Blackjack Design Document

Online Game

01-May-15

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Table of Contents

[Architecture diagram 2](#_Toc422420949)

[Description of Interfaces 2](#_Toc422420950)

[IPortal 2](#_Toc422420951)

[Client Class Diagram 4](#_Toc422420952)

[Server Class Diagram 5](#_Toc422420953)

[Sequence Diagrams 6](#_Toc422420954)

[1. Login 6](#_Toc422420955)

[2. Creating a Game 7](#_Toc422420956)

[3. Joining a Game 8](#_Toc422420957)

[4. Adding Money to the Pool 8](#_Toc422420958)

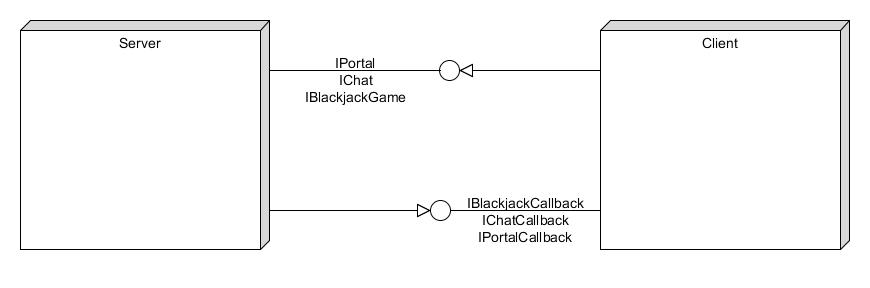
[5. Hit 9](#_Toc422420959)

[6. Stay 10](#_Toc422420960)

[7. Leaving a Game 10](#_Toc422420961)

[8. Logout 11](#_Toc422420962)

# Architecture diagram



# Description of Interfaces

## IPortal

|  |
| --- |
| <<IPortal>> |
|  |
| User Login(String user)  User Register(String user)  void Logout(User user)  bool JoinGame(Game game, User user)  Game CreateGame(User user)  void GetGameList()  void SubscribePortal()  void UnsubscribePortal() |

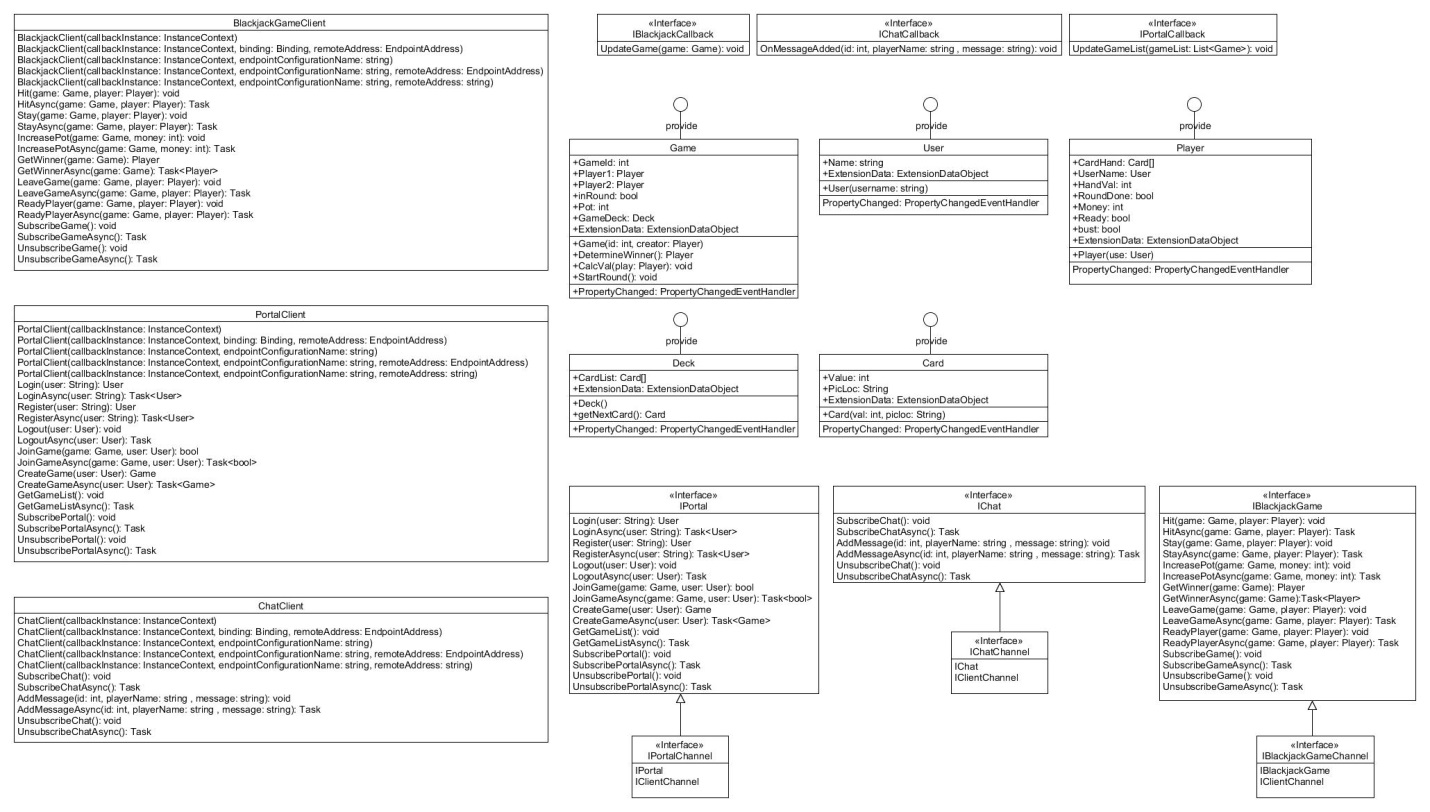
|  |
| --- |
| <<IPortalCallback>> |
|  |
| UpdateGameList(List<Game> gameList) |

