

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 game
/scoreboard/{gameID}	GET	gameID: String	Query	retrieve a list of scores
/players	POST	playerName: String	Body	create a new player
/players/{gameID}	GET	gameID: String	Query	retrieve a list of players in a game
/players/{playerID}	GET	userID: long	Query	retrieve a player by ID
/users	POST	userName: String, password: String	Body	register a new user
/users/{userID}	GET	userID: String	Query	retrieve a user by ID
/users/{userName}	GET	userName: String	Query	retrieve a user by their username
/login/	POST	userName: String, password: String	Body	login with username and password
/logout/	POST	?	Body	terminate user session by logging out
/players/{playerID}	PUT	currentScore: integer	Body	-	-	change players score during game

Mapping	Method	Parameter	Parameter Type	Status Code	Response	Description
/users/{userId}	PUT	newGameScore	integer	-	-	change users overall game score