Blackjack Design Document

Online Game

01-May-15

Benjamin Umbach, Stoyan Staynov, Popa Vlad

Table of Contents

[Architecture diagram 2](#_Toc418242401)

[Description of Interfaces 2](#_Toc418242402)

[IPortal 2](#_Toc418242403)

[IBlackJack 2](#_Toc418242404)

[Client Class Diagram 3](#_Toc418242405)

[Server Class Diagram 3](#_Toc418242406)

[Sequence Diagrams 4](#_Toc418242407)

[1. Login 4](#_Toc418242408)

[2. Starting a Game 5](#_Toc418242409)

[3. Joining a Game 5](#_Toc418242410)

[4. Inviting a Player to the Game 6](#_Toc418242411)

[5. Adding Money to the Pool 6](#_Toc418242412)

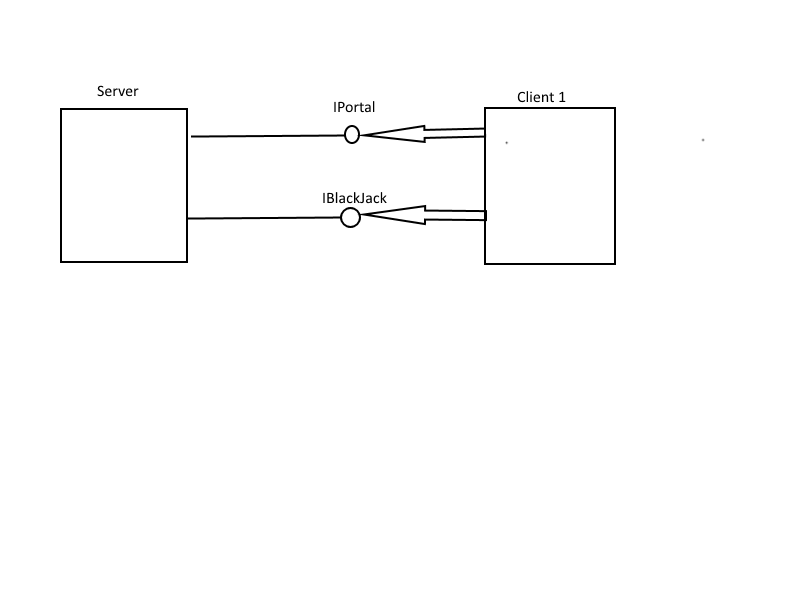
[6. Hit 7](#_Toc418242413)

[7. Stay 7](#_Toc418242414)

[8. Leaving a Game 8](#_Toc418242415)

[9. Logout 8](#_Toc418242416)

# Architecture diagram



# Description of Interfaces

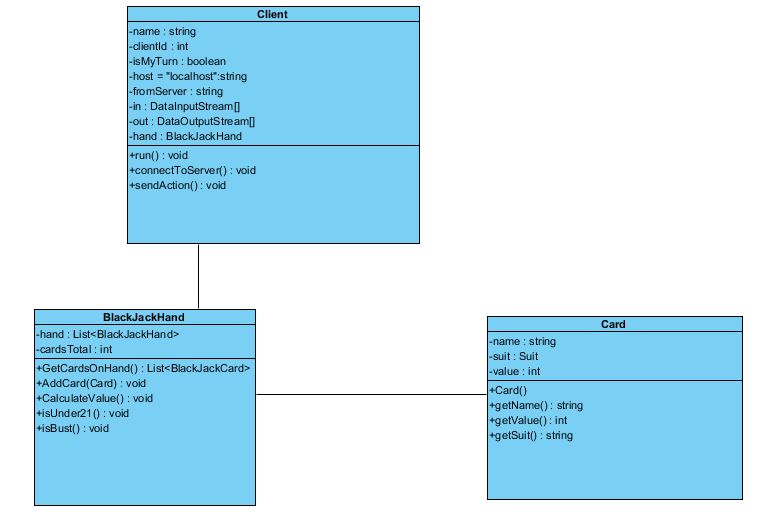
## IPortal

|  |
| --- |
| <<IPortal>> |
|  |
| +void logIn(Username,Password)  +void createGame()  +void invitePlayer(Username)  +void spectateGame(id)  +void createPrivateGame() |

