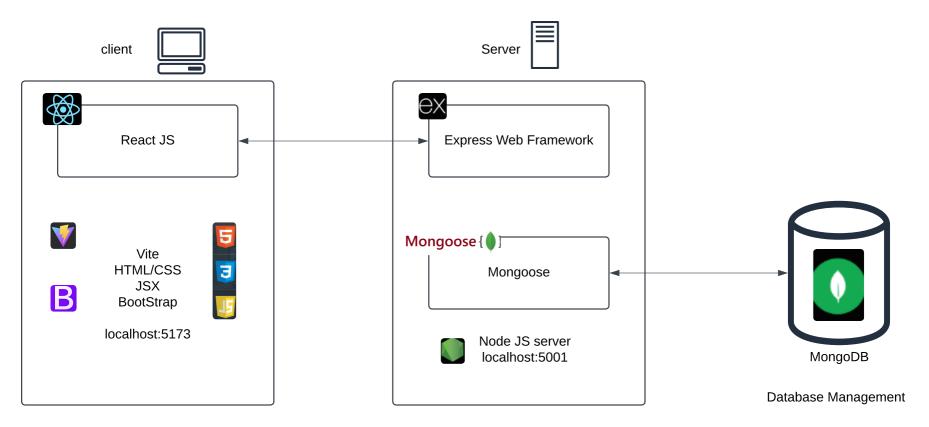
sends encrypted user sends to User routes User asked for login / information to database signup page Send back user if retrieve hashed signup login is Login / information from Server Signup database successful System Architecture Other games follows the same flow MongoDB render snake canvas send new record to corresponding to user database input sends to Snake routes navigate pages & send request render back page to User moves snake to retrieve history highest SNAKE GAME user record play chat routes User Asked for chatbot 000 Server sends chat history to retrieve chat history database from database send user prompts to Append new Gemini: Gemini prompt and generating response to new response returns generated chat history contents based on prompt



Frontend development

Backend development

Class	AboutUs.jsx
Responsibilities	- Render an "About Us" section with content.
	- Provide a structured view containing a heading and a paragraph to display information about the team.
Collaborators	- App.js

Class	ChatBot.jsx
Responsibilities	- Render the main chatbot interface by encapsulating ChatContainer.
	- Pass user-specific data (userEmail) as props to ChatContainer.
Collaborators	- App.js - ChatBot.css - Database

Class	Dashboard.jsx
Responsibilities	- Render user profile information, achievements, and game statistics.
	- Manage and display the profile image with upload functionality.
	- Provide a logout function, allowing the user to reset their session.
Collaborators	- App.js - Dashboard.css - Database

Class	GameList.jsx
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Responsibilities	- Render a list of games based on gameListObject prop.
	- Display the list title from listType.
	- Provide navigation links for each game item.
Collaborators	- App.js - GameList.css

Class	GamePage.jsx
Responsibilities	- Render the game interface with GameHeader, GameBoard, and GameLoader.
	- Pass relevant game data and user information to child components.
	- Log the received data and processed user details for debugging purposes.
Collaborators	- App.js - GamePage.css - GameHeader - GameBoard - GameLoader

Class	HomePage.jsx
Responsibilities	- Render a three-column layout with placeholder content for each section. - Provide a basic responsive structure using
	Bootstrap classes.
Collaborators	- App.js - Footer component

Class	LoginPage.jsx
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Responsibilities	- Render login and registration forms with conditional switching between them.
	- Handle user login and registration through API calls and manage login state.
	- Conditionally render the Dashboard component upon successful login.
Collaborators	- App.js - LoginPage.css - Backend API

CLASS NAME: Footer.jsx

Parent Classes (if any): App.jsx

Subclasses (if any):

Collaboraters:
AboutUs.jsx
ChatBox.jsx
Dashboard.jsx
GameList.jsx
GameList.jsx
GamePage.jsx
HomePage.jsx
HomePage.jsx
LoginPage.jsx
webpage

CLASS NAME: GameLoader.jsx

Parent Classes (if any): GameBoard.jsx

Subclasses (if any): Snake

Collaboraters: SnakeGame WordGame AimTrainer ImageMemoryGame SlotGame

Load and display content based on value it recieves in gameBody

Parent Classes (if any): GamePage.jsx

Subclasses (if any):

Collaboraters:

GameLoader
HelpfulTips
PreviousAttemps

Central layout for game area,
displays game interface

CLASS NAME: GameBoard.jsx

CLASS NAME: HelpfulTips.jsx

Parent Classes (if any): GameBoard.jsx

Subclasses (if any):

Collaboraters:
SnakeGame
WordGame
AimTrainer
Display guidance and tips to assist players

Classes (if any):

Collaboraters:
SnakeGame
WordGame
SlotGame

CLASS NAME: GameHeader.jsx

Parent Classes (if any): GamePage.jsx

Subclasses (if any):

Collaboraters:

SnakeGame
WordGame
AimTrainer
ImageMemoryGame
SlotGame
SlotGame

CLASS NAME: Navbar.jsx

Parent Classes (if any): App.jsx

Subclasses (if any):

Collaboraters:

Responsibilities:

Responsibilities:

Navigate links in the application for users to access different sections.

