

Just One: SoPra FS2020 Milestone 2

A Presentation from Group 15

Charlotte Eder,
Minh Phuong Vu,
Kai Mitiyamulle Arachchige,
Jordan Cedeño,
Raphael Haemmerli

Table of Contents

- ▶ User Interface Design Mock-ups
- ▶ Diagrams
- ▶ User Stories and Sprints
- ▶ REST Specifications and Test Cases

User Interface Design Mock-ups

Login Page



User Interface Design Mock-ups

Lobby Page



User Interface Design Mock-ups

Game Creation Page



User Interface Design Mock-ups

Game Lobby Page



User Interface Design Mock-ups

Leader board Page

The image shows a user interface design mock-up for a leader board page. The page has a light beige background decorated with a grid of colorful triangles (yellow, green, blue, purple, red) in the corners and sides. At the top center is a logo with the text "JUST ONE" in a stylized font, surrounded by a triangular frame.

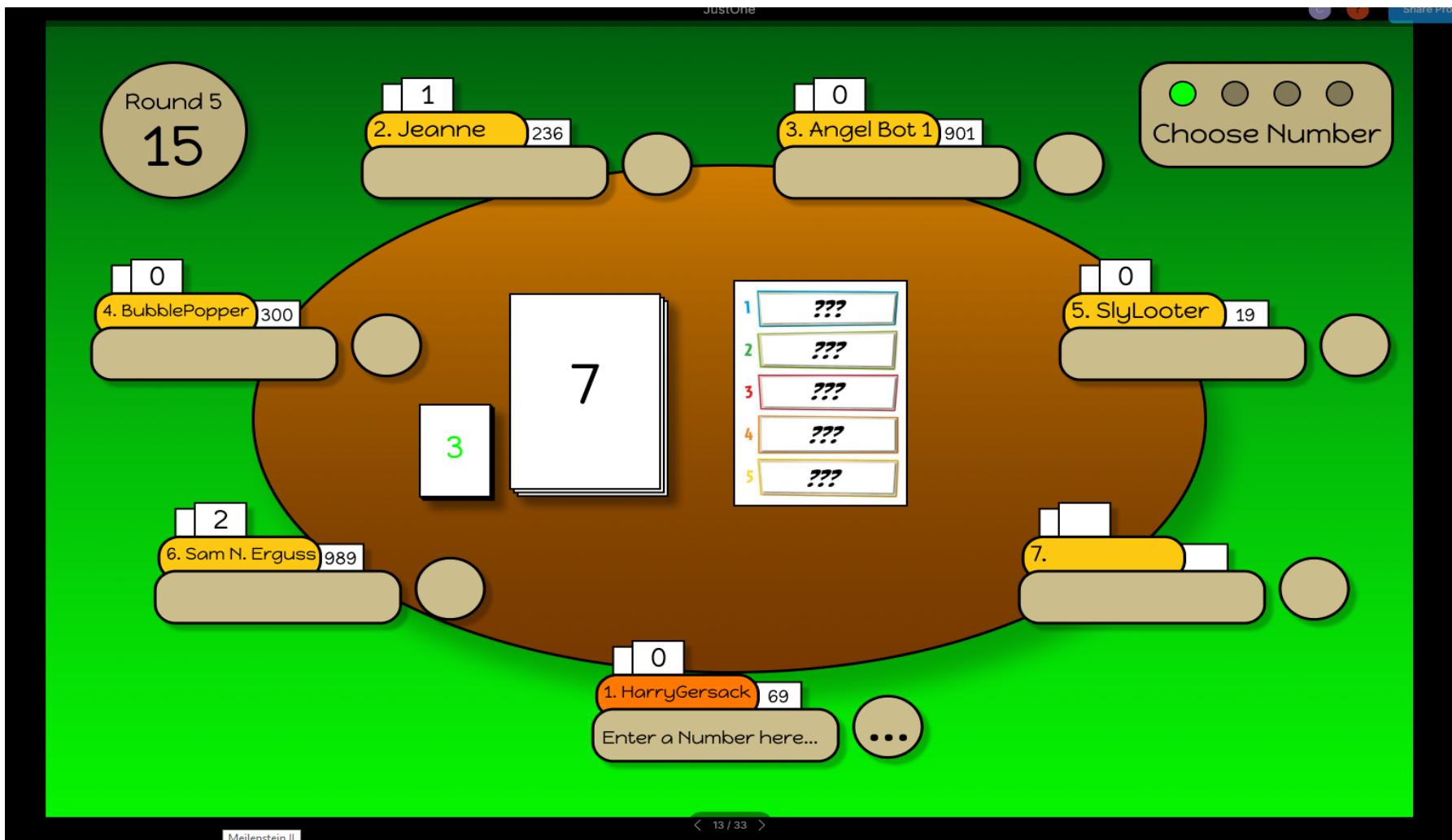
At the top left is a "Logout" button, and at the top right are "Rules", "C", "?", and "Share" buttons. The main content area is a table showing the top 5 players:

