

## EXgames : High-level design overview

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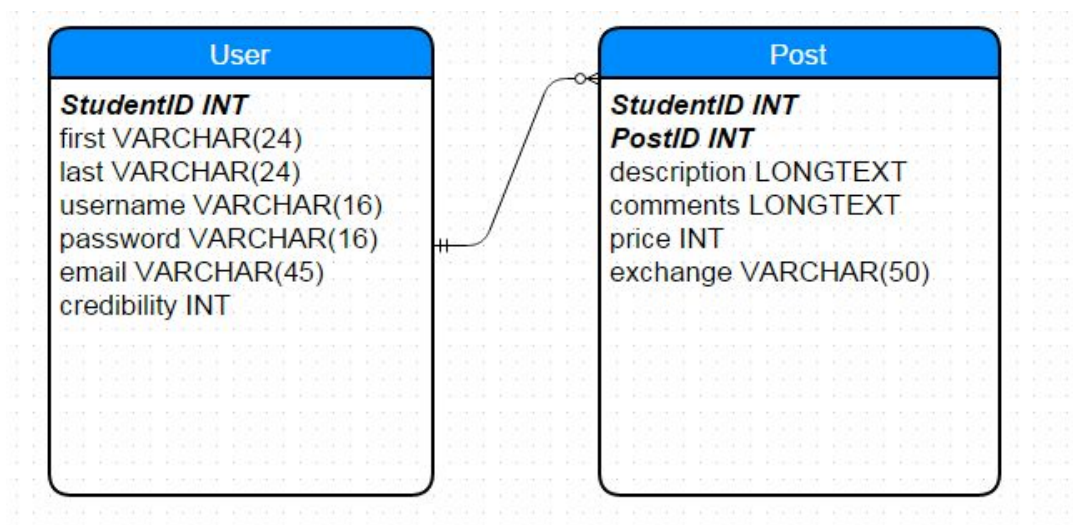
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### Modules

- **createAccount:** receive the information such as userid, password, preferences, location, etc from the user and save in the database.
- **modifyAccount:** change personal data for the user
- **saveInDB:** save given information in the right relation in the database (user info, posting info, etc)
- **modifyInDB:** modify the database with the given input from the user
- **getFromDB:** get the requested data by the user from the DB
- **create/edit/removePost:** create/edit/remove posting from the given user input and save in the database
- **search:** request info from the db using the user input
- **generateResult:** display the search result
- **updateRating:** update rating for a seller when a new rating comes in
- **sendMsg:** send message to another user to ask something or make a bid
- **reportUser:** punish user with low credibility or false advertisement.

### Data Schema - ERD diagram



Note : This data schema satisfy the minimal requirement for our project , we might need to modify during the development process.

### CRC for backend python.

Since we are using python as backend programming language , this is our initial object oriented design follow by behaviour design pattern. We choose behaviour design pattern because we want to focus on interaction between User-User , User-Post and Admin-User , also iterator method is useful when we want to fetch data from the database.

Administrator	
AdminID AdminPassword changeUserPassword deletePost addUser suspendUser	User Post

Administrator have full access to the database and permission to add/remove/change data with functions like addUser,changeUserPassword.

User	
userName( <i>unique</i> ) password posts personalProfile rating postProduct buyProduct contactOtheruser	Post

Each user have username and password for authentication and basic function such as postProduct, contactOtheruser to interact with other users.

Post	
pID description comment price/exchange for games	

Posts are object contain by users, it contains basic information.

List of pages and UI elements :

Main Page Layout

User information bar		Hello, Username! My account/ post login/sign up	
LOGO	<div>search bar</div> <div>hot topics: XXXX SSSS DDDD AAAA</div>		
consoles/ catogary  .....  .....  .....  .....  .....  .....	announcement/news/advertisements/		contact/ facebook/twitter
	announcement/news/advertisements/		

Top feature products				
product pic/price/seller's link	product pic/price/seller's link	product pic/price/seller's link	product pic/price/seller's link	product pic/price/seller's link
product pic/price/seller's link	product pic/price/seller's link	product pic/price/seller's link	product pic/price/seller's link	product pic/price/seller's link

## Post Layout

User information bar		Hello, Username! My account/ post login/sign up	
LOGO	<div></div> <div>search bar</div> <div>hot topics: XXXX SSSS DDDD AAAA</div>		
Seller's info  rating	item description		
buyer's info rating	reply/comments		
text size/font emocon		submit	
text for replying			

## Search Layout

User information bar

Hello, Username!    My account/ post    login/sign up

LOGO

search bar

hot topics: XXXX SSSS DDDD AAAA

## Categories

xxx(quantity)  
xxx(quantity)  
xxx(quantity)  
xxx(quantity)  
xxx(quantity)  
xxx(quantity)  
xxx(quantity)

description

price

\_\_\_\_\_

— — —

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Console Layout

User information bar

Hello, Username! My account/ post login/sign up

LOGO

search bar

hot topics: XXXX SSSS DDDD AAAA

consoles/  
catogary

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**bolded to indicate seletion**

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Item description

seller info:  
rating/posted date/price

Item description

seller info:  
rating/posted date/price

Item description

seller info:  
rating/posted date/price

Item description

seller info:  
rating/posted date/price

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