

Diagrams

Component Diagram

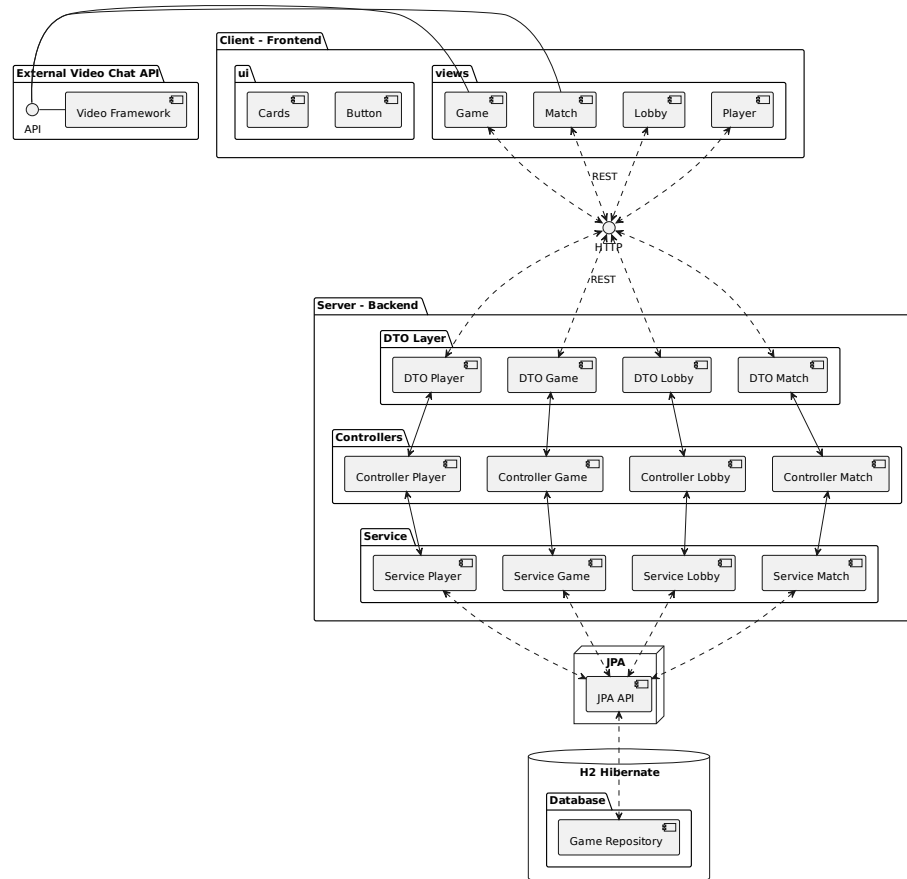


Figure 1: Component diagram

Class Diagram

Activity Diagram

UI Mockups

Rest Specification

Description of the notation

We specify the Endpoints as follows:

Endpoint `/endpoints`

Model

Modelname - PropType1 propName1 - PropType2 propName2

Method	Description
POST	Post Request to <code>/endpoints</code>
GET	Get Request to <code>/endpoints</code> (GET collection)
GET <code>/id</code>	Get Request to <code>/endpoints/{id}</code> (GET item)
PATCH <code>/id</code>	PATCH Request to <code>/endpoints/{id}</code>
DELETE <code>/id</code>	DELETE Request to <code>/endpoints/{id}</code>

We don't use the PUT Request, because all functionality of a PUT Request can be done with a PATCH request, and the PATCH request is easier.

All Endpoints support at least:

Accept: `application/hal+json` Content-Type: `application/hal+json` (POST, PATCH)

The Parameter Types are as follows:

`{id}`: Patch Parameter Model: Body Parameter (as `application/hal+json`) `?sort=` and `?propName1=` filters : Query Parameter

Endpoints

Endpoint `/players`

Model

Player - String name

Method	Response Codes	Description
POST	204 422 (Player for this session already exists)	Creates a Session and a Player for this Session
GET	200	
GET <code>/id</code>	200 403 (Not Allowed to see player)	
PATCH <code>/id</code>	200 403 (Not Allowed to patch other player)	