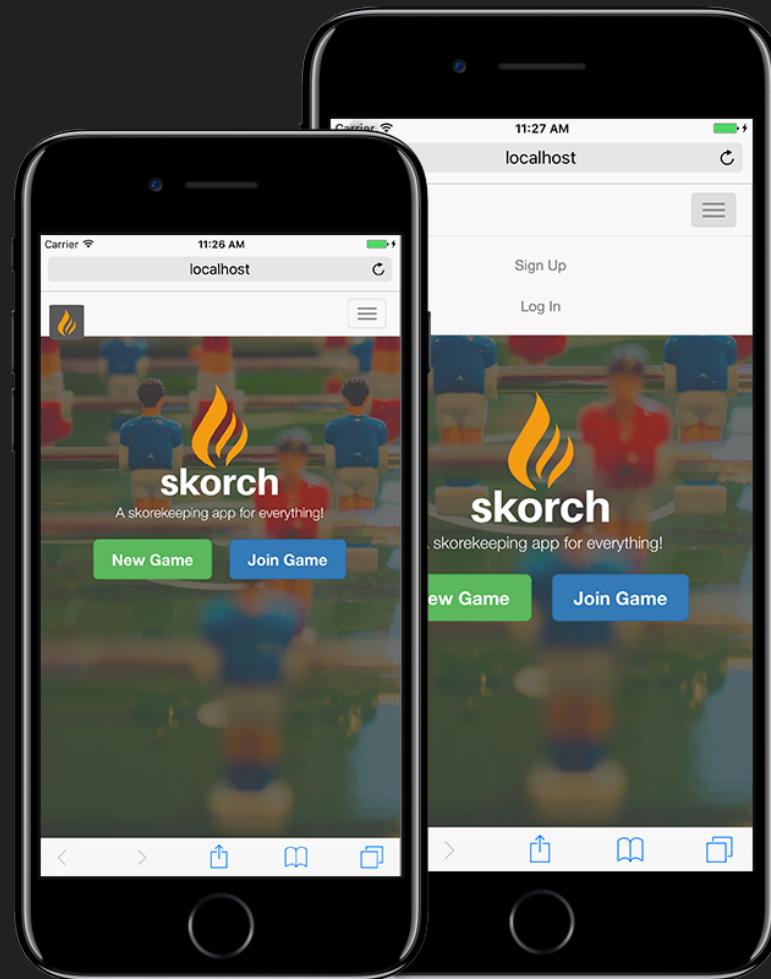




Design

Will Harrison
Cody Henderson
Nath Tumlin
Thomas Willingham



Problem Definition

Hundreds of individual solutions for many types of games

