Diagrams

Component Diagram

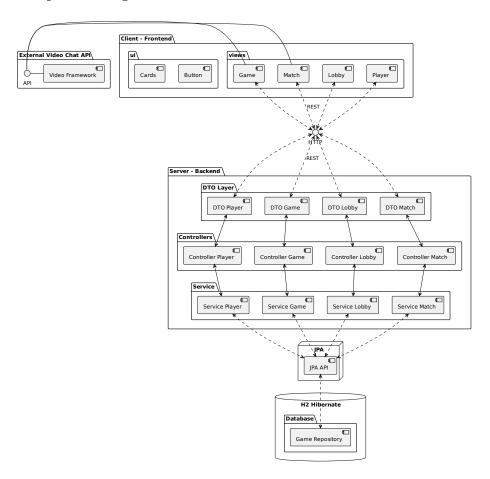


Figure 1: Component diagram

Class Diagram
Activity Diagram
UI Mockups
REST Interfaces
/games endpoint

Mapping	Method	Parameter	Parameter Type	Status Code	Response	Descr
/games	POST	playerIDs: String[]	Body			initiat
$/games/{gameID}$	PUT	matchesPlayed: int,	Body			chang

/matches endpoint

Mapping	Method	Parameter	Parameter Type	Status Code	Response	Description
/matches	POST	gameID: String[], num- berOf- Cards: int	Body			initiate a new game
/matches/{	{mAUEFID}	roundsPlay int,	re B ody			change state of a new game

/players endpoint

Mapping	Method	Parameter	Parameter Type	Status Code	Response	Description
/players	POST	playerName String	e:Body	201409	Playerdupl playerNam	
/players/{g	ga GETD }	gameID: String	Query	200404	list of usersno such game or no players found	retrieve a list of players in a game
/players/{p	ol &E TD}	userID: long	Query	200404	playerplaye not found	er retrieve a player by ID
/players/{I	olaÿtiTD}	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/{playerID}		userID: long	Query	200404	playerplayer retrieve a not found player by ID	
/users/{use	er ÆÆ T	userID: String	Query	200404	useruser not found	retrieve a user by ID
/users/{use	er Kæ fle}	userName: String	Query	200404	useruser not found	retrieve a user by their username
/users/{use	er B U}T	newGameS int	core:			username

Body | 204404 | user not found | change users overall game score |

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	l/ ©a aTheID}	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?