

# **The Drawing Game**

## **Group 8**

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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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