

The Drawing Game

Group 8

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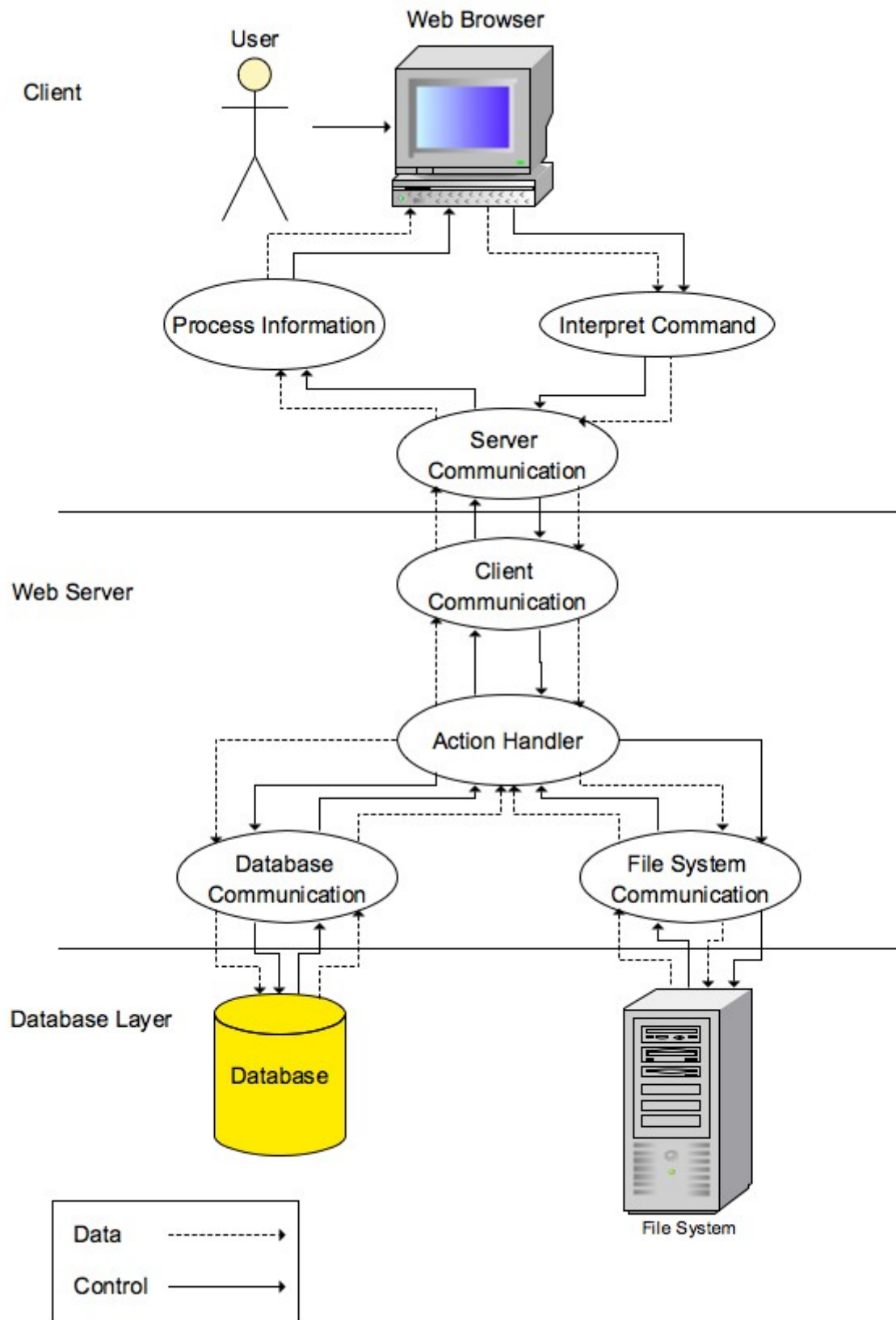
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2.2 Overall Architecture

The drawing game is a three-tier client-server system as show in the model below.