RANK	PLAYER	SCORE	GAMES PLAYED
1.	Sam N. Erguss	989	38
2.	Doctor_xXx	789	34
3.	Slatki	666	42
4.	Cosima	420	32
5.	HarryGersack	69	36

At the bottom center is a "Go back to Lobby" button. The footer of the page shows a navigation bar with "3 / 33" and arrows.

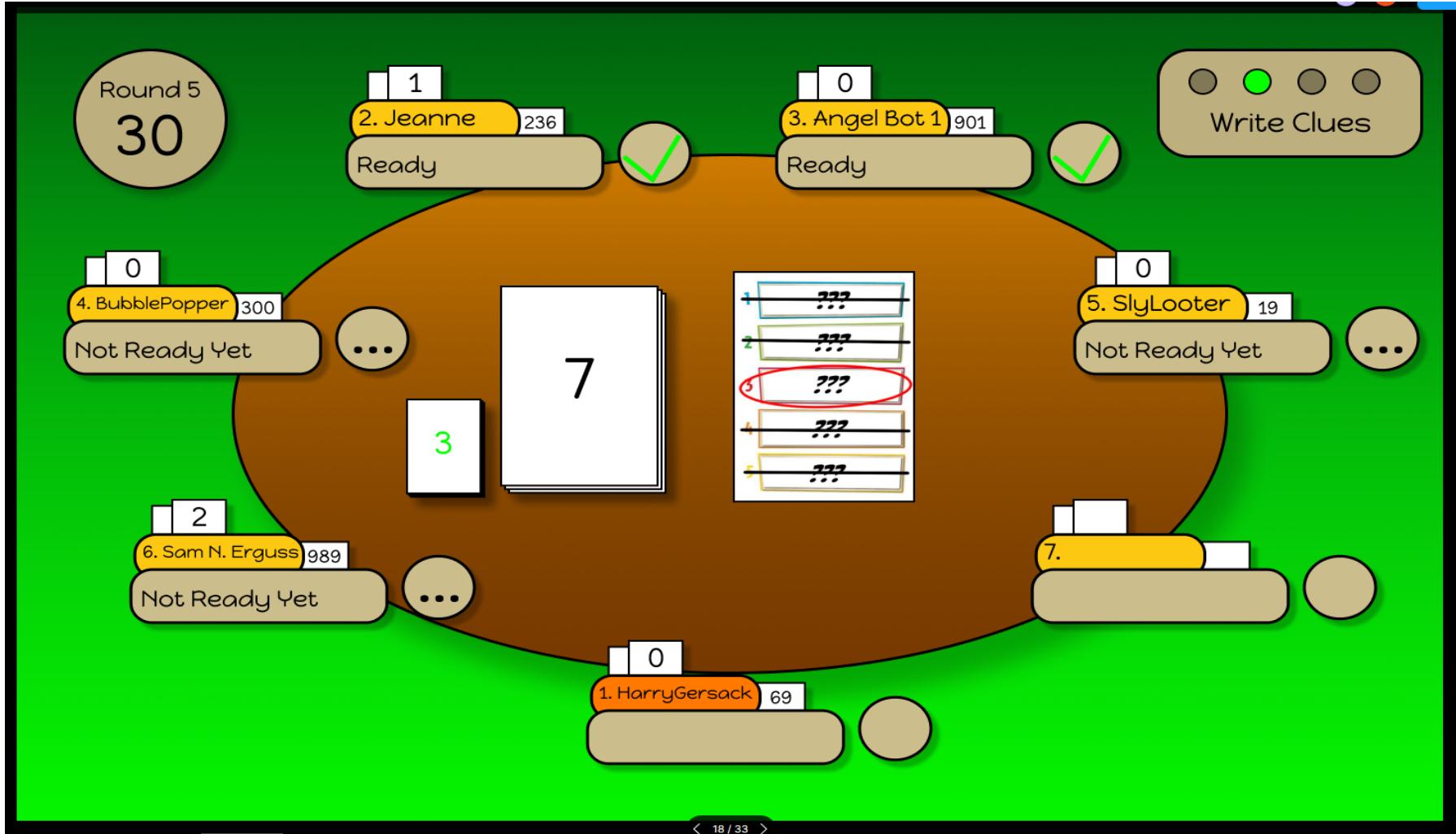
User Interface Design Mock-ups

