Diagrams

Component Diagram

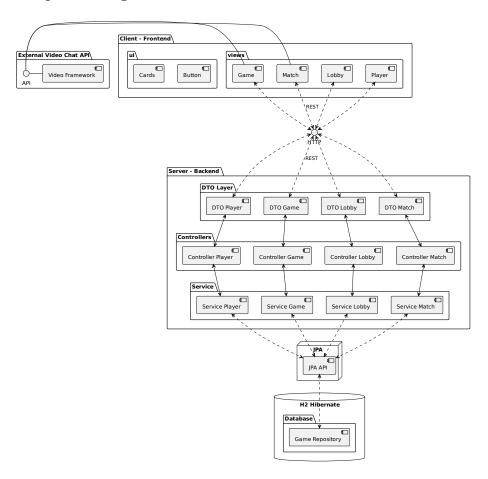


Figure 1: Component diagram

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/@@ineID}		gameID: String	Query	•••	•••	retrieve a list of scores
/players	POST	playerName String	e:Body	•••	•••	create a new player
/players/{g	ga GETD }	gameID: String	Query			retrieve a list of players in a game
/players/{p	olaĢ ET D}	userID: long	Query	•••		retrieve a player by ID
/users	POST	userName: String, password: String	Body			register a new user
/users/{use	er KD} T	userID: String	Query		•••	retrieve a user by ID
/users/{use	er KÆ ffe}	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
/players/{p	olayerTD}	currentScor integer	eBody	-	-	change players score during game

Mapping	Method	Parameter	Parameter Type	Status Code	Response	Description
/users/{use	er ₽ 0}T	newGameS integer	cdedy	-	-	change users overall game score