|  |
| --- |
| <<IBlackjack>> |
|  |
| void Hit(Game game, Player player)  void Stay(Game game, Player player)  void IncreasePot(Game game, int money)  Player GetWinner(Game game)  void LeaveGame(Game game, Player player)  void ReadyPlayer(Game game, Player player)  void SubscribeGame()  void UnsubscribeGame() |

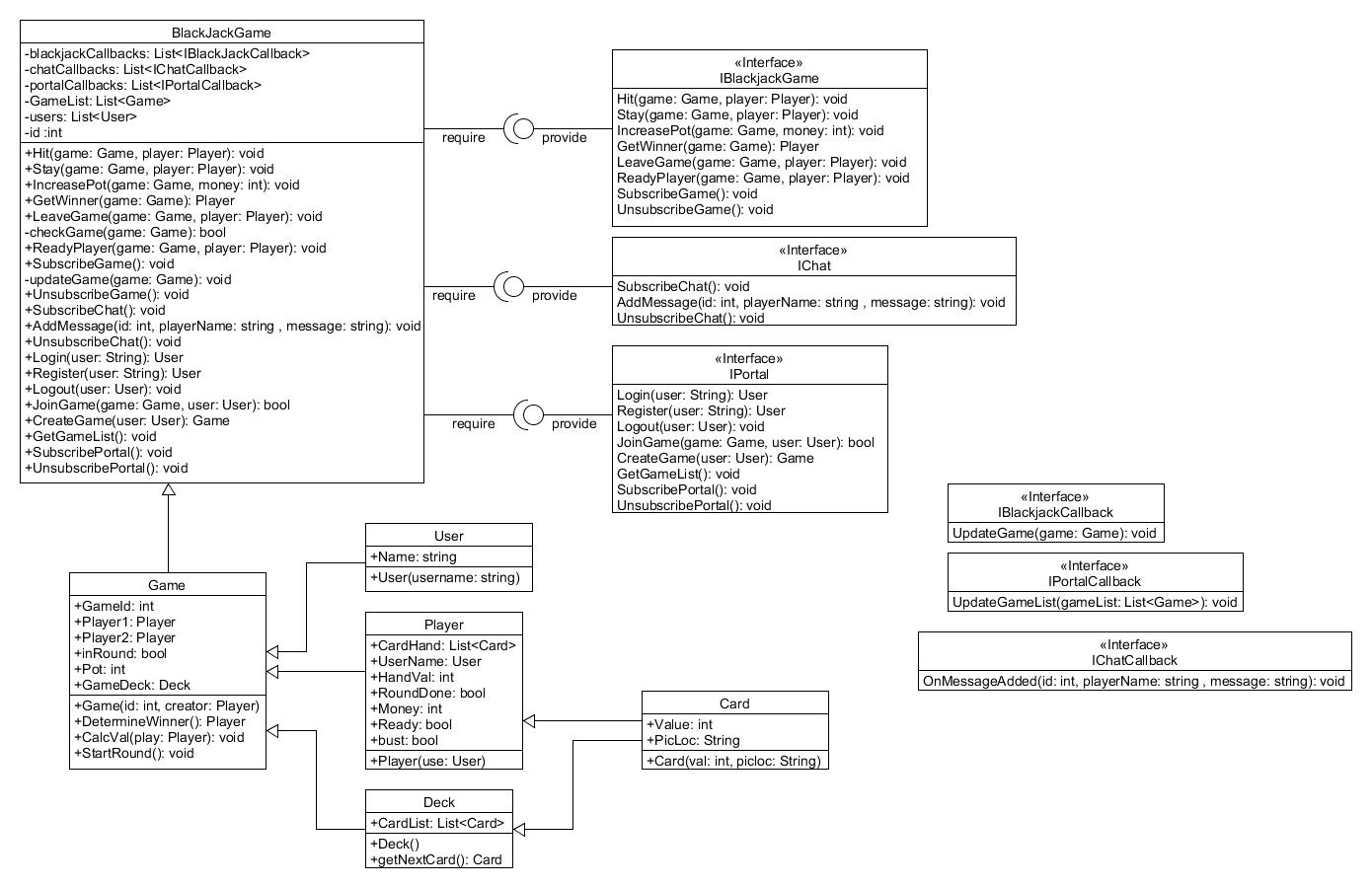
|  |
| --- |
| <<IBlackjackCallback>> |
|  |
| UpdateGame(Game game) |

