

The Drawing Game

Group 8

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5. Design Details

5.1 Class Responsibility Collaborator (CRC) Cards

Class EnterGameSite	
<i>Responsibilities</i>	<i>Collaborators</i>
Allow user log-in. Allow user to edit and view profile.	<u>Class StartFrame</u> <u>Class EditProfile</u>

Class StartFrame	
<i>Responsibilities</i>	<i>Collaborators</i>
Allow to create a game room. Allow user to join a game room. Log out user and return to log-in page.	<u>Class EnterGameSite</u> <u>Class CreateRoom</u> <u>Class GameRoom</u>

Class EditProfile	
<i>Responsibilities</i>	<i>Collaborators</i>
Present existing profile. Allow user to edit existing profile. After completion of edit user can choose to login	<u>Class EnterGameSite</u>

Class CreateRoom	
<i>Responsibilities</i>	<i>Collaborators</i>
Allow user to create a game room. User provides name, number of players and possibly a password. Go back to use case Start Frame if user chooses to cancel the act of creating a game room	<u>Class GameRoom</u> <u>Class StartFrame</u>

Class GameRoom	
<i>Responsibilities</i>	<i>Collaborators</i>
Allow user to chat with other players in the game room. Allow user to start a game or game or leave a game room	<u>Class PlayGame</u> <u>Class StartFrame</u>

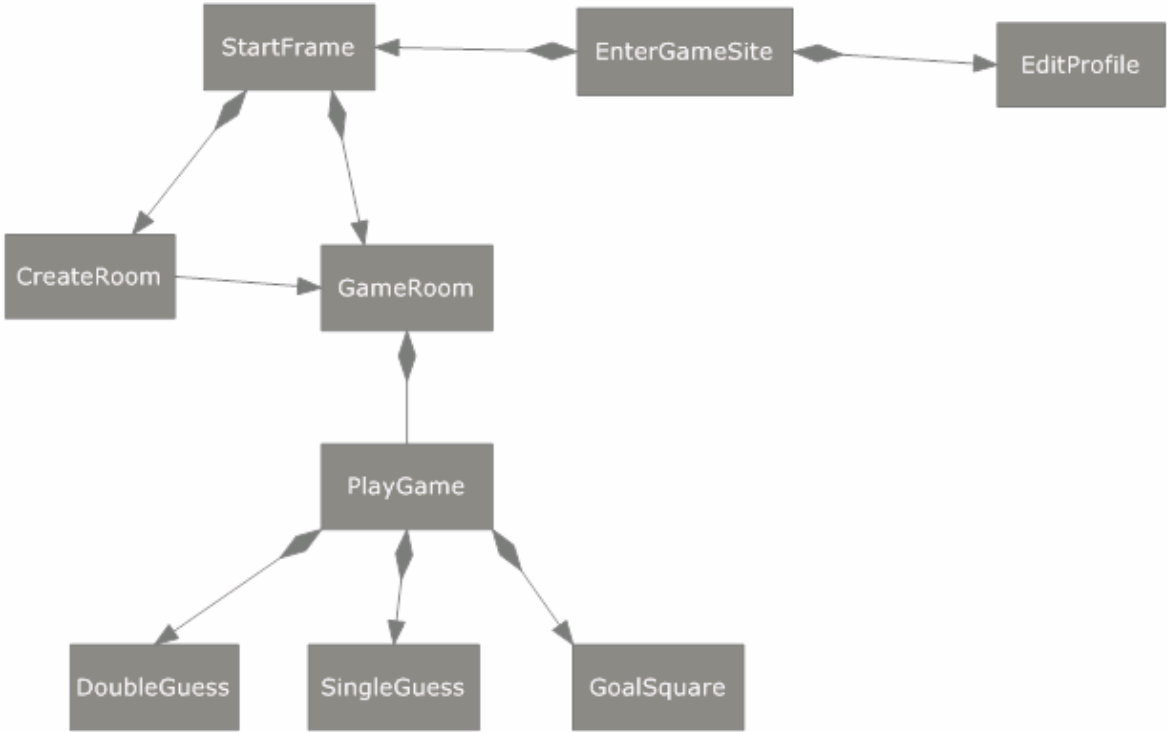
Class PlayGame	
<i>Responsibilities</i>	<i>Collaborators</i>
Start game. Execute classes DoubleGuess, SingleGuess or GoalSquare when current "big-roller"-team end up on one of these squares. After complete game user score is updated and each user can again create or join a game room.	<u>Class StartFrame</u> <u>Class DoubleGuess</u> <u>Class SingleGuess</u> <u>Class GoalSquare</u>

