Diagrams

Component Diagram

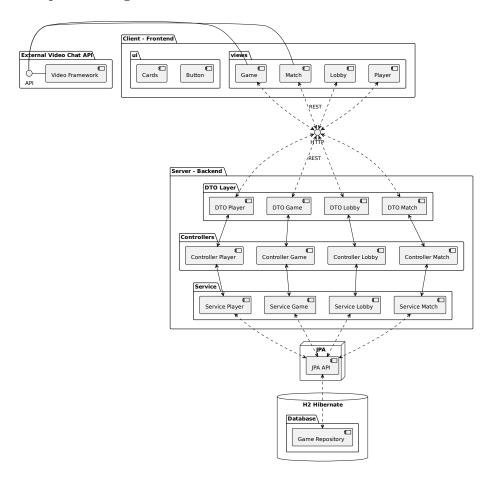


Figure 1: Component diagram

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 | Playerdupli 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 |

 ${\bf UserDTO}$

LoginDTO

 ${\bf LogoutDTO}$

ScoreBoardDTO (?)