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5.5 Detailed Design

Database design:

We are going to use a small database. It is going to look something like this.

User	password	Points	online

User	Friend	

Overview of the methods

client methods:

send chat chatListener draw guess

server methods:

the chat canvas check clearCanvas login time addUser removeUser addFriend removeFriend startGame

client methods:

chat: we are going to use a existing chat function from a package.

chat listener: checks the chat constantly for updates. Returns strings.

draw: A draw function with a in build mouse listener. It returns ints as coordinates to the canvas method.

guess: returns strings. The strings are used by the check method.

server methods

login:

has got 2 strings as indata. It compares the strings with the user and password in the database and returns a boolean.

addUser:

Indata is 2 strings, a user and a password. This method adds a user. Changes the database.

removeUser:

Indata is 2 strings, a user and a password. This method removes a user. Changes the database.

addFriend: 2 strings as indata. This method changes the database. Returns a boolean.

removeFriend: 2 strings as indata. This method changes the database. Returns a boolean.

time:

Is a clock that returns booleans after a specific period of time. It will be used as a timer for the game.

the chat: Receives strings from the clients send chat methods. Updates the in build chat field that every client can see.

canvas:

Receives coordinates from the draw methods. Updated its in build canvas that can be viewed by every client.

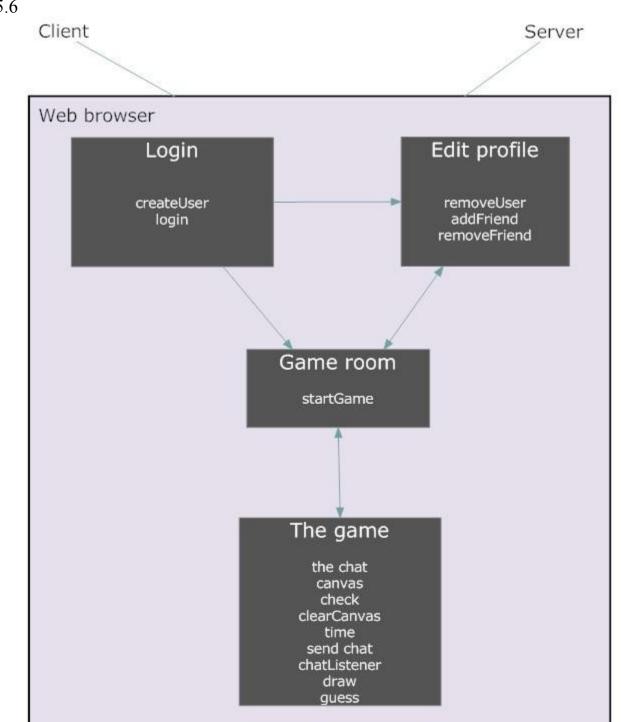
clearCanvas:

Has a boolean as indata. Does not return anything. It wipes the canvas clear.

check:

Receives strings from the clients guess methods then compares the strings received with a word to see if the guess is correct.

startGame: Starts a game with the users in the game room. Returns strings.



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