Blackjack Design Document

Online Game

01-May-15

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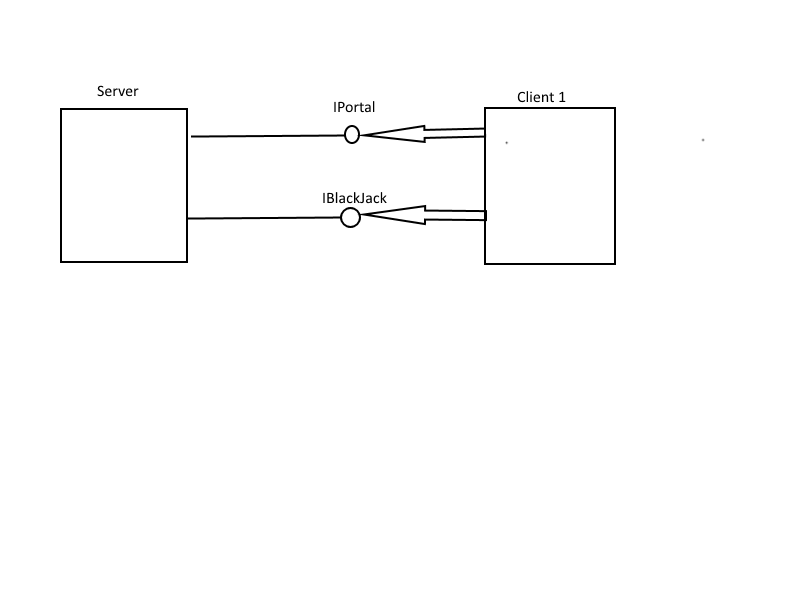
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# Architecture diagram



# Description of Interfaces

## IPortal

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

## IBlackJack

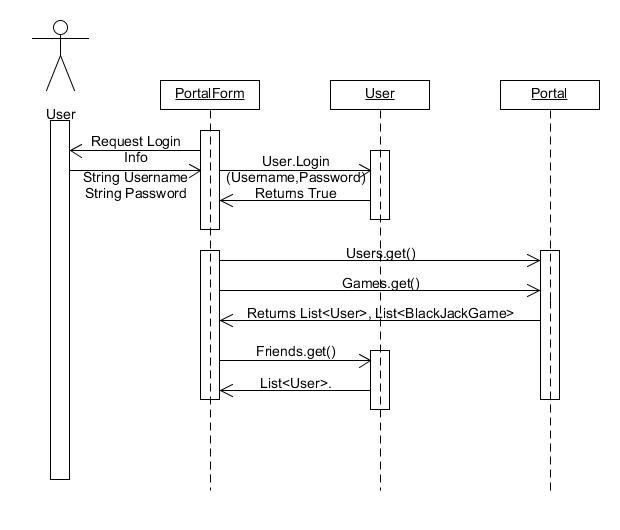
|  |
| --- |
| <<IBlackjack>> |
|  |
| +Deal()  +Stay()  +isWinner() |