Most solutions only provide a view for a single user

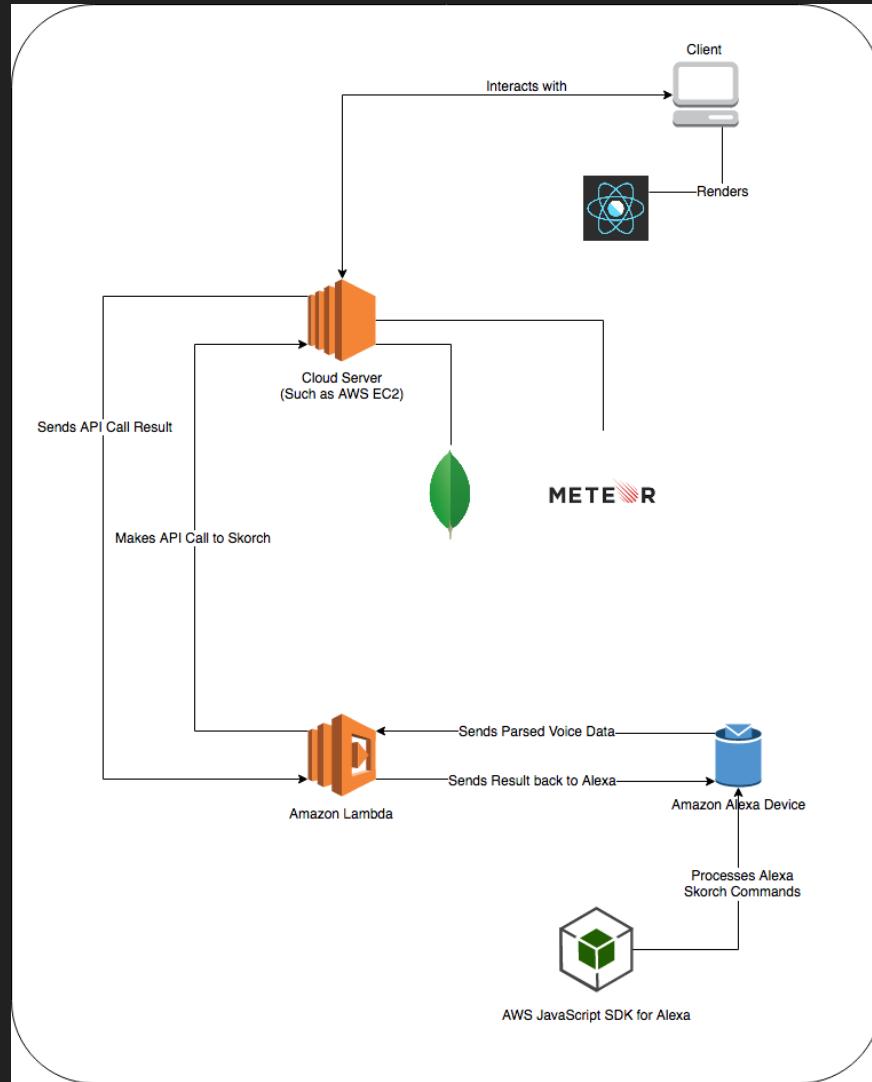
No voice controlled score boards

Skorch supports limitless game options with meta-model editor

