Diagrams

Component Diagram
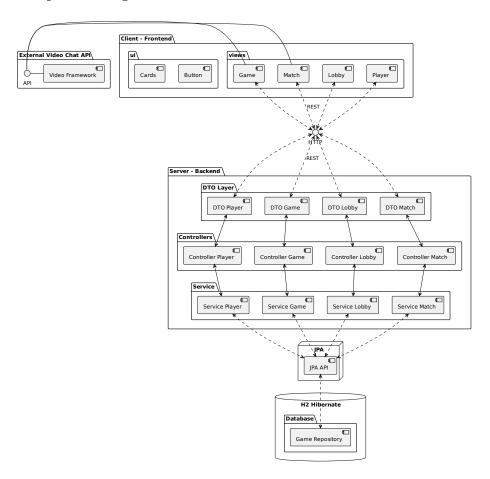

Figure 1: Component diagram

Class Diagram

Activity Diagram

UI Mockups

REST Interfaces

/games endpoint

Mapping	Method	Parameter	Parameter Type	Status Code	Response	Descr
/games	POST	playerIDs: String[]	Body	. . .	. . .	initiat
/games/{gameID}	PUT	matchesPlayed: int, . . .	Body	. . .	. . .	chang

/matches endpoint

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

/players endpoint

Mapping	Method	Parameter	Parameter Type	Status Code	Response	Description
/players	POST	playerName: String	Body	201409	Player duplicate playerName	create a new player
/players/{gameID}	GET	gameID: String	Query	200404	list of users no such game or no players found	retrieve a list of players in a game
/players/{playerID}	GET	userID: long	Query	200404	player player not found	retrieve a player by ID
/players/{playerID}	PUT	currentScore int	Body	204404	player not found	change players score during game

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/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				

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

Mapping	Method	Parameter	Parameter Type	Status Code	Response	Description
/scoreboard/{gameID}	GET	gameID: String	Query	200 404	list of scores no such game or no players found	retrieve a list of scores (not sure if we need this endpoint, or if we interact via players endpoint where we also get the score of a player?