

## 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/{gameID}	GET	-	Query	...	...	retrieve all information of a game
/games/{gameID}	PUT	matchesPlayed: int, ...	Body	...	...	change state of a running game

#### /matches endpoint

Mapping	Method	Parameter	Parameter Type	Status Code	Response	Description
/matches	POST	gameID: String	Body	...	numberOfRounds: int	initiate a new match
/matches/{matchID}	PUT	roundsPlayed: int, ...	Body	...	...	change state of a running match

#### /cards endpoint

Mapping	Method	Parameter	Parameter Type	Status Code	Response	Description
/cards/distribute	GET	gameID: String, numberOfCards: int	Body	...	list of playerIDs + cards	get (distribute) cards to players in a game
/cards/draw	GET	playerID: String	Body	...	card	get (draw) one card to one player

Mapping	Method	Parameter	Parameter Type	Status Code	Response	Description
/cards/{gameID}	GET	gameID: String	Query	...	...	get a players current cards collection
/cards/{collectionID}	DELETE	cards: Card	Body	...	...	remove a card of cards collection
/cards/{collectionID}	PUT	cards: Card	Body	...	...	add a card to cards collection

#### /players endpoint

Mapping	Method	Parameter	Parameter Type	Status Code	Response	Description
/players	POST	playerName: String	Body	201409	Playerduplicate	create a new player
/players/{gameID}	GET	gameID: String	Query	200404	list of playersno such game or no players found	retrieve a list of players in a game
/players/{playerID}	GET	userID: long	Query	200404	playerplayer not found	retrieve a player by ID
/players/{playerID}	PUT	currentScore: int	Body	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/{playerID}	GET	userID: long	Query	200404	playerplayer not found	retrieve a player by ID
/users/{userID}	GET	userID: String	Query	200404	useruser not found	retrieve a user by ID
/users/{username}	GET	userName: String	Query	200404	useruser not found	retrieve a user by their username
/users/{userID}	PUT	newGameScore: int	Body			

#### 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
/scoreboard/{gameID}	GET	gameID: String	Query	200404	list of scoresno such game or no players found	retrieve a list of scores

## Detailed Interface Specification

### Game

Interface Name	Fieldname	Type	Description
GamePostDTO	playersIDs	String[]	IDs of players that participate in that game

GameGetDTO | players | PlayersGetDTO[] | List of players that participate in that game |

### Match

### CardsDTO

### PlayerDTO

Interface Name	Fieldname	Type	Description
PlayerPostDTO	playersName	String	Name of the player (must be unique)
PlayerGetDTO	playerID	String	Players unique identifier
	gameID	String	Unique identifier of game, a player is (or was?) participating
	playersName	String	Name of the player
	score	int	Players score in a running game

### UserDTO

### LoginDTO

### LogoutDTO

### ScoreBoardDTO (?)