The Drawing Game

Group 8 Mikael Rydmark Joel Lasses Ting-Hey Chau David Alison

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 users actions is 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 access 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 send the information to the information processor. The information processor interprets the information and presents it to the the user. Then the cycle starts over again.

2.3 Detailed Architecture

The following diagram show the data flow of the system.



- 1. The client send login information to the server.
- 2. The user uploads a profile picture.
- 3. The user draws lines, boxes etc.
- 4. The user writes text messages.
- 5. The server sends text messages from other users.
- 6. The server sends game information to the user.
- 7. Drawing information from other users is sent to the user.
- 8. The server adds a profile picture.
- 9. The server adds a new user.
- 10. The database verifies a user.
- 11. The database sends a word for the user to draw.

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
- 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.