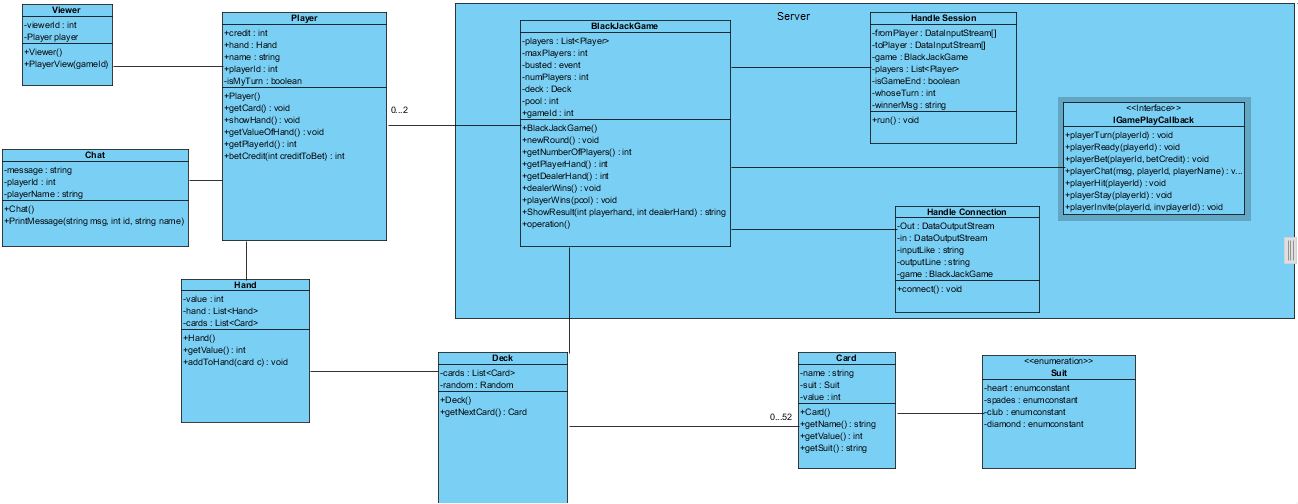
## IBlackJack

|  |
| --- |
| <<IBlackjack>> |
|  |
| +Deal()  +Stay()  +isWinner() |

# Client Class Diagram

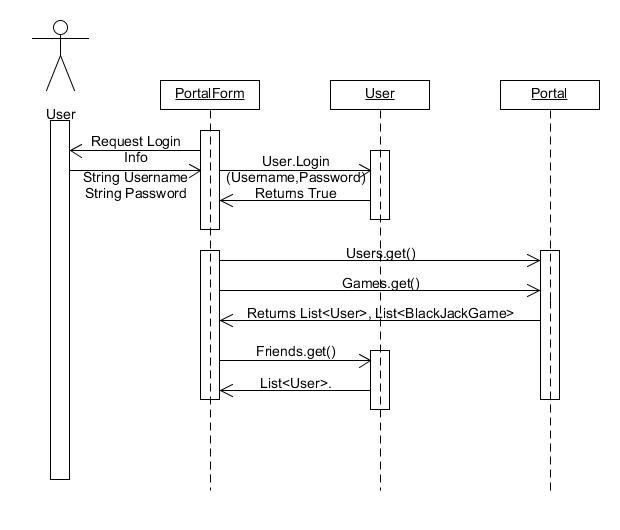


# Server Class Diagram

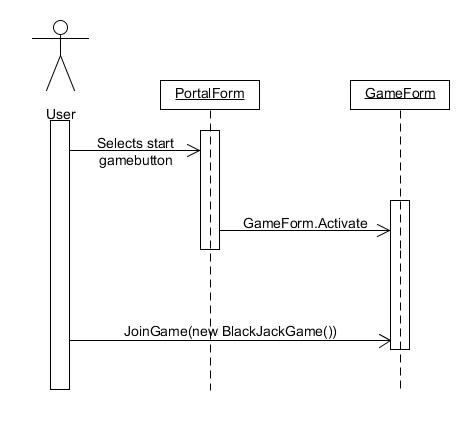


# Sequence Diagrams

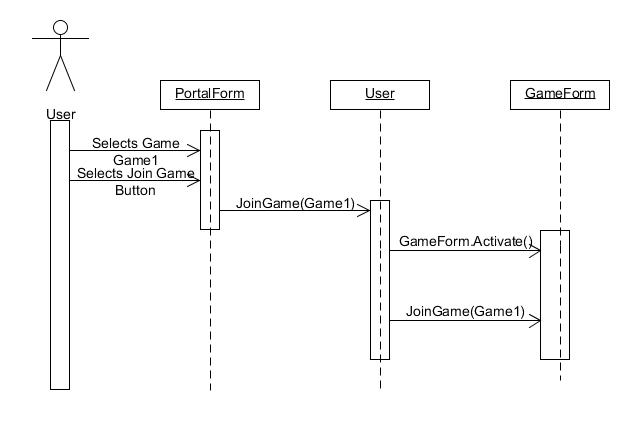
## 1. Login



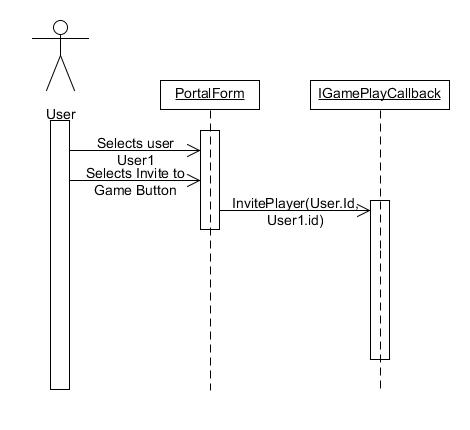