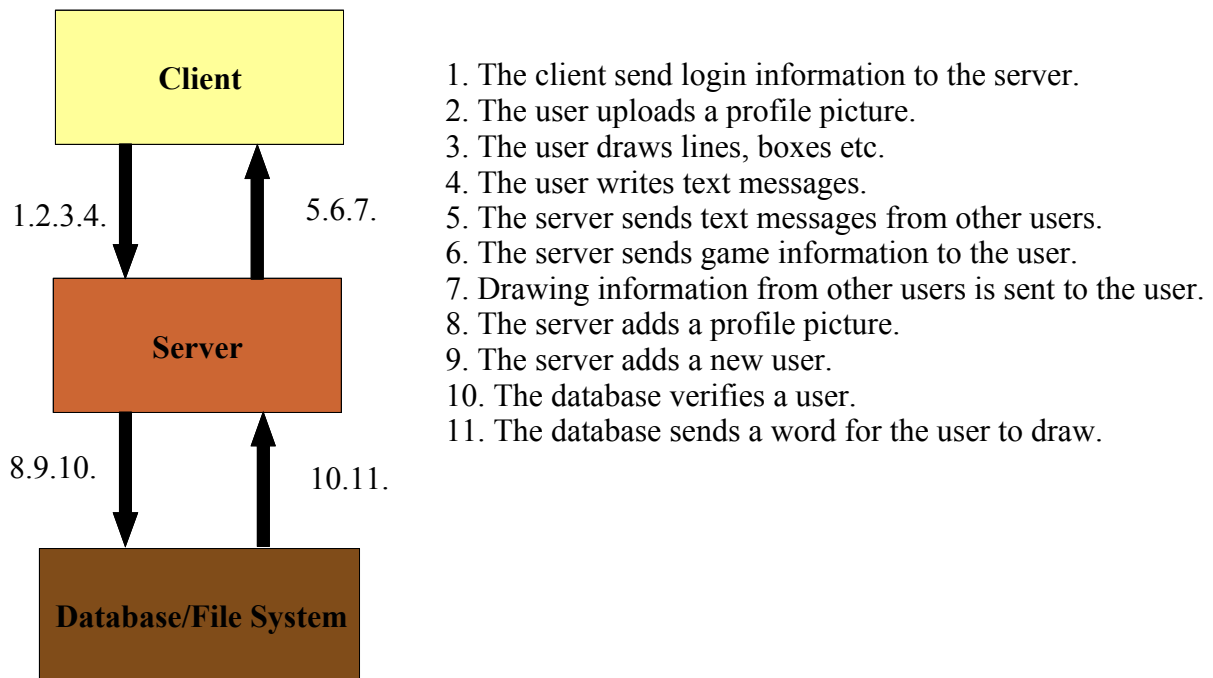


The user interacts with the game using a web browser. The user's actions are monitored by the command interpreter who in turn sends the command from the user to the server communicator. The server communicator sends the information to the client communicator who in turn sends the information to the action handler. The action handler takes appropriate action and accesses the database and/or the file system for information if needed.

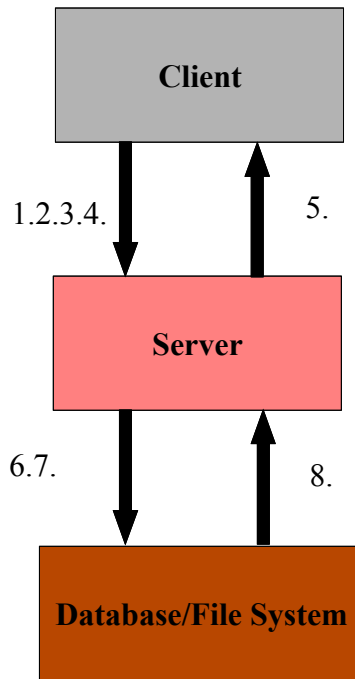
When the action is completed the action handler sends the information back to the client communicator who sends the information back to the server communicator who in turn sends the information to the information processor. The information processor interprets the information and presents it to the user. Then the cycle starts over again.

2.3 Detailed Architecture

The following diagram shows the data flow of the system.



The following diagram show the control flow of the system.



1. The user logs in.
2. The user can start/join a game.
3. The user can edit his/her profile.
4. The user can draw/guess and chat.
5. The server moves the game along according to game rules.
6. The server tells the database to store user info/profile picture.
7. The server asks the database for a word to use in the game.
8. The database verifies a user.