Diagrams

Component Diagram

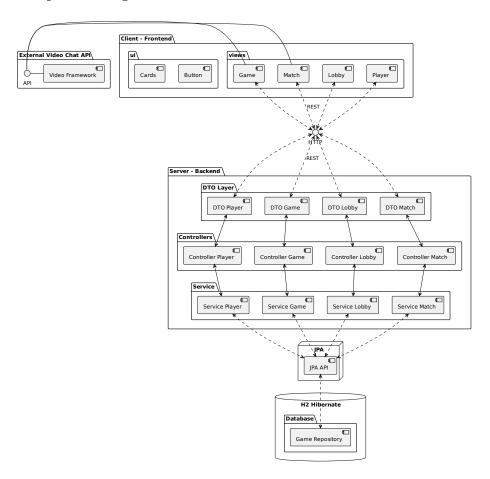


Figure 1: Component diagram

Class Diagram
Activity Diagram
UI Mockups
REST Interfaces
/games endpoint

Mapping	Method	Parameter	Parameter Type	Status Code	Response	Description
/games	POST	playerIDs: String[]	Body	•••		initiate a new
/games/{ga	an reun }	matchesPla	y B bdy	•••	•••	change state of a running
						game

/matches endpoint

Mapping	Method	Parameter	Parameter Type	Status Code	Response	Description
/matches	POST	gameID:	Body		numberOfF	Roi unitda te a
		String			int	new match
/matches/{	(mPateFID)	roundsPlay int,	e B ody	•••		change state of a running match

/cards endpoint

Mapping	Method	Parameter	Parameter Type	Status Code	Response	Description
/cards/dist	ri 6iE T	gameID: String, num- berOf- Cards: int	Body		list of play- erIDs + cards	get (distribute) cards to players in a game
/cards/dra	wGET	playerID: String	Body		card	get (draw) one card to one player
/cards/{pla	ay &FI]	gameID: String	Query			get a players current cards collection

Mapping	Method	Parameter	Parameter Type	Status Code	Response	Description
/cards/{col	le DtidiaEID E	cards: Card	Body			remove a card of cards collection
/cards/{col	lePti5hID}	cards: Card	Body			add a card to cards collection

/players endpoint

Mapping	Method	Parameter	Parameter Type	Status Code	Response	Description
/players	POST	playerName String	e:Body	201409	Playerdupl playerNam	
/players/{g	ga GiEID }	gameID: String	Query	200404	list of usersno such game or no players found	retrieve a list of players in a game
/players/{p	ol &FI D}	userID: long	Query	200404	playerplaye not found	er retrieve a player by ID
/players/{p	olayuTD}	currentScor int	reBody	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/{p	olaGeTD}	userID: long	Query	200404	playerplaye not found	r retrieve a player by ID
/users/{use	er KÐ ∱T	userID: String	Query	200404	useruser not found	retrieve a user by ID
/users/{use	er KÆ ffe}	userName: String	Query	200404	useruser not found	retrieve a user by their
/users/{use	er ID }T	newGameSe int	core:			username

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	d/ © ETTheID}	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?