Skorch provides real-time updates to multiple clients

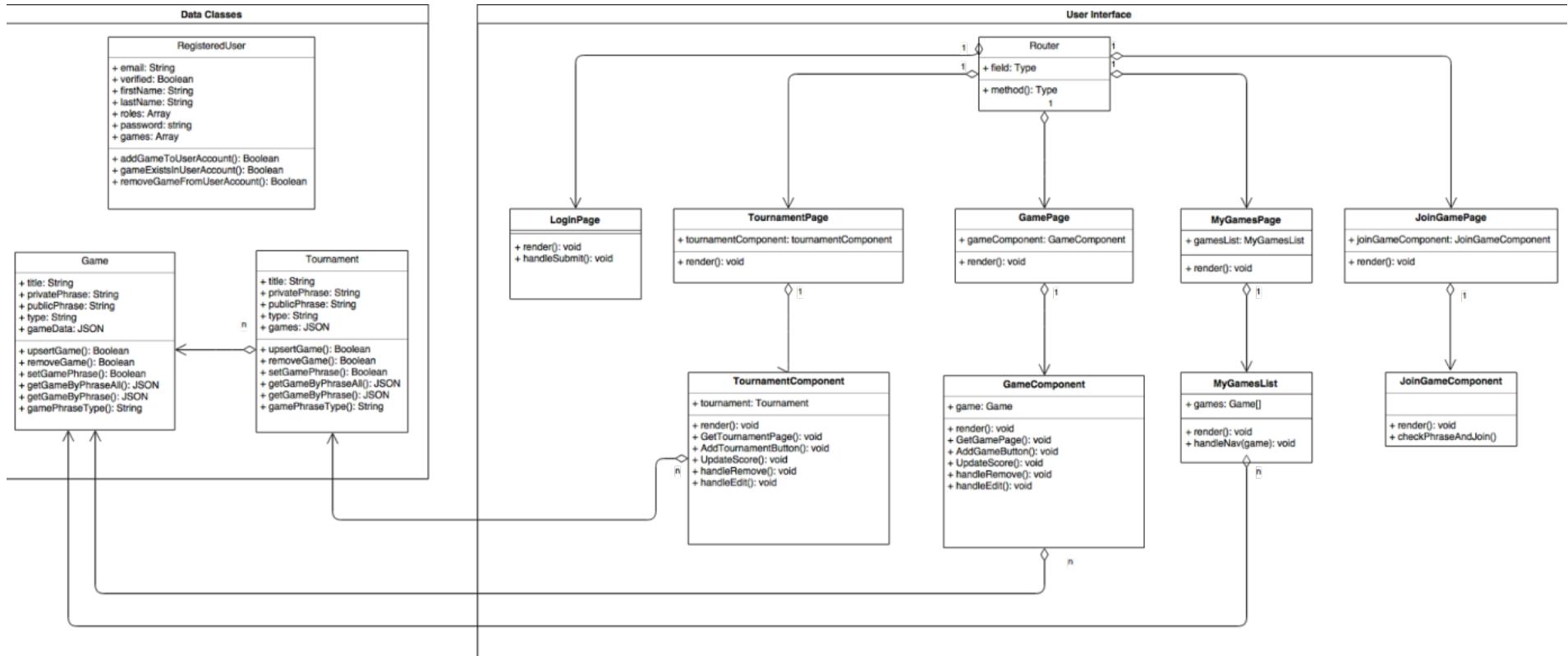


Scope of System



Class Diagram





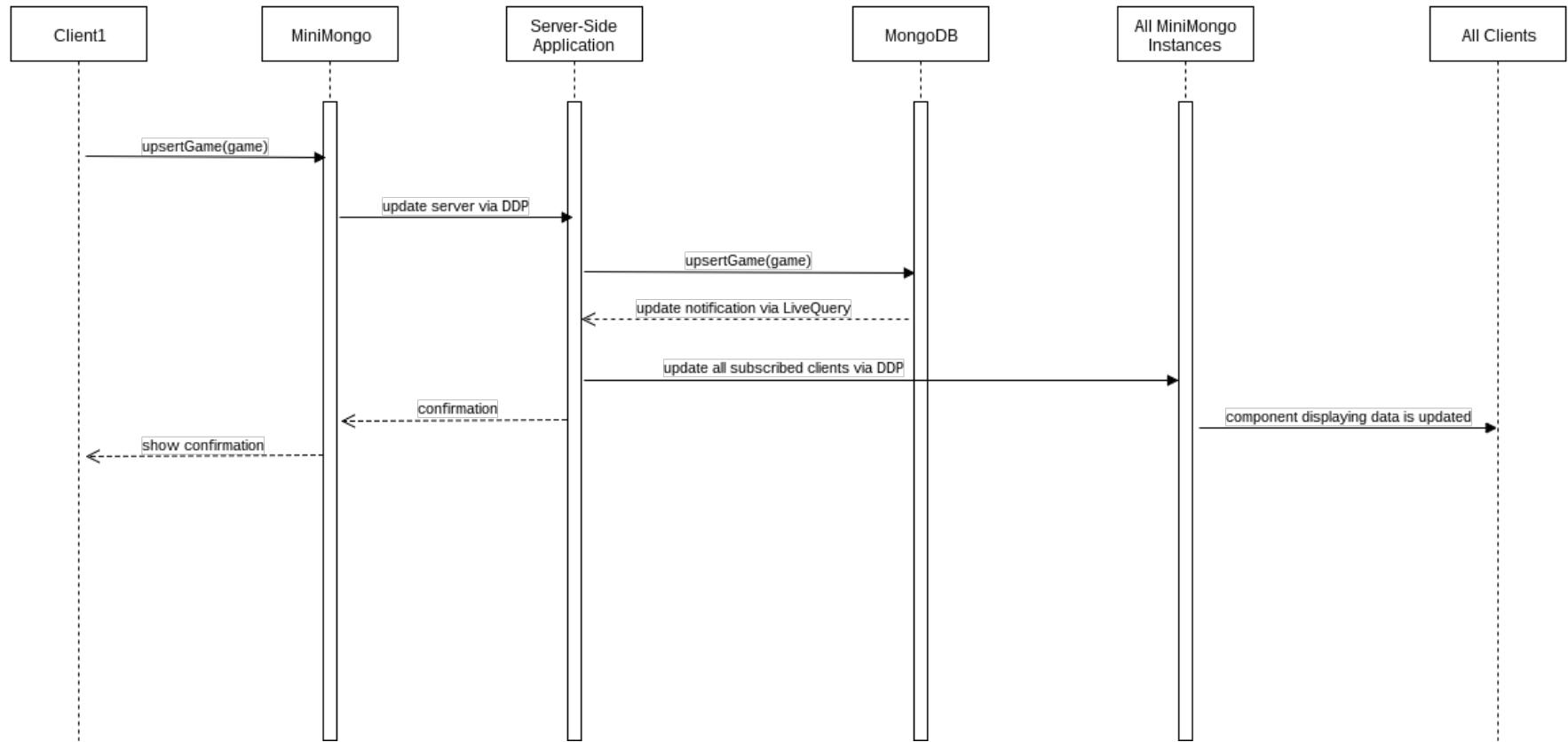
Class Diagram