|  |
| --- |
| <<IChatCallback>> |
|  |
| void OnMessageAdded(int id, string playerName, string message) |

# Client Class Diagram

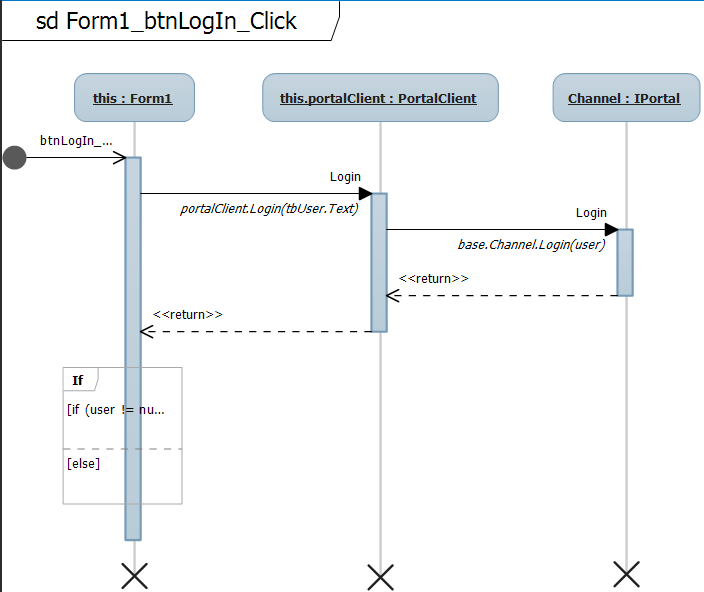


# Server Class Diagram