Game Page: Choose Word



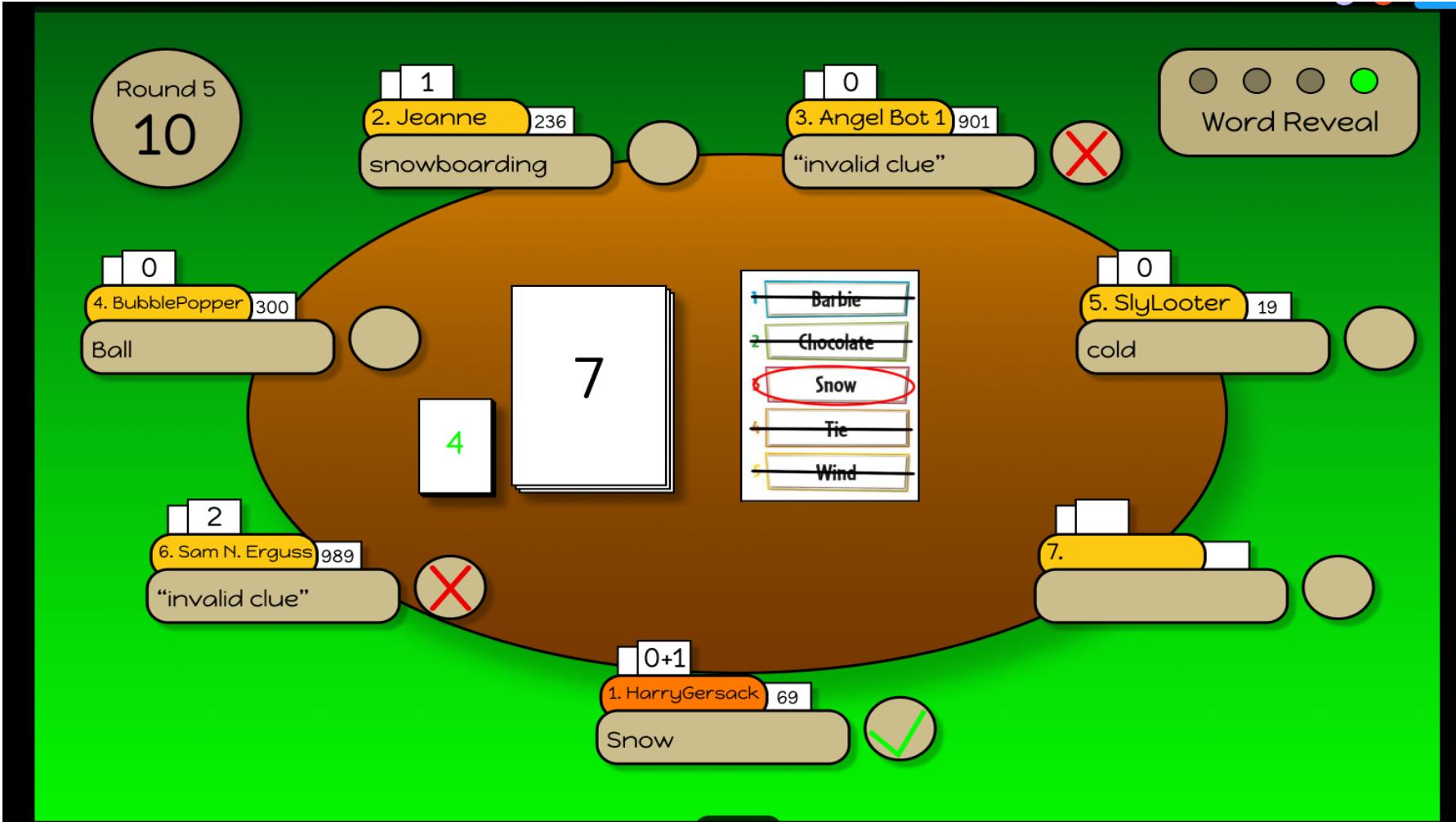
User Interface Design Mock-ups

Game Page: Write Clues



User Interface Design Mock-ups