Sequence Diagrams



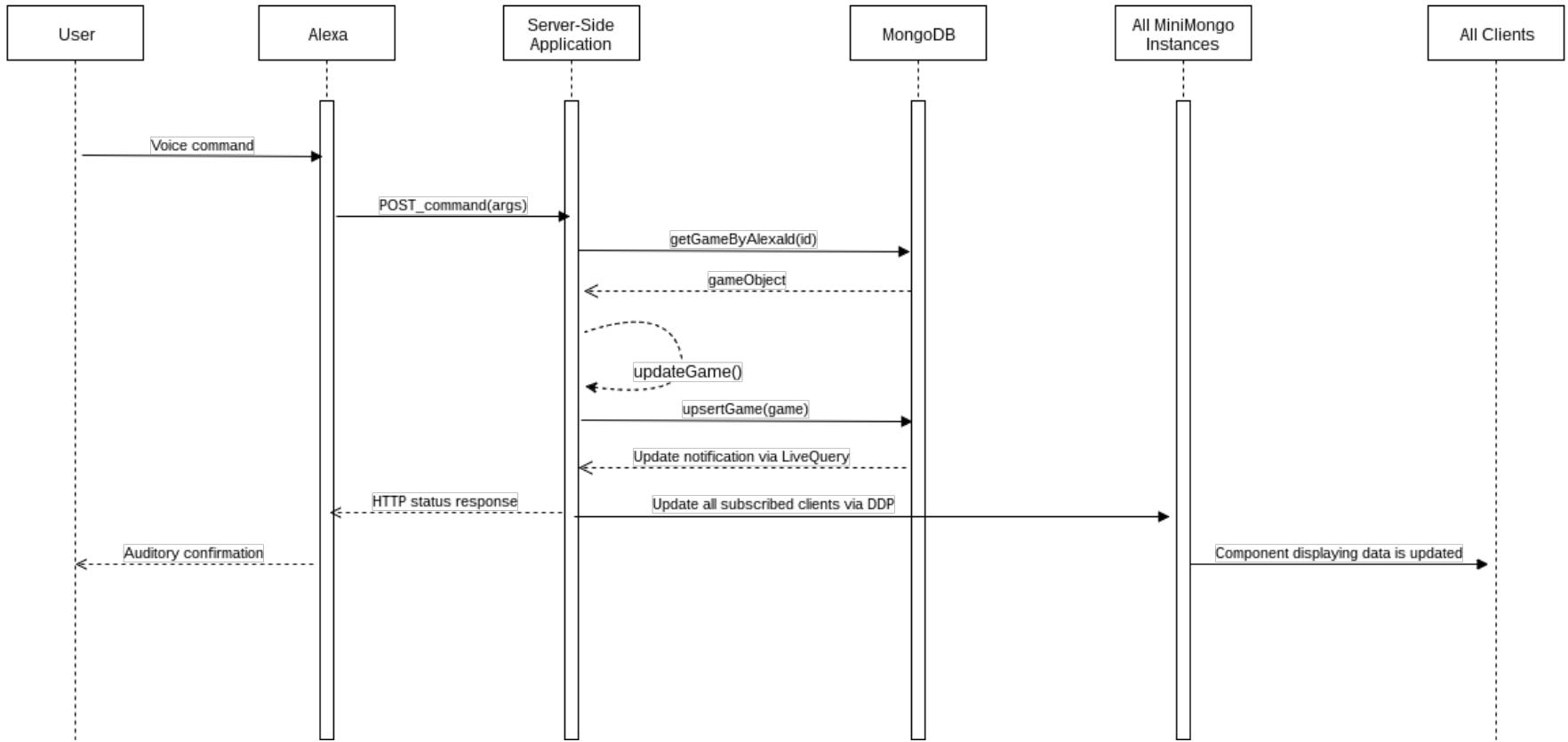
User adds or updates a game



Sequence Diagram



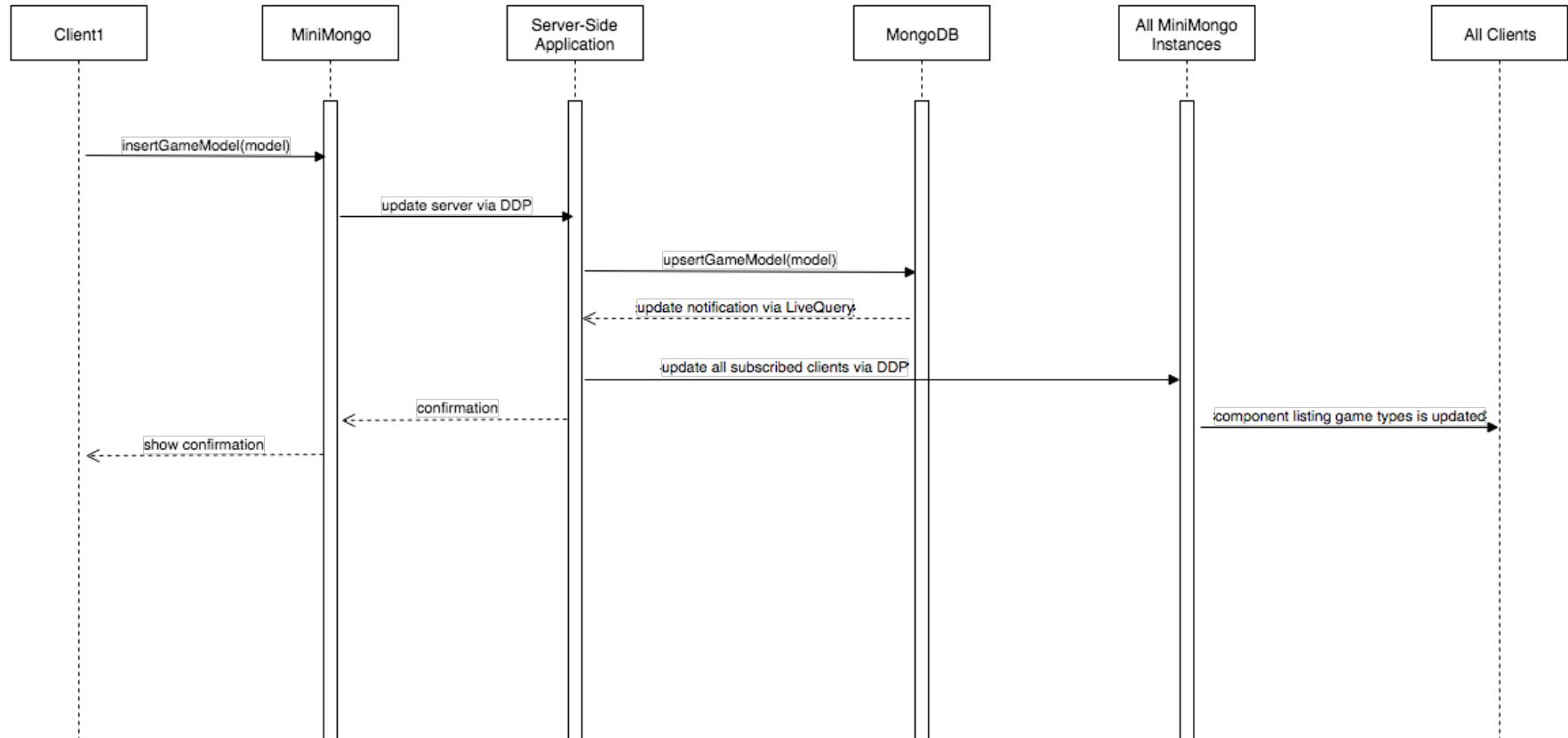
User updates a game via Alexa



