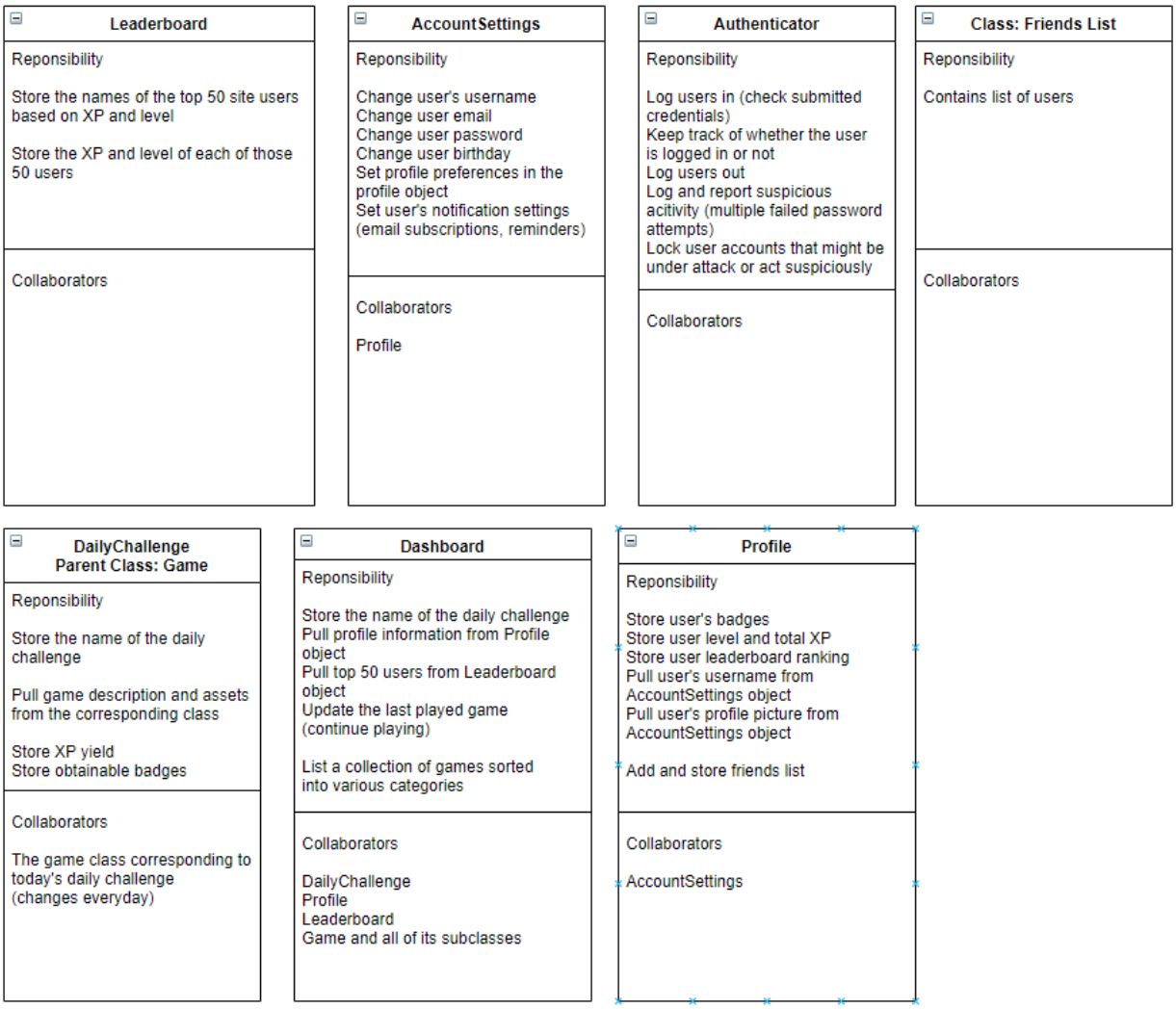
DreamTeam System Design Document

Table of Contents

CRC Cards


Leaderboard
Reponsibility
Store the names of the top 50 site users based on XP and level
Store the XP and level of each of those 50 users
Collaborators
AccountSettings
Reponsibility
Change user's username
Change user email
Change user password
Change user birthday
Set profile preferences in the profile object
Set user's notification settings (email subscriptions, reminders)
Collaborators
Profile
Authenticator
Reponsibility
Log users in (check submitted credentials)
Keep track of whether the user is logged in or not
Log users out
Log and report suspicious acitivity (multiple failed password attempts)
Lock user accounts that might be under attack or act suspiciously
Collaborators
Class: Friends List
Reponsibility
Contains list of users
Collaborators
DailyChallenge
Parent Class: Game
Reponsibility
Store the name of the daily challenge
Pull game description and assets from the corresponding class
Store XP yield
Store obtainable badges
Collaborators
The game class corresponding to today's daily challenge (changes everyday)
Dashboard
Reponsibility
Store the name of the daily challenge
Pull profile information from Profile object
Pull top 50 users from Leaderboard object
Update the last played game (continue playing)
List a collection of games sorted into various categories
Collaborators
DailyChallenge
Profile
Leaderboard
Game and all of its subclasses
Profile
Reponsibility
Store user's badges
Store user level and total XP
Store user leaderboard ranking
Pull user's username from AccountSettings object
Pull user's profile picture from AccountSettings object
Add and store friends list
Collaborators
AccountSettings