App.jsx

AiChatbot

GameList

UserLoginIn/Out

Dashboard

CLASS NAME: PreviousAttemps.jsx Parent Classes (if any): Subclasses (if any): Collaboraters: SnakeGame WordGame AimTrainer ImageMemoryGame Allows users to check their past attempt SlotGame User

	ChatModeLjsx
Parent class:	Collaborator:
Subclass:	ChatModel.jsx
	ChatRoute.jsx
Responsibilities:	Server.js
Creating schema for chat	ChatController.jsx
messageSchema	
chatSchema	

Chatbot.jsx	
Collaborator:	
ChatModeLjsx	
ChatRoute.jsx	
Server.js	
ChatContainer.jsx	
ChatController.jsx	

ChatContainer.jsx	
Parent class: Chatbot.jsx	Collaborator:
Subclass: Message.jsx	ChatModel.jsx
	ChatRoute.jsx
	Server.js
Responsibilities:	ChatController.jsx
Accept user inputs	

Serverjs	
Collaborator: SnakeUserData.route.js	
ChatRoute.jsx UserRoute.js	
db.js	

ChartController.jsx		
Parent class:	ChatController.jsx	
	ChatModel.jsx ChatRoute.jsx	
Responsibilities:	Server.js	
Captures the chatbot logic generateResponse()		
createChat() appendMessage()		
getLatestMessage() getAllMessages()		

LoginPage.jsx	
Parent class: App.jsx Subclass:	Dashboard.jsx
Responsibilities: Allows users to sign up, change account and login	
HandleUserLogin() SwitchLoginSignup() HandleRegisterNewUser()	

SnakeGame\$	itate.jsx
Parent class: Snake jisx Subclass: SnakeGameWindow.jsx	SnakeGameWindow.jsx
Responsibilities:	
Handling state change functions	

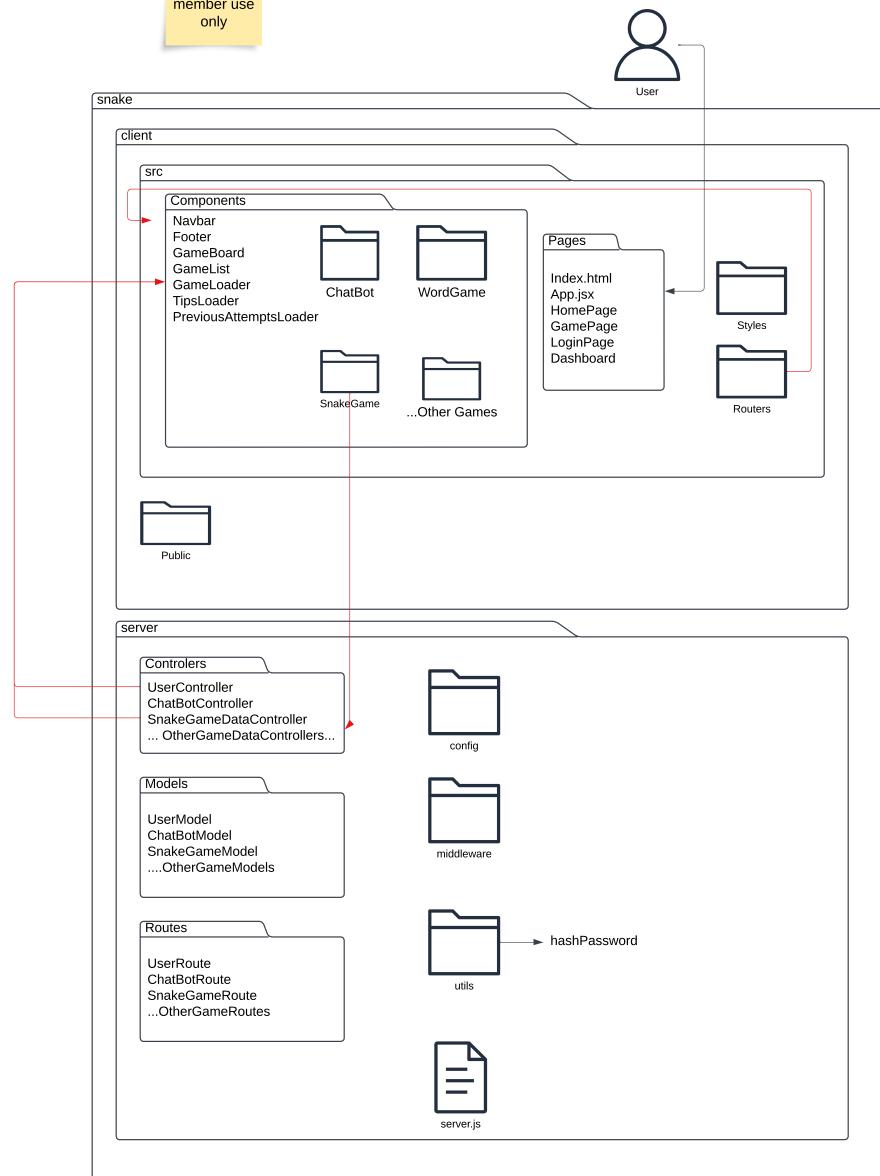
User database		
Parent class Subclass:	Snake.jsx Dashboard.jsx	
Responsibilities:	LoginPage.jsx	
Record the username, email, password, profile images Hashing passwords to protect users		

ChalfRoute jax		
Parent class: Subclass:	ChatController.jsx ChatModel.jsx Server.js	
Responsibilities: Handle POST requests for different API endpoints		

GameState.jsx
neLoader.jsx and snake scores databases

SnakeGameWindow.jpx		
Parent class: App.jsx Subclass:	Snake.jsx	
Responsibilities:		
Control the snake game logic		

Folder Structure for member use only



DB structure for member useonly