Game Page: Guess Word



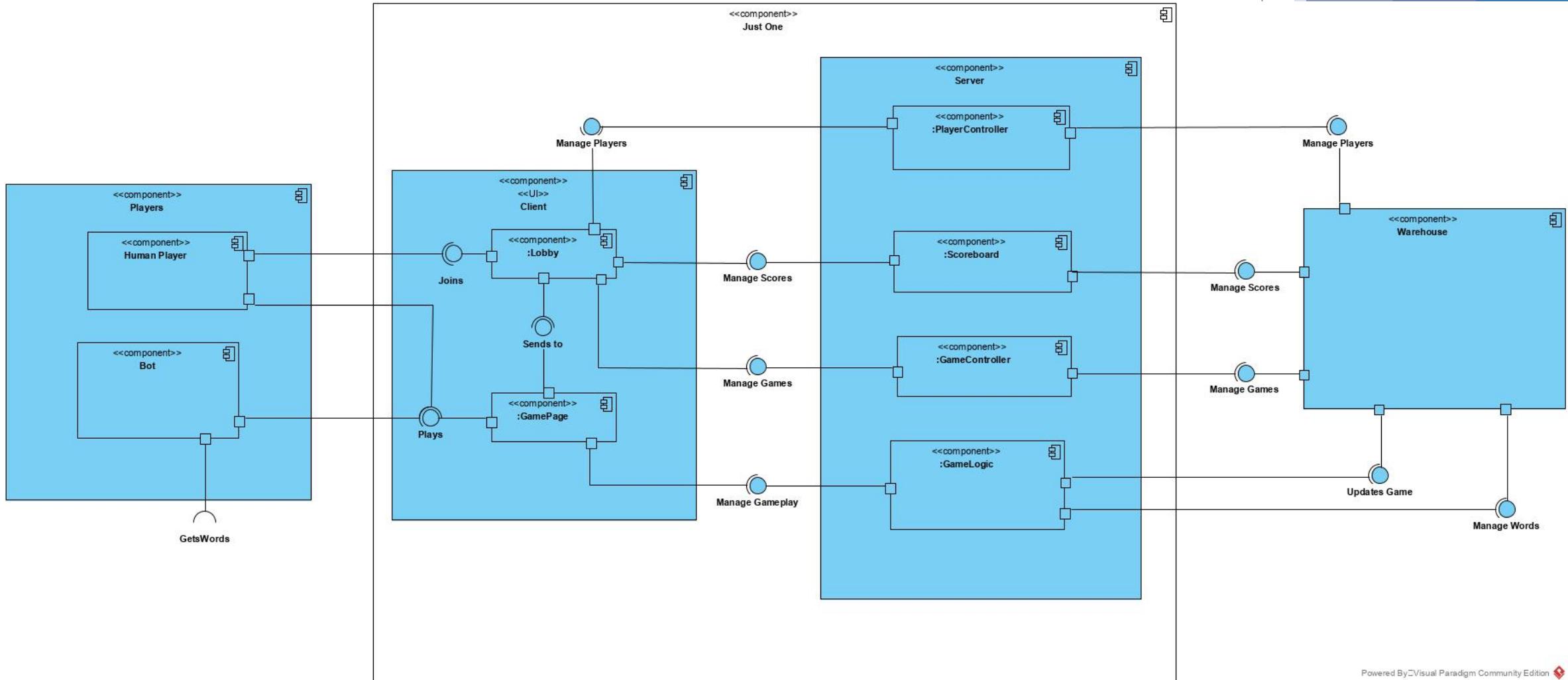
User Interface Design Mock-ups

Game Page: Game End



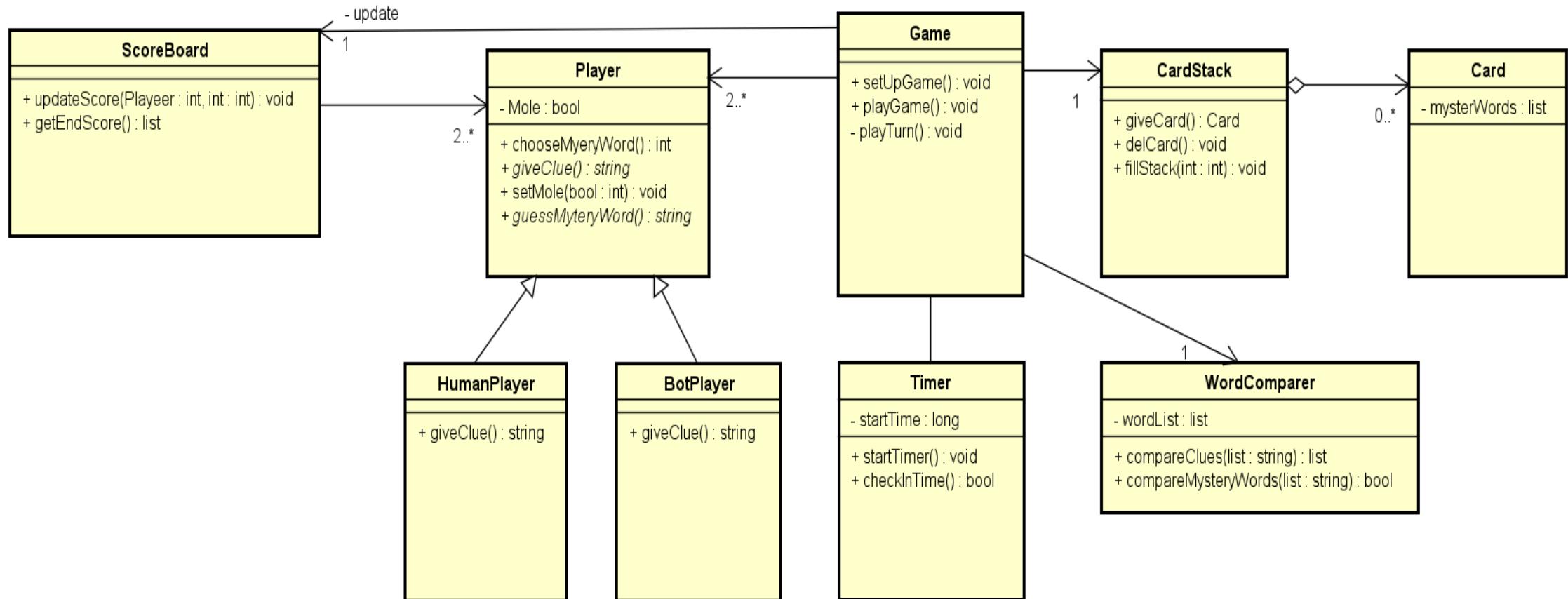
Diagrams