Game (Abstract) **Subclasses: DailyChallenge, StackGame, QueueGame, TreeTraversalGame, DictionaryGame, ArrayGame, IfStatementGame, HelloWorldGame**
Reponsibility Check game state (currently playing, loss, win) Update user's XP count and level on game completion in Profile object Update user's badge collection on achievement completion in Profile object Validate user input Update class attributes to reflect user's action in game Save Game state (if user leaves, doesn't have to start over)
Collaborators Profile

QueueGame
Parent class: Game

Reponsibility

Update XP yield based on user's score

Store obtaininable badges

Update user's score after each marble action

Keep track of the order of marbles

Update game state to "won" when the amarbles are in the desired order

Record the user's action history (what moves have been made)

Collaborators

IfStatementGame
Parent class: Game

Reponsibility

Update XP yield based on user's score
Store obtainable badges

Record the if conditions that the user submitted

Check that the user submitted valid if conditions through the dropdown list

Move the robot north, south, east, west depending on the if conditions specified by the user

Update the game state to "won" when the robot has reached the goal tile

Calculate the user's score based on the number of moves the robot took to reach the goal tile

Collaborators

DictionaryGame
Parent class: Game

Reponsibility

Store XP yield
Store obtainable badges

Check whether the user answered the question correctly

Update the game state to "won" when the user has correctly answered all questions

Collaborators

TreeTraversalGame
Parent class: Game

Reponsibility

Store XP yield
Store obtainable badges
Check if a user's traversal choice alerts the criminal
Update the game state to "won" if the user has chooses a traversal order that doesn't alert the criminal