Class DoubleGuess	
<i>Responsibilities</i>	<i>Collaborators</i>
Drawer from both teams draw and winning team rolls the dice again.	<u>Class PlayGame</u>

Class SingleGuess	
<i>Responsibilities</i>	<i>Collaborators</i>
Drawer from "big roller"-team draws and team guesses.	<u>Class PlayGame</u>

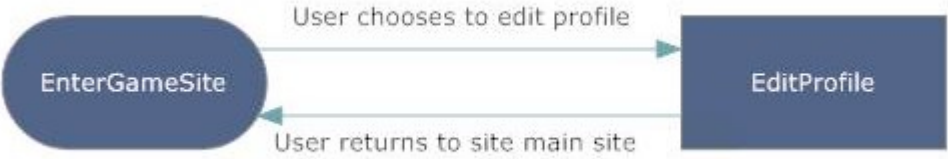
Class GoalSquare	
<i>Responsibilities</i>	<i>Collaborators</i>
Game ends and user scores are updated.	<u>Class PlayGame</u>

5.2 Class Diagram

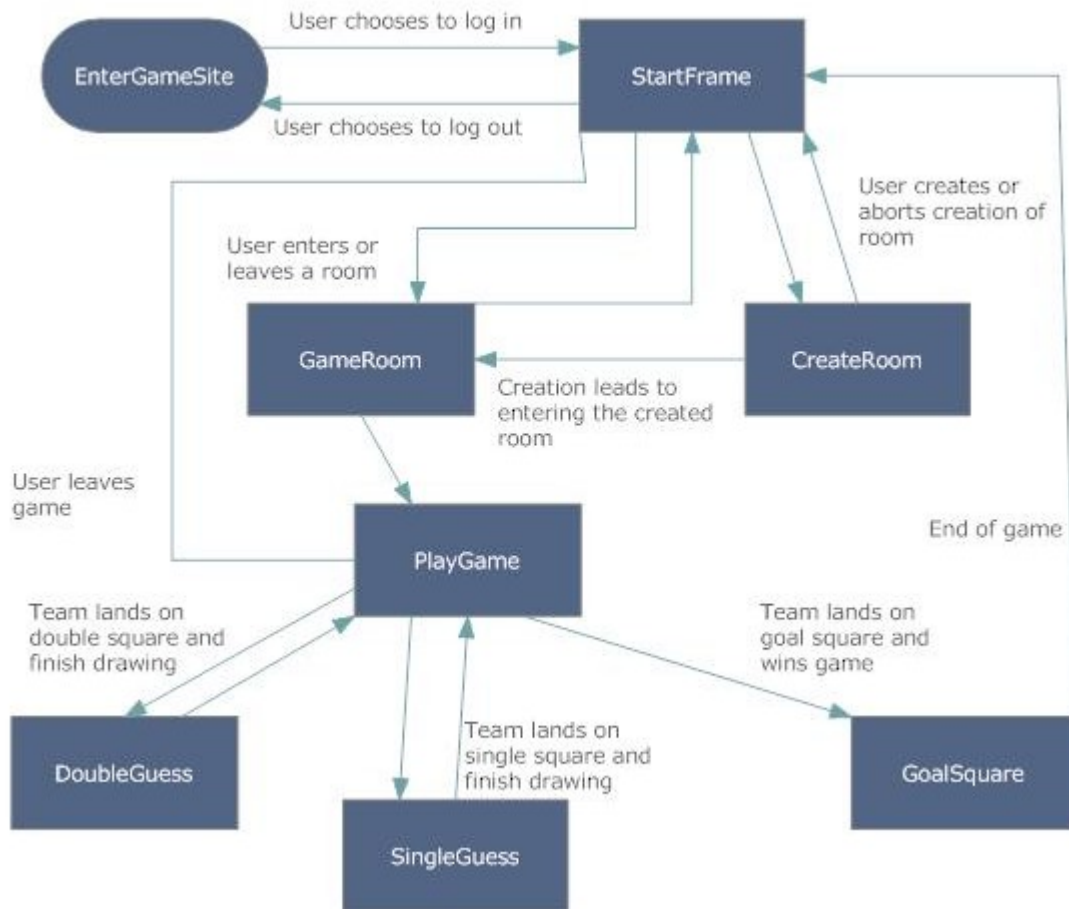


5.3 State Charts

5.3.1 State chart for editing profile:

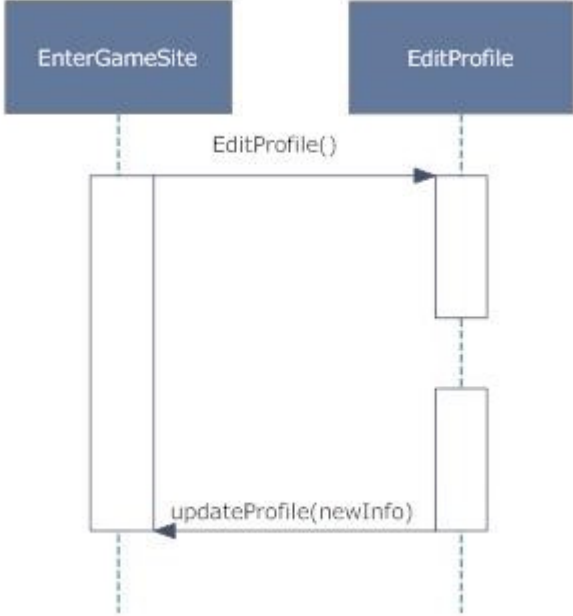


5.3.2 State chart for overall game play:

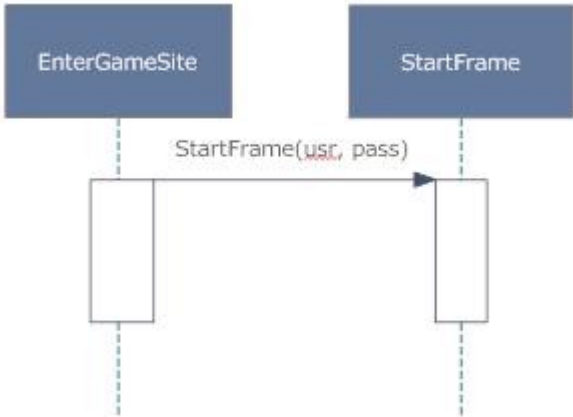


5.4 Interaction Diagrams

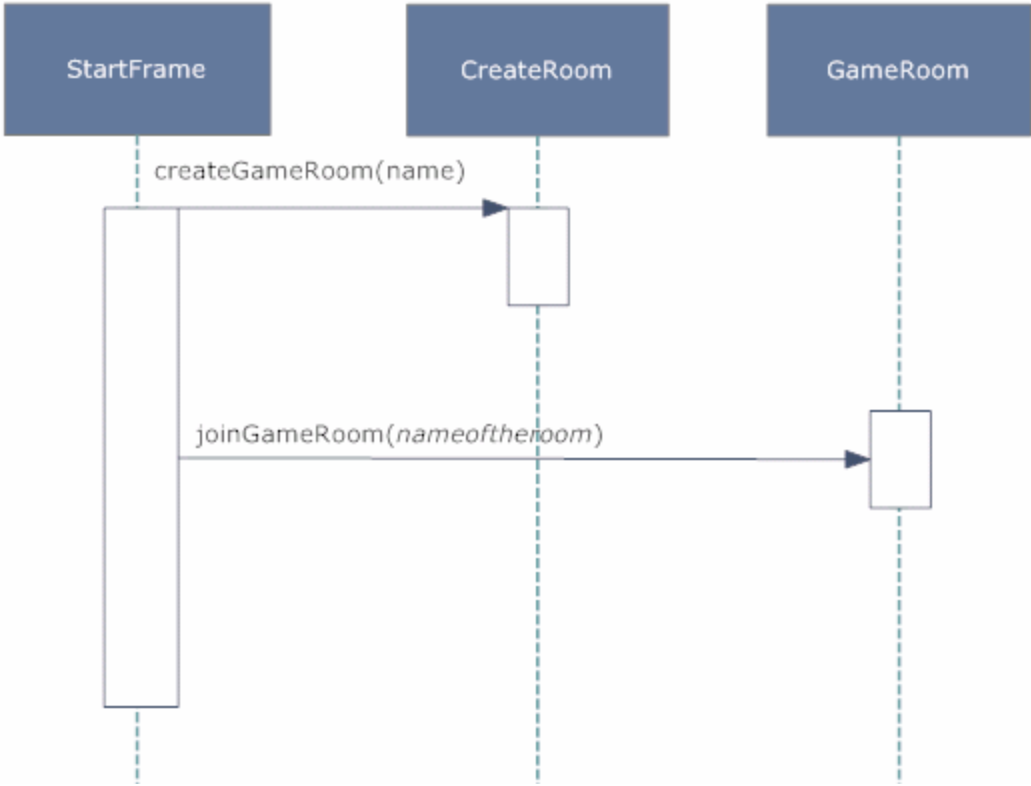
Interaction diagram for editing of user profile:



Interaction diagram for user login:



Interaction diagram for creating a room and joining a room:



Interaction diagram for playing:

