Diagrams

Component Diagram

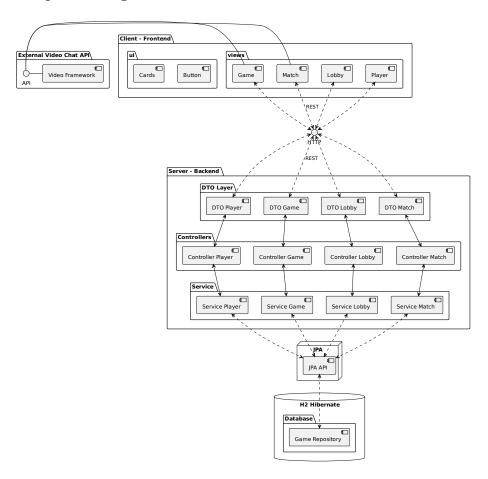


Figure 1: Component diagram

Class Diagram
Activity Diagram
UI Mockups
REST Interfaces

Mapping	Method	Parameter	Parameter Type	Status Code	Response	Description
				Code	Response	
/game	POST	playerIDs: String[]	Body	•••		initiate a new game
/scoreboard	d/QanneID}	gameID: String	Query	200404	list of scoresno such game orno 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?
/players	POST	playerName String	e:Body	201409	Playerdupl playerNam	
/players/{g	ga GiETD }	gameID: String	Query	200404	list of usersno such game or no players found	retrieve a list of players in a game
/players/{p	olaÇETD}	userID: long	Query	200404	useruser not found	retrieve a player by ID
/users	POST	userName: String, password: String	Body			register a new user
/users/{use	er 163} T	userID: String	Query	•••	• • •	retrieve a user by ID

Mapping	Method	Parameter	Parameter Type	Status Code	Response	Description
/users/{us	er Na ŭTe}	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/{	playem)	currentScor integer	reBody	-	-	change players score during game
/users/{us	er P1 }T	newGameS integer	cobordy	-	-	change users overall game score