HackIt UML Schema

DateTime

Array

User
-_id : int
-_nickname : string
-_email : string
-_password : string
-_last_login : DateTime
-_homebase : Site
-_hack_points : int
-_scan_points : int
-_hack_last_refill : DateTime
-_scan_last_refill : DateTime
-_max_hack : int
-_max_scan : int
-date_added : DateTime
-site_collection : Site Collection
+__construct()
+max_hack() : int
+max_scan() : int
+insert() : int
+update()
+replenish_hack_points()
+replenish_scan_points()
+replenish_hack_scan_points()
+get_user_rank(in leaderboard : Leaderboard) : int

Object Property
+__set()
+__get()

«call»

Site
-_id : int
-_url : string
-_pr : int
-tag_list : Array
-_tag : string
-_last_check : DateTime
-google_pr_success : bool
-delicious_tag_success : bool
-owned : bool
-_owner : User
-site_to_collection_id : int
-similar_site : string
-delicous_similar_site_success : bool
+__construct(in site_url : string)
-get_tag_list()
+get_site_to_collection_id() : int
+get_similar_site() : string
+insert() : int
+update()
-strToNum()
-checkHash()
-hashURL()

Site Collection
-collection : Array
-unordered_collection : Array
-collection_history : Array
-unordered_collection_history : Array
-_total_sites : int
-_avg_pr : float
-_longest_chain : int
-_longest_chain_tag : string
-sites_till_level_up : int
+__construct()
+build_collection() : Array
+sort_collection() : Array
+get_collection_history() : Array
+sort_collection_history() : Array
+insert()
+update()
+update_player_stats()
+sites_till_level_up()

Action Logger
+log_action(in action : string, in site_id : int, in user_id : int, in session_id : string, in status : int)

Observer
+update(in observer : Observer)

«call»

Observable
+attach(in observer : Observer)
+detach(in observer : Observer)
+notify()

«call»

«call»

Leaderboard
-leaderboard : Array
+__construct()
-user_stats(in user : User) : Array
-sort_leaderboard()
-compare_scores(in score1 : int, in score2 : int)

Game Session
-session_id : string
-user : User
-site : Site
-action_processor : Action Observer
-leaderboard : Leaderboard
-observers : Array
-mission_engine : Mission Engine
+__construct()
+create_new_session()
+get_session_id() : string
+hack() : bool
+scan() : bool
+send_message()
+get_leaderboard() : Leaderboard
+login()
+logout()
+is_logged_in() : bool
+attach(in observer : Observer)
+detach(in observer : Observer)
+notify()
+get_action()

Action Observer
-action_logger : Action Logger
-game_session : Game Session
-__construct(in game_session : Game Session)
+update(in observer : Observer)
+doUpdate(in game_session : Game Session)

«call»

Mission
-_mission_name : string
-_mission_description : string
-user : User
-game_session : Game Session
#__construct()
#say(in text : string)
#wait_for_action(in name : string, in followup : string)
#go_to_site(in site_url : string, in followup : string)
#mission_start()
#give_reward(in points : int, in reward : string)
-add_action_in_queue(in name : string, in followup : string)

First Mission
-_mission_name : string
-_mission_description : string
-mission_start()
-mission_start_2()
-mission_start_3()
-mission_start_3_other()
-home_hacked()
-getting_an_isp_wbsite()
-getting_an_isp_website2()
-getting_an_isp_website_finding_it()
-getting_an_isp_website_hacking_it()
-navigate_to_forum()

Second Mission
+mission_name : string
+mission_description : string
+mission_start()

«call»

«call»

Mission Engine
-action_queue : Array
-mission : Mission
-__construct()
-__wakeup()
-save_state()
-clear_action(in name : string, in followup : string)
-remove_action_from_queue(in name : string, in followup : string)
-process_action_queue()
+build_mission_pool()

Hack Action
+update(in observer : Observer)

Scan Action
+update(in observer : Observer)

Login Action
+update(in observer : Observer)

Logout Action
+update(in observer : Observer)

GoToSite Action
+update(in observer : Observer)

Scan Action
+update(in observer : Observer)

ReplenishHackPoints Action
+update(in observer : Observer)

ReplenishScanPoints Action
+update(in observer : Observer)