## Diagrams

## Component Diagram

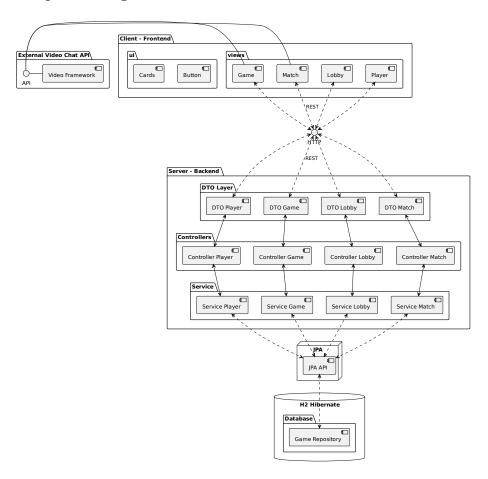


Figure 1: Component diagram

Class Diagram
Activity Diagram
UI Mockups
REST Interfaces

Mapping	Method	Parameter	Parameter Type	Status Code	Response	Description
/game	POST	playerIDs: String[]	Body	•••	•••	initiate a new
/scoreboard	d/ <b>(\$£</b> 57meID)	gameID: String	Query	200404	list of scoresno such game or no players found	game retrieve a list of scores (not sure if we need this endpoint, or if we interact via players endpoint where we also get
/players	POST	playerName String	e:Body	201409	Playerdupli playerName	
		During			piayerram	player
/players/ $\{g$	gafilETD}	gameID: String	Query	200404	list of usersno such game or no players found	retrieve a list of players in a game
/players/{p	ol <b>&amp;EI</b> D}	userID: long	Query	200404	playerplaye not found	r retrieve a player by ID
/users	POST	userName: String, password: String	Body			register a new user
/users/{use	er <b>ID</b> }T	userID: String	Query	200404	useruser not found	retrieve a user by ID

Mapping	Method	Parameter	Parameter Type	Status Code	Response	Description
/users/{use	er <b>Na</b> ciTe}	userName: String	Query	200404	useruser not found	retrieve a user by their username
/login/	POST	userName: String, password: String	Body		useruser not found	login with username and password
/logout/	POST	?	Body	?	?	terminate user session by logging out
/players/{playerID}		currentScoreBody integer		200404	playerplaye not found	r change players score during game
/users/{use	er <b>Æ)</b> }T	newGameS integer	cdBedy	200404	useruser not found	change users overall game score