Component Diagram



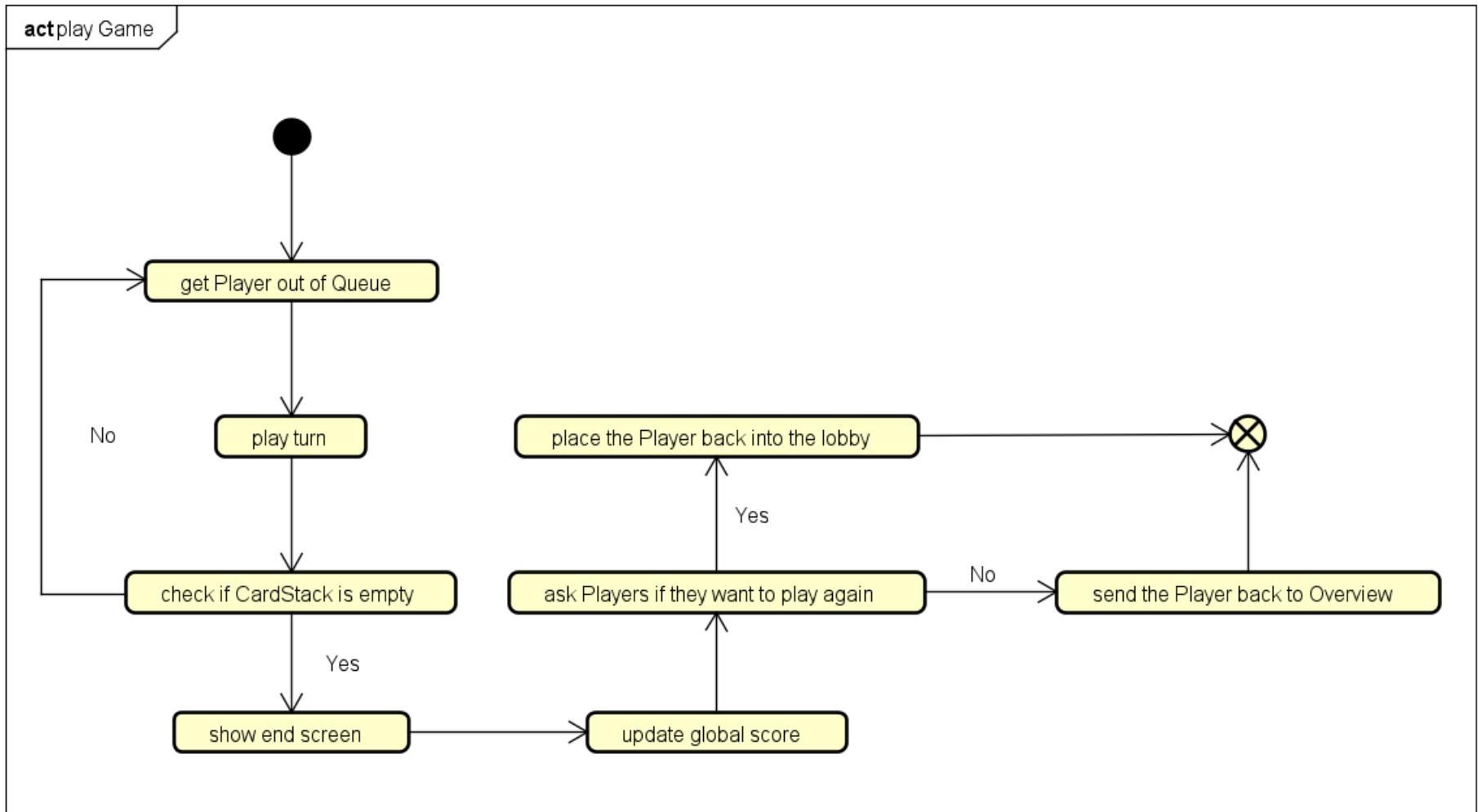
Diagrams

Class Diagram



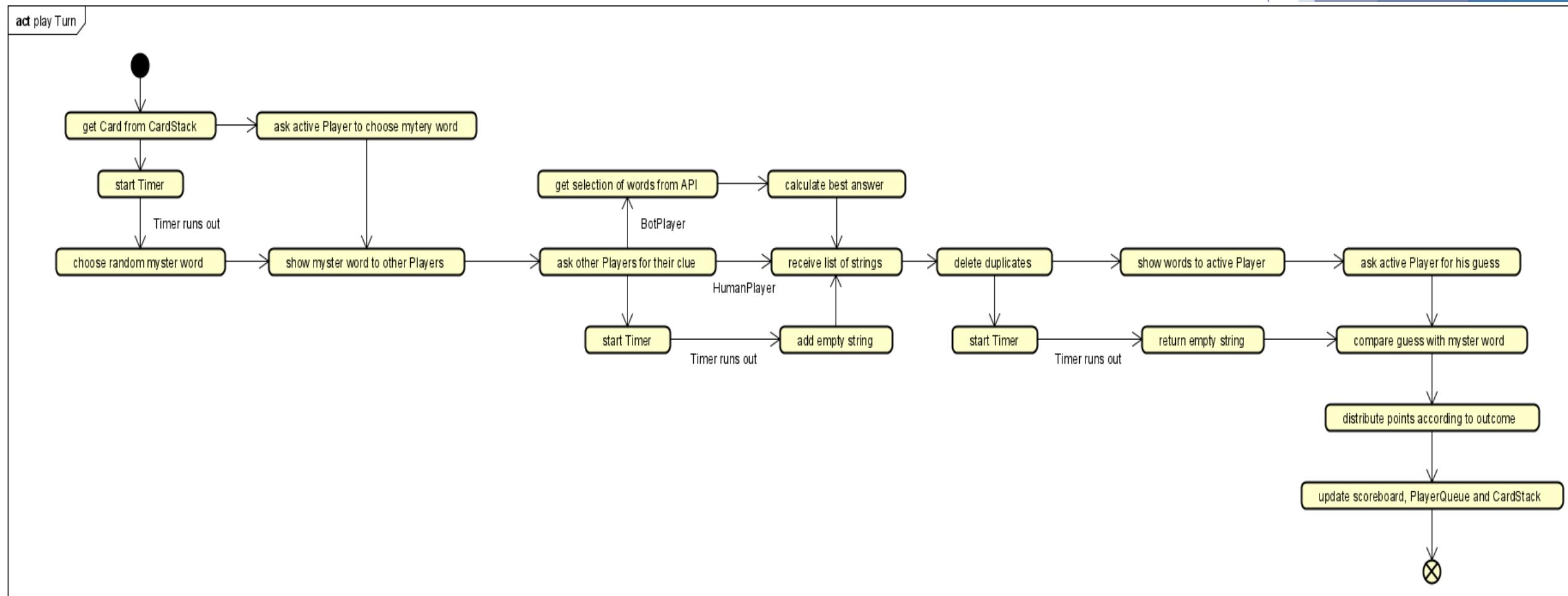
Diagrams

Activity Diagram (Game)