Sequence Diagram



User creates a game type

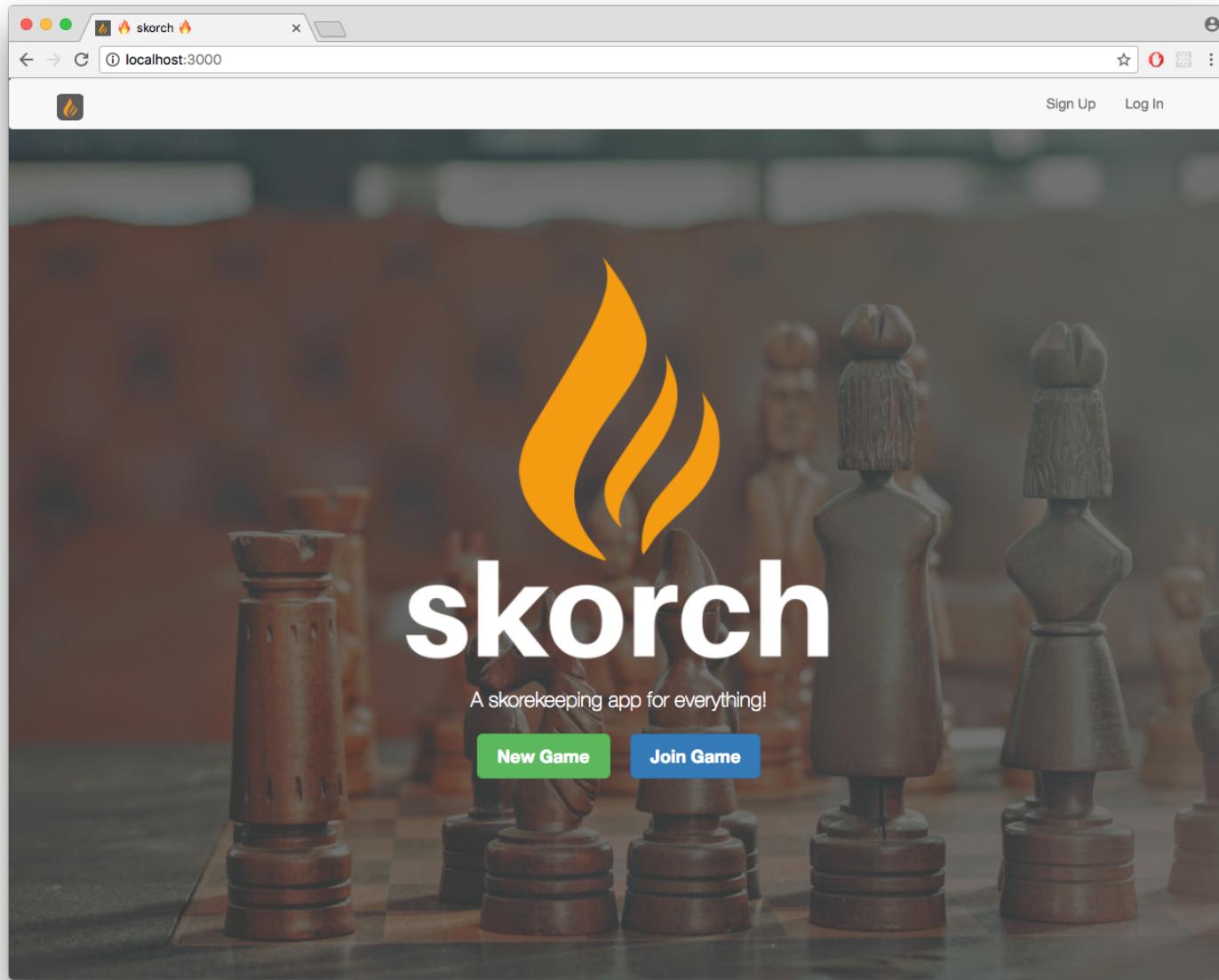


Sequence Diagram



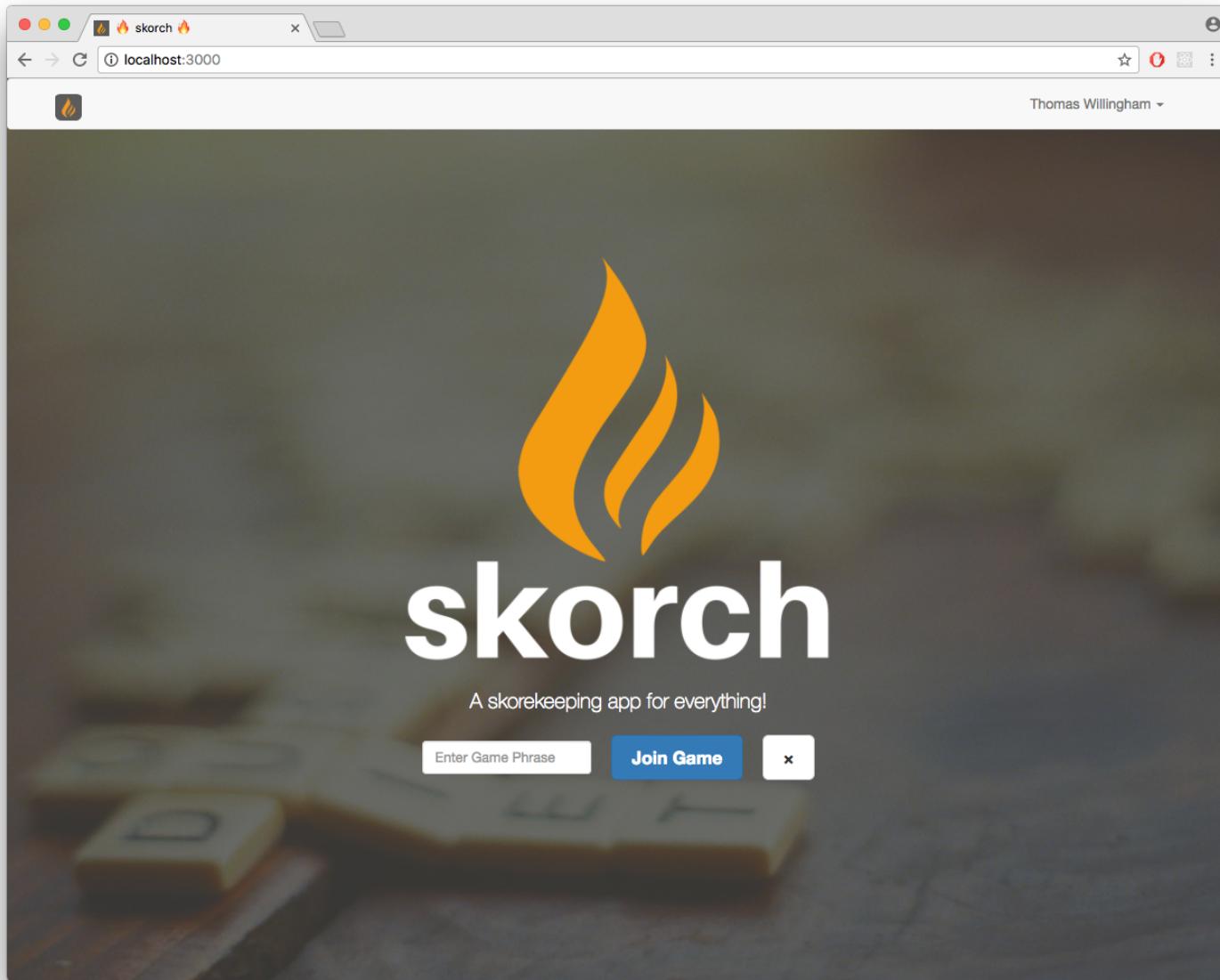
Design





User Interface





User Interface