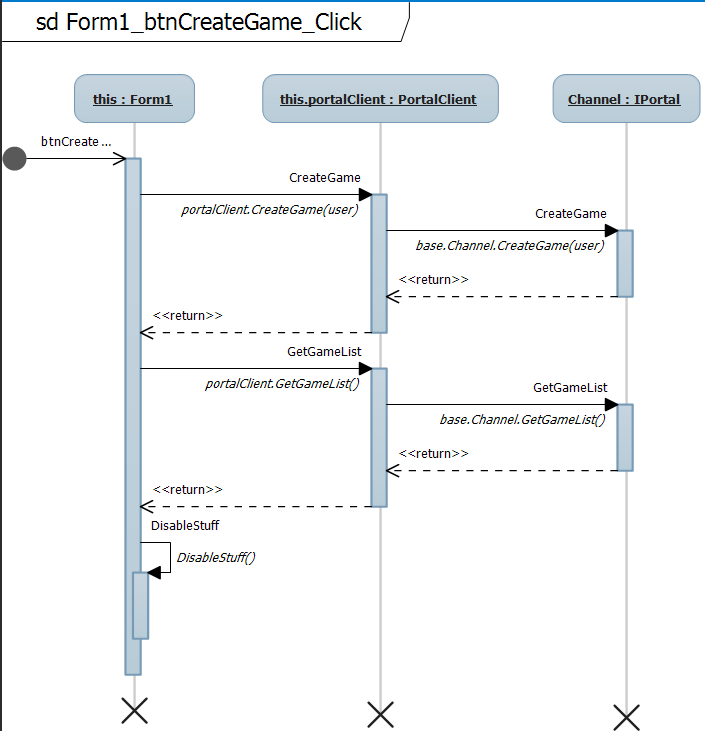


# Sequence Diagrams

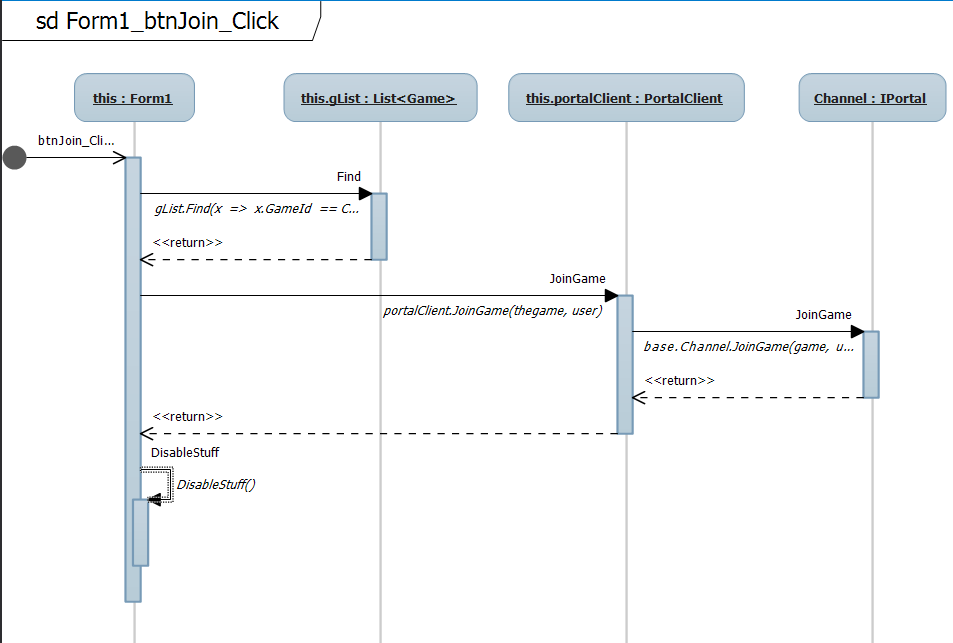
## 1. Login



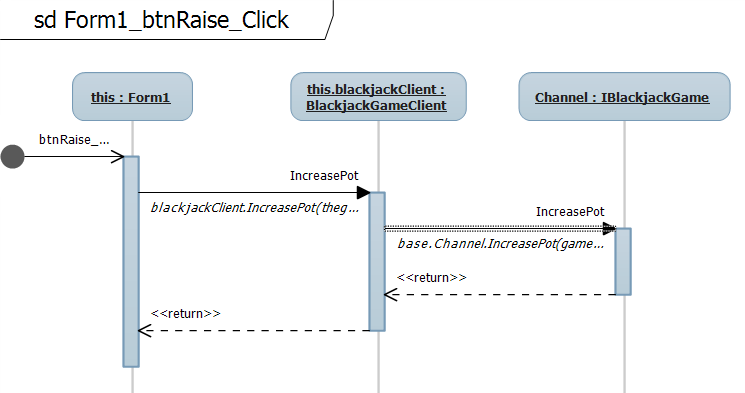
## 2. Creating a Game



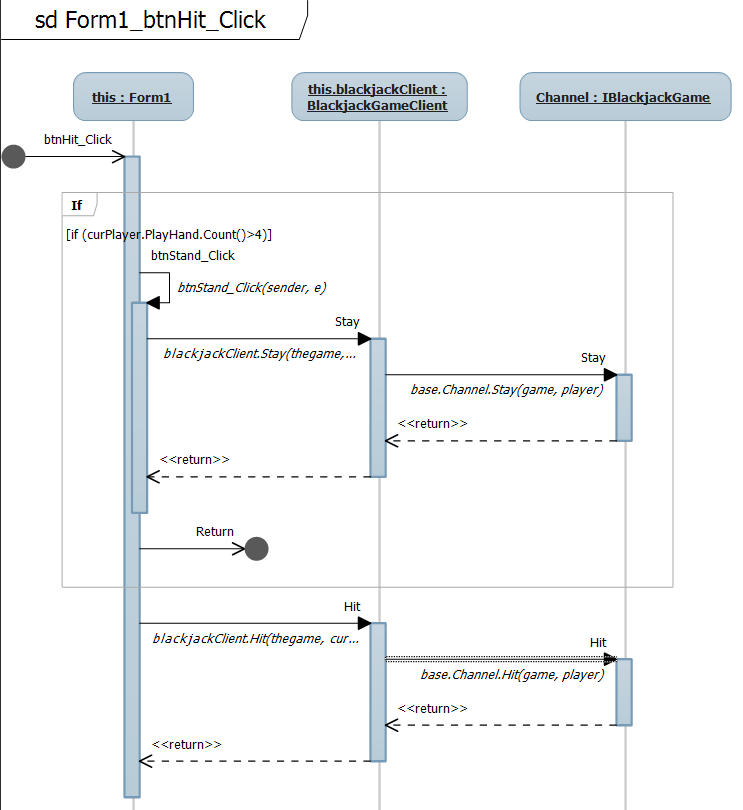