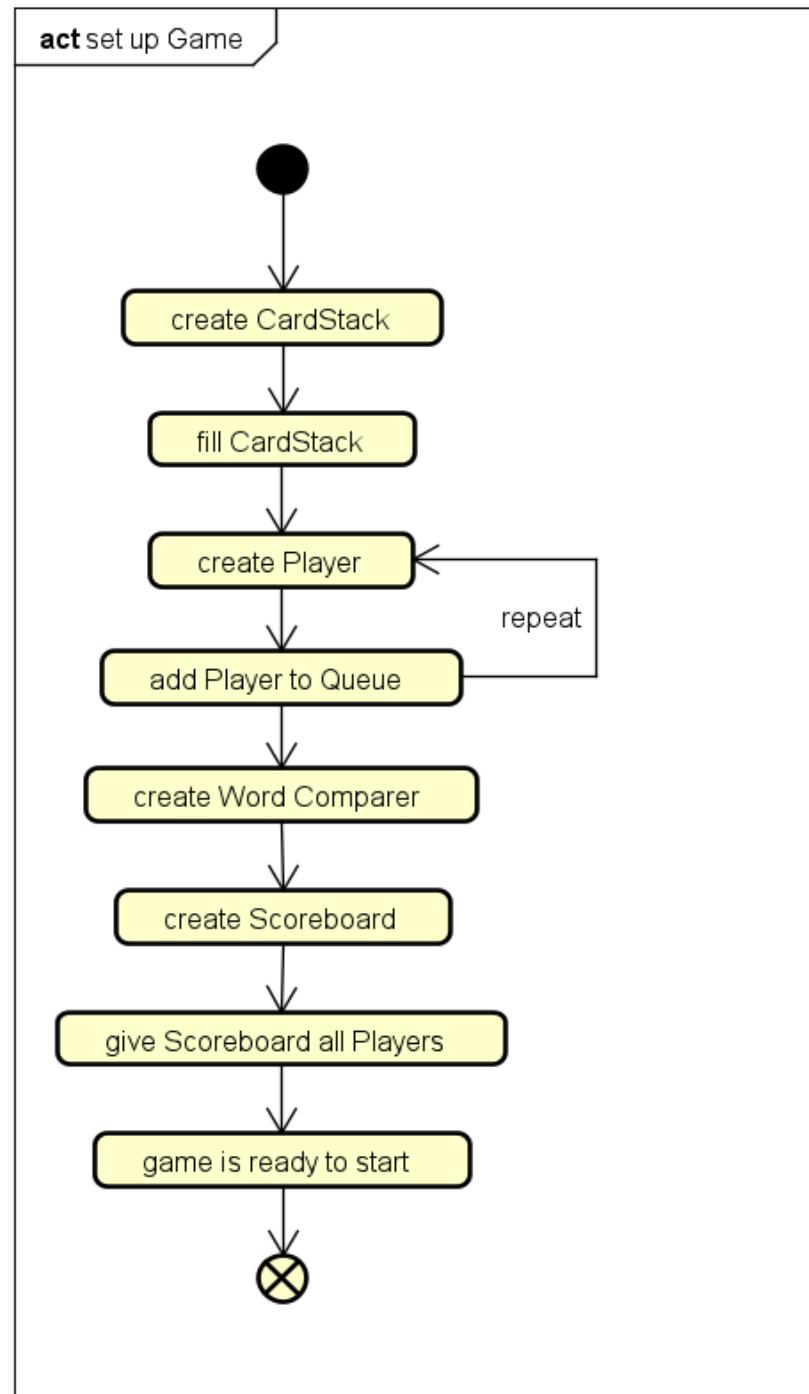
Diagrams

Activity Diagram (Turn)



Diagrams

Activity Diagram (Create Game)



User Stories and Sprints

- ▶ User Stories can be grouped into six categories.
 - ▶ Game-Logic
 - ▶ Game-Control
 - ▶ Player-Control
 - ▶ Non-Human Players
 - ▶ Information
 - ▶ Further Ideas

User Stories and Sprints

- ▶ Five Sprints:
 1. Game-Logic and Game-Control
 2. Non-Human-Players and Game-Control
 3. Player-Control and Game-Control
 4. Information
 5. Further Ideas
- ▶ Frontend Team: Kai, Minh Phuong
- ▶ Backend Team: Charlotte, Jordan, Raphael

The screenshot shows a Jira sprint backlog for 'FS20G15 Sprint 1'. The backlog contains 11 issues, each with a small icon, a title, and an estimate value in a grey circle. A 'Start Sprint' button is visible at the top right.

Issue	Description	Estimate
FS20G15-7	Drawing Card	10
FS20G15-12	Determine Mystery Word	2
FS20G15-8	Write Clue	4
FS20G15-10	Validating/invalidating clues	18
FS20G15-9	Guess Mystery Word	8
FS20G15-14	Score	8
FS20G15-41	Successfully create public game	10
FS20G15-43	Successfully create private game	1
FS20G15-44	Create private game with empty password	2
FS20G15-42	Create game with empty game name	1
FS20G15-46	Cancel process of creating game	2

Rest Specifications and Test Cases

Mapping	Method	Parameter	Parameter Type	Status Code	Returned Value	Description
/register	POST	PlayerName <String, Password>	Body	201	PlayerId<Long>	Register a player
/register	POST	PlayerName <String, Password>	Body	409	Error: reason<String>	Player already exists
/login	PUT	PlayerName <String, Password>	Body	200	-	Login a player
/login	PUT	PlayerName <String, Password>	Body	204	-	Player is already logged in
/login	PUT	PlayerName <String, Password>	Body	401	Error: reason<String>	Login not possible because of wrong credentials
/logout	PUT	playerId<long>	Query	200	-	Logouts player
/logout	PUT	playerId<long>	Query	204		User already logged out
/logout	PUT	playerId<long>	Query	401	Error: reason<String>	A player cannot logout another player except for him or herself