## Diagrams

## Component Diagram

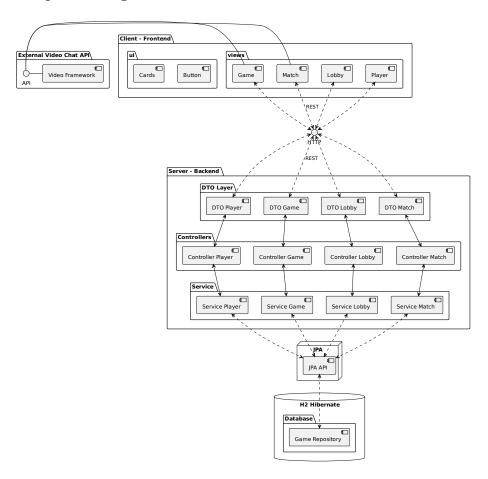


Figure 1: Component diagram

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
/scoreboard	d/ <b>&amp;</b> TaTheID}	gameID: String	Query			game retrieve a list of scores
/players	POST	playerName String	e:Body			create a new player
/players/{g	ga <b>GETD</b> }	gameID: String	Query		•••	retrieve a list of players in a game
/players/{p	olaGeTD}	userID: long	Query		•••	retrieve a player by ID
/users	POST	userName: String, password: String	Body			register a new user
/users/{use	er <b>Æ</b> FT	userID: String	Query	•••		retrieve a user by ID
/users/{use	er <b>Kæ</b> ïfle}	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/{playerID}		currentScoreBody integer		-	-	-
/users/{user <b>P</b> D}T		newGameSe integer	cdedy	-	-	-