Diagrams

Component Diagram

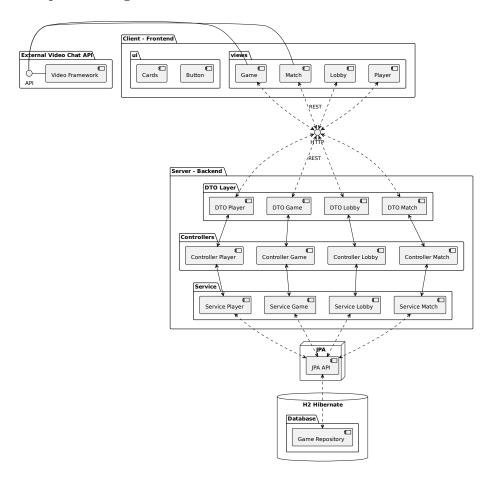


Figure 1: Component diagram

Class Diagram
Activity Diagram
UI Mockups
REST Interfaces
Endpoints
/games endpoint

Mapping	Method	Parameter	Parameter Type	Status Code	Response	Description
/games	POST	playerIDs: String[]	Body			initiate a new game
/games/{ga	an (èFII }	-	Query	•••	•••	retrieve all infor- mation of
/games/{ga	an RUD }	matchesPla	y B bdy		•••	a game change state of a running game

/matches endpoint

Mapping	Method	Parameter	Parameter Type	Status Code	Response	Description
/matches	POST	gameID: String	Body		matchID: String, num- berOfRoun int	initiate a new match ads:
/matches{r	mæGæTID}	-	Query			retrieve all infor- mation of a match
/matches/{	mPateTID}	roundsPlay int,	e B ody			change state of a running match

/cards endpoint

Mapping	Method	Parameter	Parameter Type	Status Code	Response	Description
/cards/dist	ri &Æ T	gameID: String, num- berOf- Cards: int.	Body		list of play- erIDs + cards	get (distribute) cards to players in a game

Mapping	Method	Parameter	Parameter Type	Status Code	Response	Description
/cards/dra	wGET	playerID: String	Body		card	get (draw) one card to one player
/cards/{pla	ay &FI }	gameID: String	Query			get a players current cards collection
/cards/{co	lle ðtiðmED E	cards: Card	Body		•••	remove a card of cards collection
/cards/{co	llætiðh/1909S'	Γcards: Card	Body		•••	add a card to cards collection

/players endpoint

Mapping	Method	Parameter	Parameter Type	Status Code	Response	Description
/players	POST	playerName String	e:Body	201409	Playerdupl playerNam	
/players/{g	ga GETD }	gameID: String	Query	200404	list of playersno such game or no players found	retrieve a list of players in a game
/players/{p	ol GFI D}	userID: long	Query	200404	playerplaye not found	er retrieve a player by ID
/players/{p	olayuTD}	currentScor int	reBody	204404	player not found	change players score during game

/users endpoint

Mapping	Method	Parameter	Parameter Type	Status Code	Response	Description
/users	POST	userName: String, password: String	Body			register a new user
/players/{p	olaGeTD}	userID: long	Query	200404	playerplaye not found	
users/{use/	er IDB T	userID: String	Query	200404	useruser not found	retrieve a user by ID
/users/{use	er Kd dde}	userName: String	Query	200404	useruser not found	retrieve a user by their username
/users/{use	er ÆU }T	newGameSe int	core:			username

other endpoints

Mapping	Method	Parameter	Parameter Type	Status Code	Response	Description
/login/	POST	userName: String, password: String	Body		useruser not found	login with username and password
/logout/	POST	?	Body	?	?	terminate user session by logging out

Detailed Interface Specification

Game

Interface Name	Fieldname	Type	Description
$\overline{\text{GameGetDTO}}$	gameID	String	Unique identifier of the game
	players	PlayersGetDTO[]	List of players that participate in that game

Match

Interface Name	Fieldname	Type	Description
MatchPostDTO	gameID	String	IDs of the game this match belongs
MatchGetDTO	matchID	String	Unique identifier of the match
	noOfRounds	int	Number of rounds (i.e. cards per player) in this match
	${\bf noOfTricksPerPlayer}$	int	Number of tricks per player in this match
${\bf MatchGetDTO}$	gameID	String	ID of the game this match belongs

\mathbf{Cards}

Interface Name	Fieldname	Type	Description
$\overline{\text{CardGetDTO}}$			
	cardID	String	Unique identifier of card
	rank	int	Rank of a card
	name	String	Name of a card
CardsGetDTO	cards Collection ID	String	Unique identifier of the cards collection
	cards	CardGetDTO[]	List of cards
	playerID	String	String of cards holding player
${\bf CardsPostDTO}$	cardID	String	ID of a card

Player

Interface Name	Fieldname	Type	Description
PlayerPostDTO	playersName	String	Name of the player (must be unique)
PlayerGetDTO	playerID	String	Players unique identifier
	playerid	String	Unique identifier of player
	playersName	String	Name of the player

Interface Name	Fieldname	Type	Description
	score	int	Players score in a running game
	gameID	String	Unique identifier of game, a player is (or was?) participating

 $\mathbf{U}\mathbf{ser}$

Login

Logout