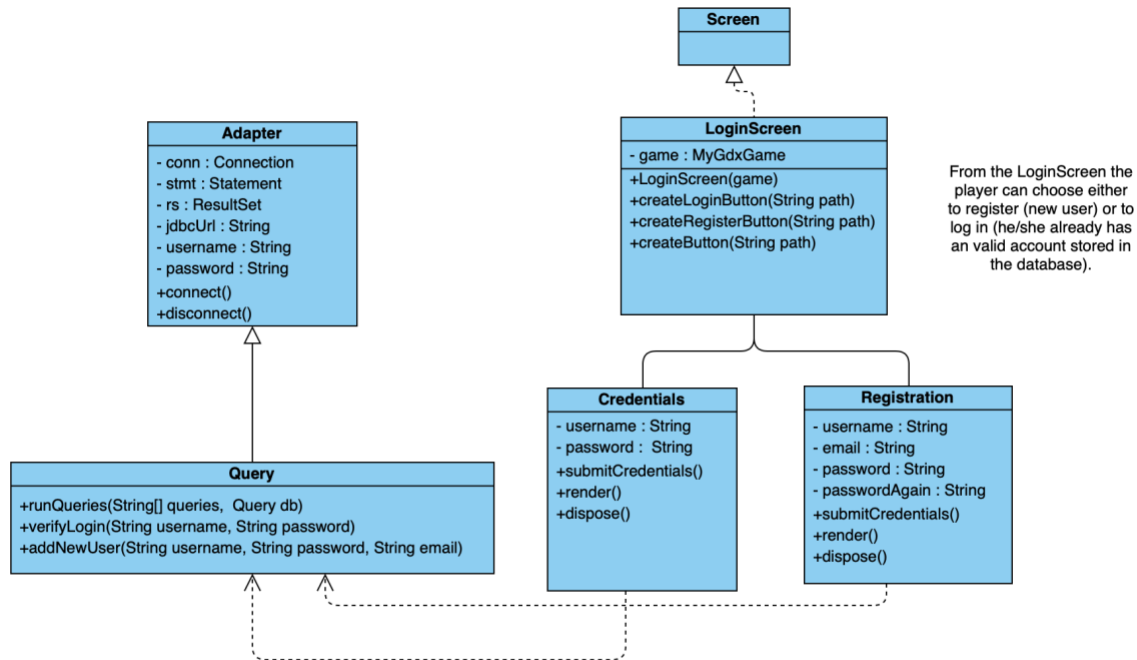


Authentication



After opening the game, the player can see the LoginScreen which implements the interface Screen. There are 2 relevant methods: one which redirects the user to the Credentials Screen and one which redirects the user to the Registration Screen. These methods are createLoginButton() and createRegisterButton(). There is also an extra helper method which creates a simple button, to avoid duplicate code, called createButton(). The player would choose to go to Credentials if he/she already has a valid account stored in the database. Otherwise, the player would choose Registration in order to play the game. In either case, after entering the credentials, they are checked by 2 methods present in Query class: verifyLogin would check if the entered credentials are in the database, addNewUser would check if the new account can be created. If any of them fails, the user will be notified by a pop-up window which details the error (account already exists or wrong credentials). The class Query extends class Adapter, where the connection to the database is created. Please note that LoginScreen contains some more methods which are not part of the diagram, since they deal with the GUI.