Diagrams

Component Diagram

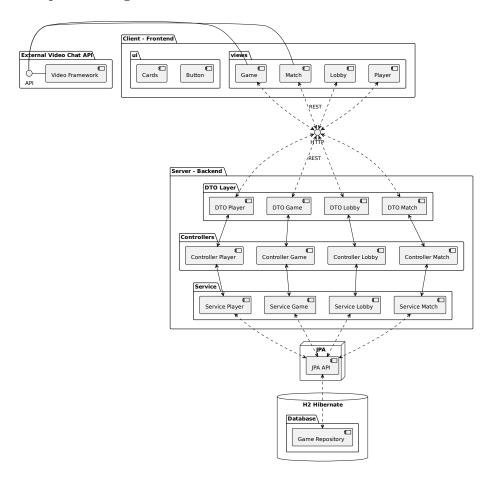


Figure 1: Component diagram

Class Diagram
Activity Diagram
UI Mockups
REST Interfaces
Endpoints
/games endpoint

Mapping	Method	Parameter	Parameter Type	Status Code	Response	Description
/games	POST	playerIDs: String[]	Body			initiate a new game
/games/{g	an(èFII)	-	Query	•••		retrieve all infor- mation of
/games/{g	ankeuu}	matchesPla	y Bb dy			a game change state of a running
						game

/matches endpoint

Mapping	Method	Parameter	Parameter Type	Status Code	Response	Description
/matches	POST	gameID: String	Body		numberOfI int	Roi mitda te a new
/matches/{	nPatterID}	roundsPlay int,	e d ody			match change state of a running match

/cards endpoint

Mapping	Method	Parameter	Parameter Type	Status Code	Response	Description
/cards/dist	tri 6:E 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

Mapping	Method	Parameter	Parameter Type	Status Code	Response	Description
/cards/{pla	ay &FI }	gameID: String	Query			get a players current cards collection
/cards/{co	lle lotidatild)E	cards: Card	Body			remove a card of cards collection
/cards/{co	lle Rti öhID}	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 playerName	
/players/{g	ga GETD }	gameID: String	Query	200404	list of playersno such game or no players found	retrieve a list of players in a game
/players/{p	ol GEI D}	userID: long	Query	200404	playerplaye not found	r retrieve a player by ID
/players/{p	olæeiTD}	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
/players/{p	olaGeTD}	userID: long	Query	200404	playerplaye not found	r retrieve a player by ID
/users/{use	er ID }T	userID: String	Query	200404	useruser not found	retrieve a user by ID
/users/{use	er 15:47:1 1e}	userName: String	Query	200404	useruser not found	retrieve a user by their username
/users/{use	er ID }T	$\begin{array}{c} {\rm newGameS} \\ {\rm int} \end{array}$	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
/scoreboard	l/ & EATTheID}	gameID: String	Query	200404	list of scoresno such game or no players found	retrieve a list of scores

Detailed Interface Specification

Game

Interface Name	Fieldname	Type	Description
GamePostDTO	playersIDs	String[]	IDs of players that participate in that game
GameGetDTO	players	PlayersGetDTO[]	List of players that participate in that game

Match

CardsDTO

PlayerDTO

Interface Name	Fieldname	Type	Description
PlayerPostDTO	playersName	String	Name of the player (must be unique)
PlayerGetDTO	playerID	String	Players unique identifier
	gameID	String	Unique identifier of game, a player is (or was?) participating
	playersName	String	Name of the player
	score	int	Players score in a running game

UserDTO

LoginDTO

 ${\bf LogoutDTO}$

 ${\bf Score Board DTO}~(?)$