# Client Class Diagram

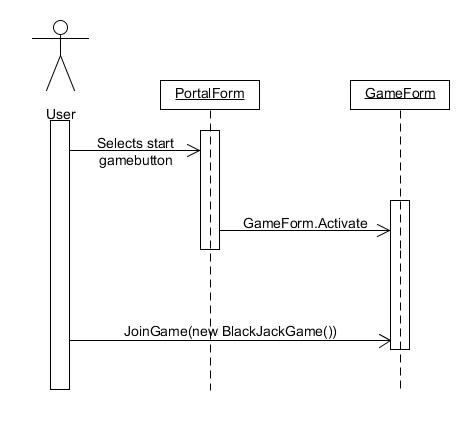
# Server Class Diagram

# Sequence Diagrams

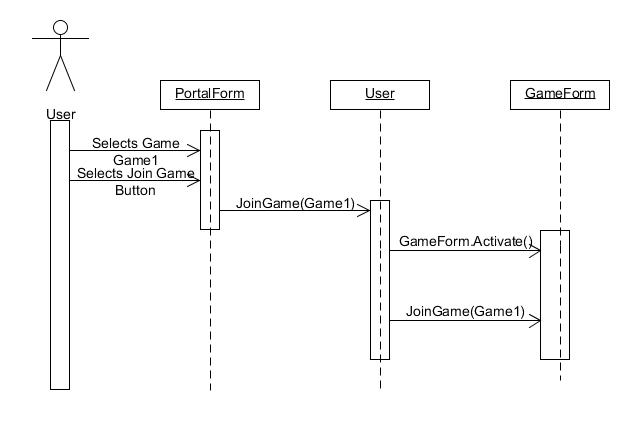
## 1. Login



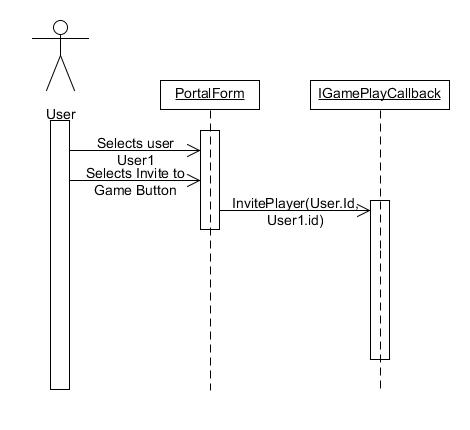
## 2. Starting a Game



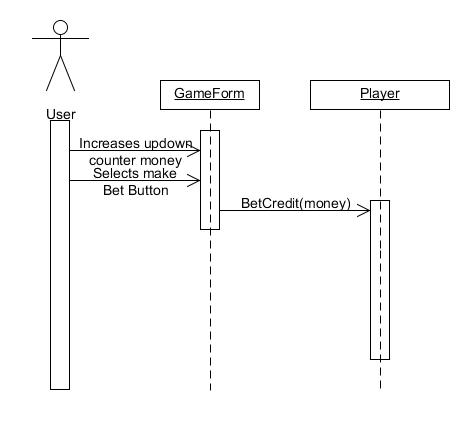
## 3. Joining a Game



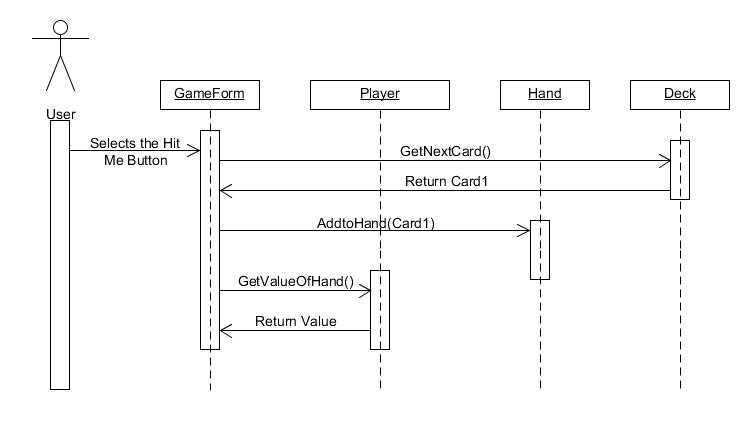
## 4. Inviting a Player to the Game



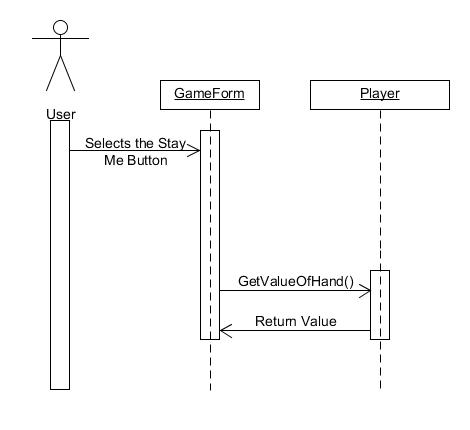
## 5. Adding Money to the Pool



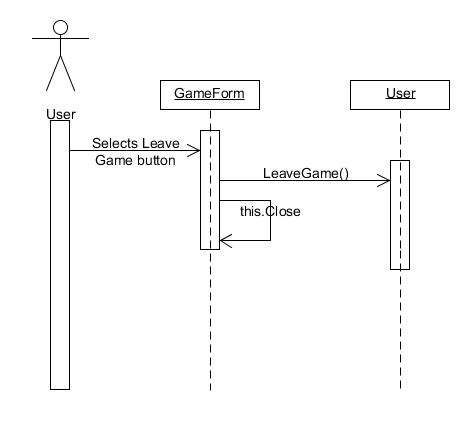
## 6. Hit



## 7. Stay



## 8. Leaving a Game



## 9. Logout