Validate user input

Collaborators

ArrayGame
Parent class: Game

Reponsibility

Store XP yield
Store obtainable badges

Check if the user dragged the shape to the correct array index

Update the game state to "won" when all questions have been answered correctly

Collaborators

HelloWorldGame
Parent class: Game

Reponsibility

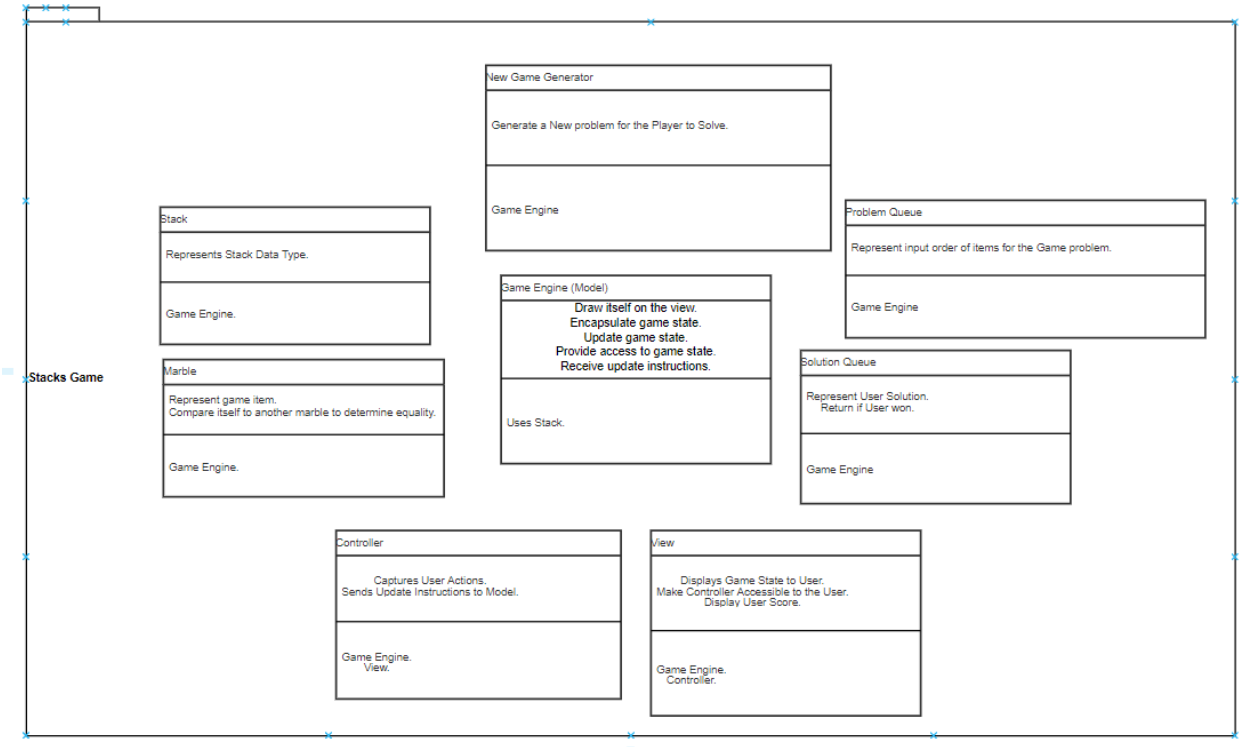
Store XP yield
Store obtainable badges

Check if the user has submitted their name through the text box

Check that the user has submitted "Hello World" through the text box

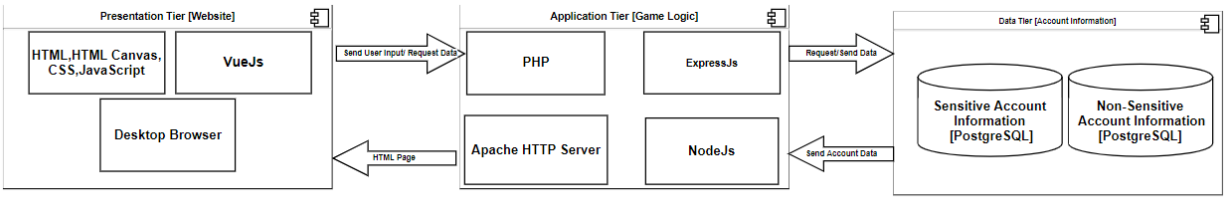
Update the game state to "won" when "Hello World" has been printed to the screen

Collaborators


Stacks Game
New Game Generator
Generate a New problem for the Player to Solve.
Game Engine
Stack
Represents Stack Data Type.
Game Engine.
Problem Queue
Represent input order of items for the Game problem.
Game Engine
Game Engine (Model)
Draw itself on the view.
Encapsulate game state.
Update game state.
Provide access to game state.
Receive update instructions.
Uses Stack.
Marble
Represent game item.
Compare itself to another marble to determine equality.
Game Engine.
Solution Queue
Represent User Solution.
Return if User won.
Game Engine
Controller
Captures User Actions.
Sends Update Instructions to Model.
Game Engine.
View.
View
Displays Game State to User.
Make Controller Accessible to the User.
Display User Score.
Game Engine.
Controller.

Software Architecture Diagram

Three-Tier Architecture



The three-tier architecture diagram is responsible for describing how our system is divided into components. Our system is divided into 3 tiers, those being the Presentation Tier (website), the Application Tier (web server), and the Data Tier (database).

The Presentation Tier contains the website layer. The website layer represents our website as it is displayed to user. The website layer includes all HTML, CSS, and JavaScript files using the Vue.js framework. The purpose of the website layer is to take user input and send it to the Application Tier for processing and validation. This includes usernames, emails, passwords, changes to other account information, and game inputs. The website layer is also responsible for requesting HTTP pages from the web server and displaying the HTML, CSS, and JavaScript that it receives from the Application Tier.

The Application Tier contains the web server layer. The web server layer includes the Apache HTTP Web Server that hosts our website and all PHP files and JavaScript files using the ExpressJs framework. The web server layer also includes the NodeJs environment required to execute the JavaScript files. The purpose of the web server layer is to process and validate all user input received from the website layer (Presentation Tier). The web server layer is responsible for handling all game logic. Therefore, all game inputs are processed, validated, and reflected in this layer. Additionally, the web server layer is responsible for querying and updating account data (e.g. usernames, emails, passwords) on the PostgreSQL databases in the Data Tier to perform password authentication and update user account information. Queries the database layer are made through prepared statements to avoid SQL injection attacks.

Within the Data Tier lives the database layer. The database layer includes the PostgreSQL databases responsible for storing usernames, passwords, emails, and other account information. The purpose of the database layer is to send non-sensitive

account information to the web server layer (Application Tier) for processing and to send sensitive account information to the web server layer for password authentication. The database layer is also responsible for reflecting any changes to user account information in the corresponding database.

The following is an example use case of our system. A user logs into our website with a correct username and password. The HTML file in our website layer sends the username and password to a PHP file in our web server layer by way of HTML form and POST request. The PHP file in our web server layer queries the row in the PostgreSQL database (sensitive account information) with the given username and password with a prepared statement. The database fulfills the query request by sending the row with matching username and password to the PHP file. The PHP file verifies that the query returned a non-empty output and then has the Apache HTTP Server send the “logged-in” HTML page to the website layer. The website layer displays the “logged-in” HTML page to the user. The user has now securely logged into our website.

If the user inputs an invalid password, the query to the PostgreSQL database returns an empty output. The PHP file would then log the failed password attempt and have the Apache HTTP server send an “error” HTML page to the website layer. After 3 failed password attempts, the user will be locked out of their account 5 minutes. The lockout times doubles with each subsequent failed attempt.