# Diagrams

## Component Diagram
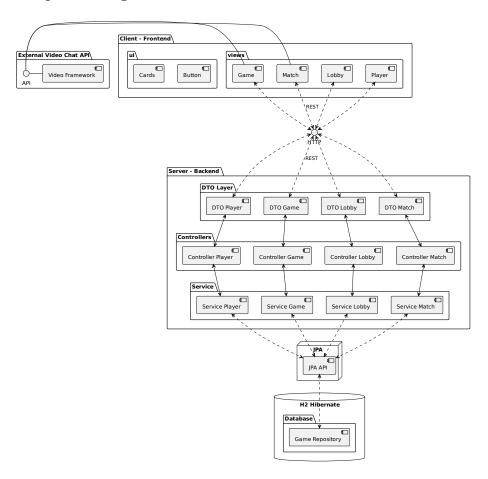


Figure 1: Component diagram

## 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 | 200404 | list of usersno such game or no users found | retrieve a list of players in a game |
| /players/{playerID} | GET | userID: long | Query | 200404 | useruser not found | 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 |

| Mapping | Method | Parameter | Parameter Type | Status Code | Response | Description |
|---|---|---|---|---|---|---|
| /players/{playerID} | PUT | currentScore integer | Body | - | - | change players score during game |
| /users/{userID} | PUT | newGameScore integer | Body | - | - | change users overall game score |