

## Diagrams

### Component Diagram



Figure 1: Component diagram

### Class Diagram

### Activity Diagram

### UI Mockups

### REST Interfaces

/games endpoint

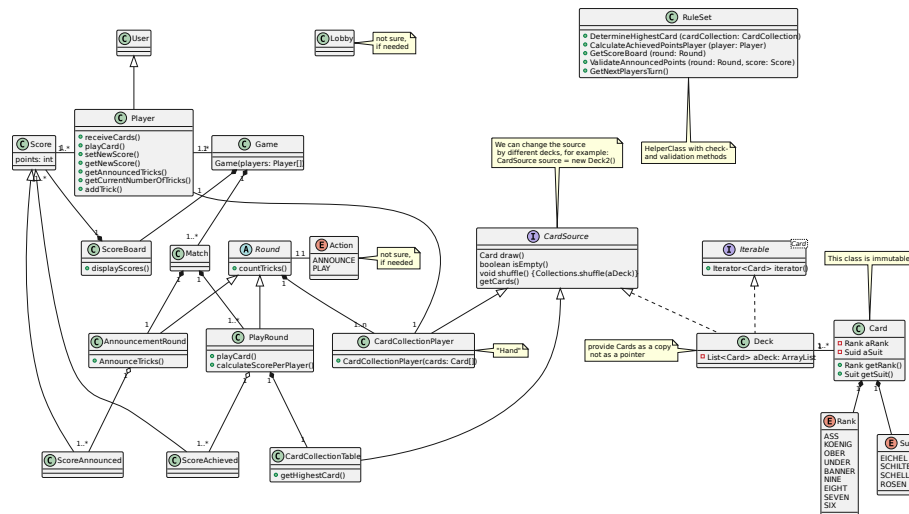


Figure 2: Class diagram

Mapping	Method	Parameter	Parameter Type	Status Code	Response	Description
/games	POST	playerIDs: String[]	Body	...	...	initiate a new 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 card

Mapping	Method	Parameter	Parameter Type	Status Code	Response	Description
/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 playerName	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

Mapping	Method	Parameter	Parameter Type	Status Code	Response	Description
/players/{playerID}	GET	userID: long	Query	200404	player not found	retrieve a player by ID
/users/{userID}	GET	userID: String	Query	200404	user not found	retrieve a user by ID
/users/{username}	GET	userName: String	Query	200404	user 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	...	user 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	200404	list of scoresno 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?