## 3. Joining a Game



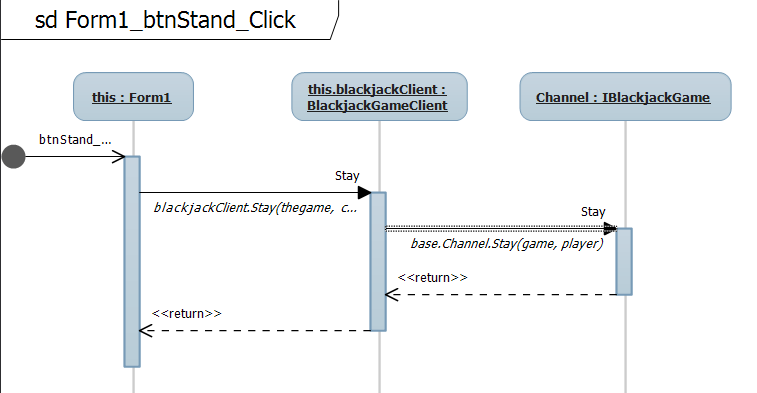
## 4. Adding Money to the Pool



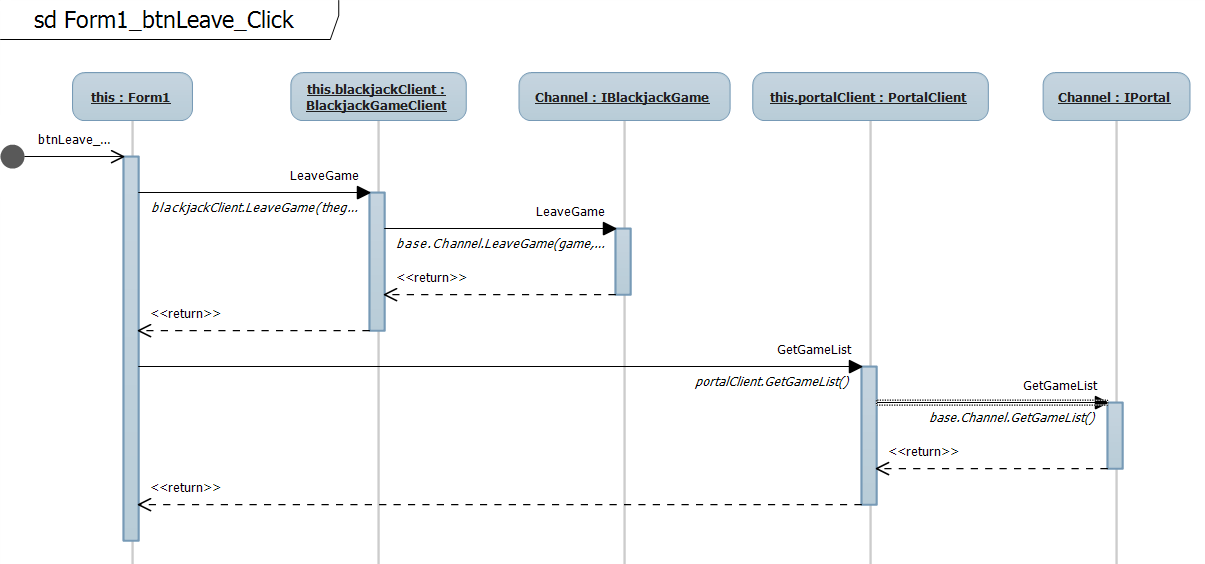
## 5. Hit



## 6. Stay



## 7. Leaving a Game



## 8. Logout