skorch 🔥

localhost:3000/signup

Sign Up Log In

Sign Up

First Name Last Name

Email Address

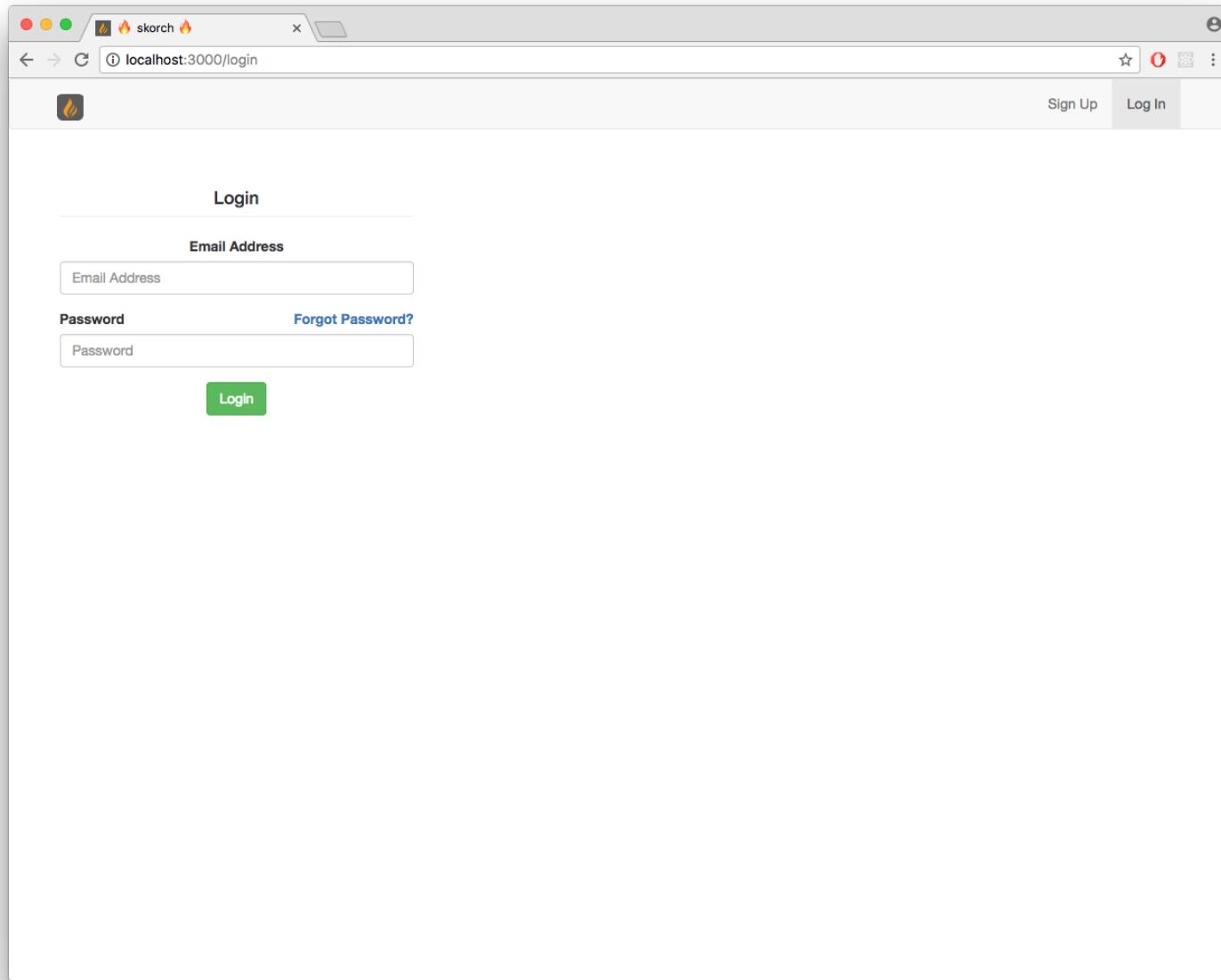
Password

Sign Up

Already have an account? [Log In.](#)