## 2. Starting a Game



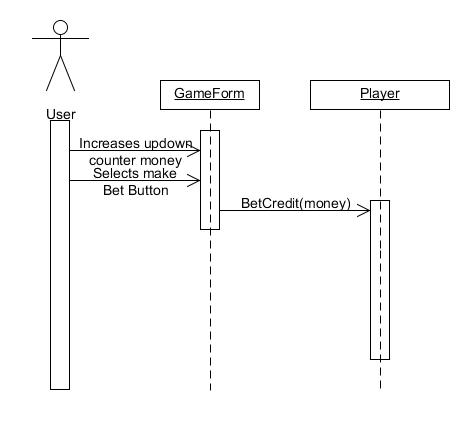
## 3. Joining a Game



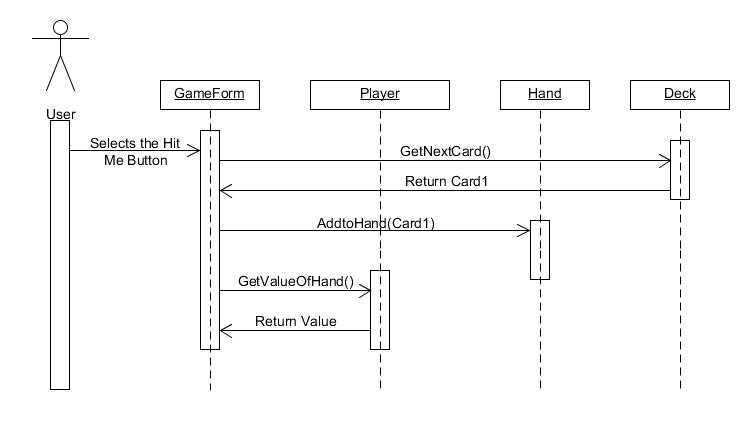
## 4. Inviting a Player to the Game



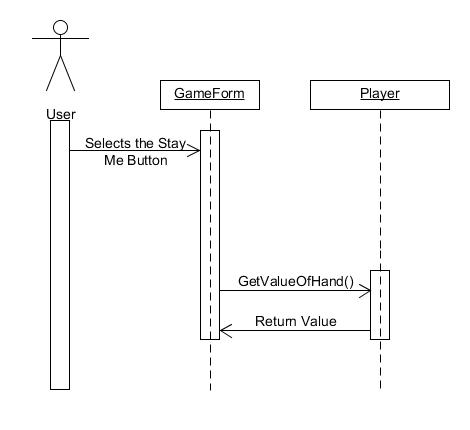
## 5. Adding Money to the Pool



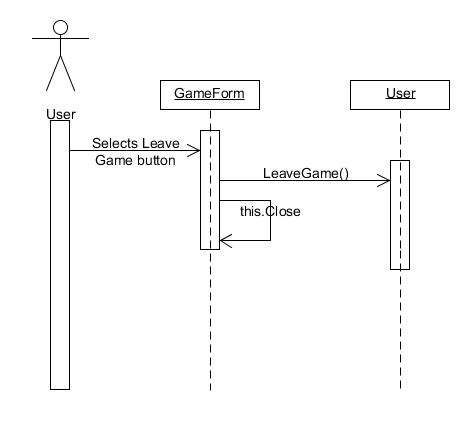
## 6. Hit



## 7. Stay



## 8. Leaving a Game



## 9. Logout