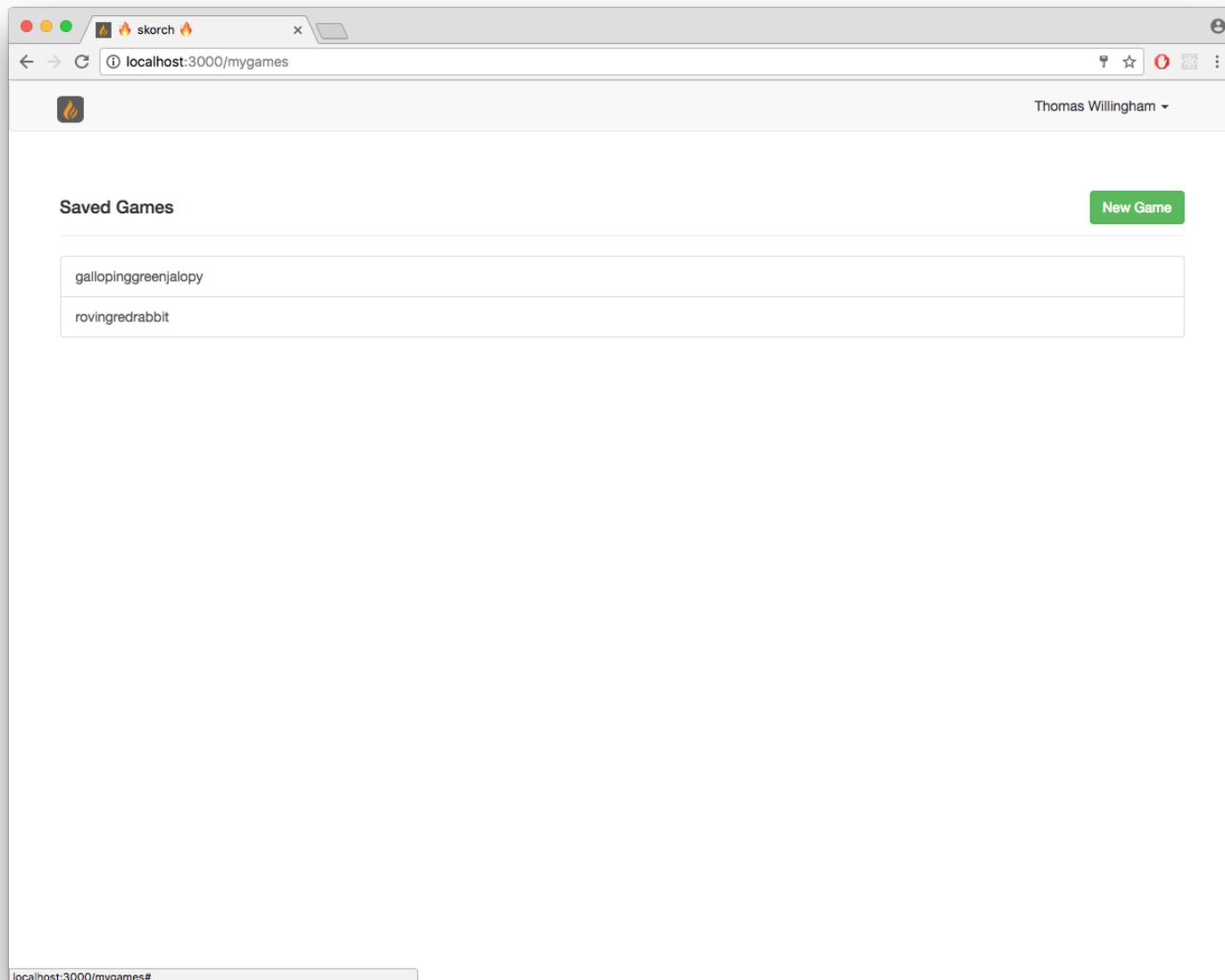
User Interface





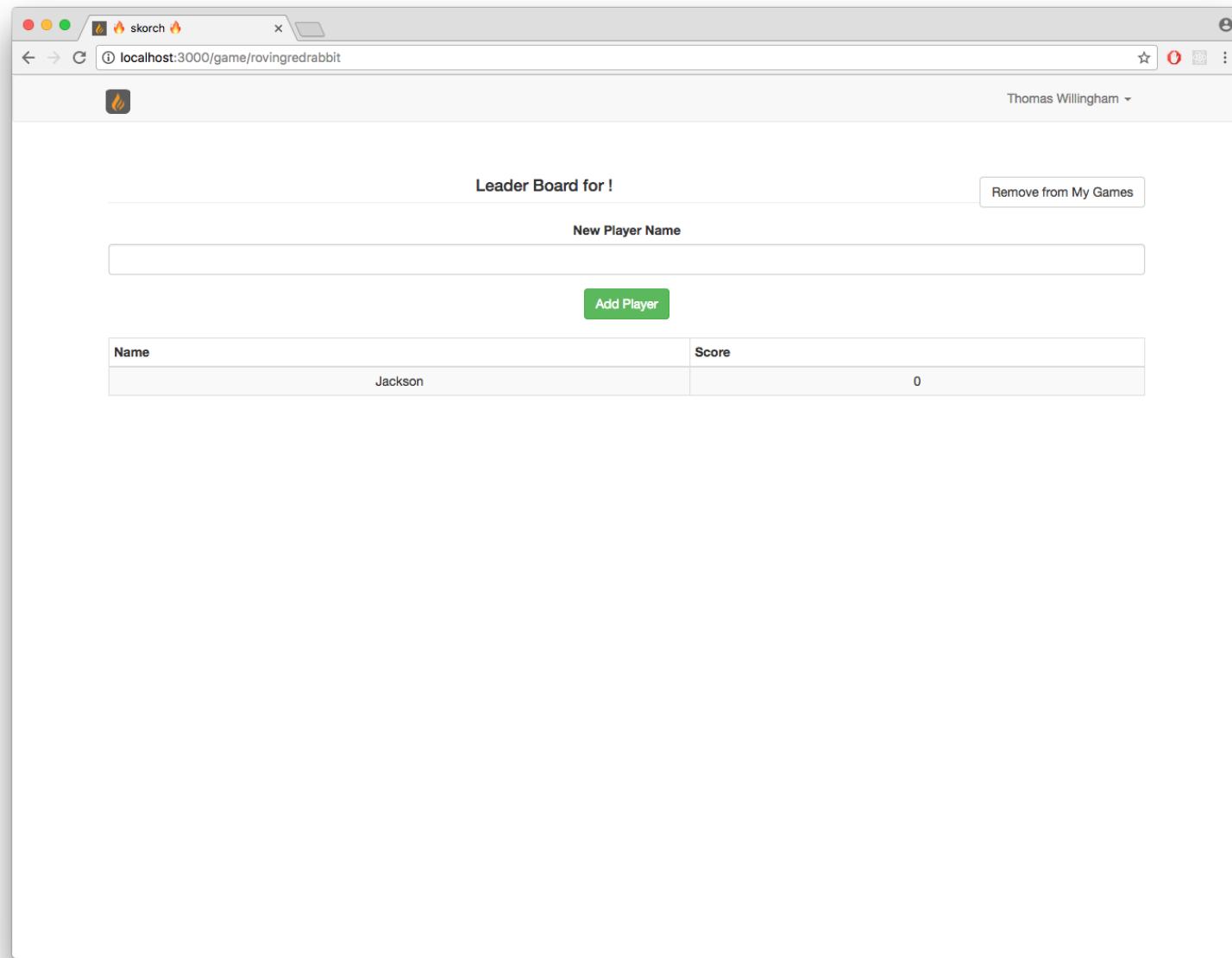
User Interface





User Interface





skorch 🔥

localhost:3000/game/rovingredrabbit

Thomas Willingham ▾

Leader Board for !

New Player Name

Add Player

Name	Score
Jackson	0

User Interface



Project Changes

Incorporate meta-model language instead of specific game types



Blockly



The image shows a Scratch script editor window. On the left, there's a category palette with the following categories: Logic, Loops, Math, Text, Lists, Color, Variables, and Functions. The Loops category is currently selected, indicated by a purple background. In the main workspace, a script is built using the following blocks:

- set Count to [1]
- repeat (while Count <= 3)
- do (print "Hello World!")
- set Count to [Count + 1]

On the right side of the window, there's a language selector set to "JavaScript". Below it is the generated JavaScript code:

```
var Count;  
  
Count = 1;  
while (Count <= 3) {  
    window.alert('Hello World!');  
    Count = Count + 1;  
}
```

At the bottom right of the workspace is a blue circular play button with a white triangle. To the left of the workspace is a small grey trash bin icon.

Sequence Diagram





skorch