



Arab Academy for science, Technology and Maritime Transport

College of Artificial Intelligence (2022-2023)

Web Programming Project Report

Team Members:

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This Project Focuses on developing a web application exclusive to video gaming and delivery for said video games as well as adding clients to implement a delivery order and deletion of both games and client for proper organization (though administrative features will be required to do the latter).

The Web Application file structure is composed of a mixture of folders and files (HTML, CSS, JavaScript, NodeJS (express and MySQL2)). The folders are made for several functions such as Log In, Sign Up, A contact and a about us page. The files in the main folder are used for primary functions (Adding Games/Clients, Deleting Games/Clients, Seeing A List of Games/Client, Order Creation and a Dashboard main menu to access all functions of the application). Also, a folder containing pictures are used for display and slideshows.

#### Functional Requirements:

- The User can sign up and log in to use administrative features
- The User can look at list of games and clients available
- The User can create orders for the clients and add the time the delivery should be sent
- Users can contact us in case of any issues

#### Non-Functional Requirements:

- Flexibility: the user is provided with a very simple and easy Graphical User Interface
- Security: while anonymous users can add games and clients, deleting them will require admin to delete said game or client for them
- Latency: the website quickly responds to the queries provided with little to no time stall
- Maintainability: data is stored in a private MySQL PHPMyadmin database to ensure stability.

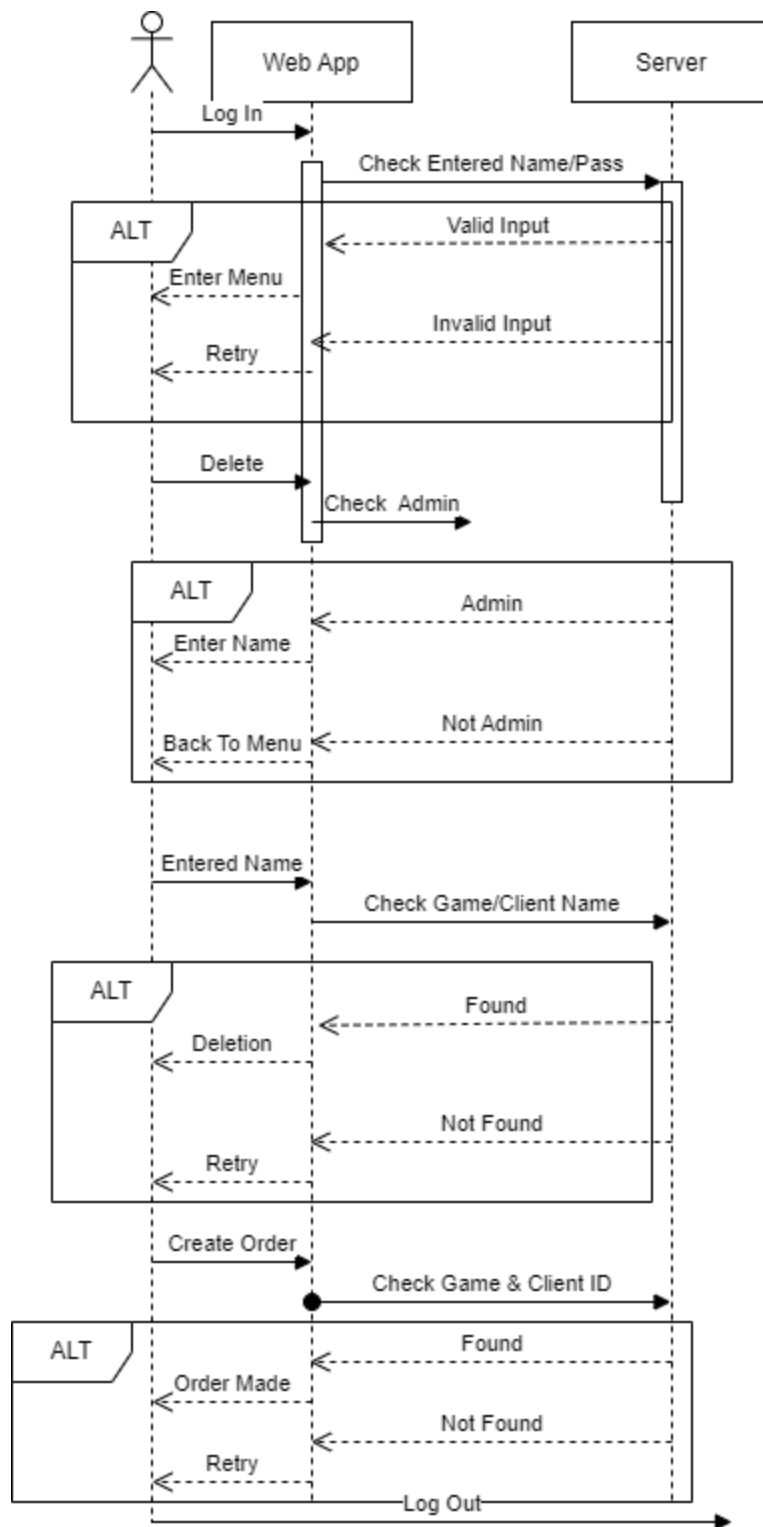
The Following in the next page is in the sequence diagram for our website.

Basically, the user log in, the site asks the server to check the credentials given. If valid, then the user is logged in as an admin. If not, the latter will have to retry.

Then, the user can add games or clients or create an order. But they must be an admin should they try to delete either a game or client.

Then they enter the name of the game/client that should be deleted, if the server found the name of the game or the client, it is removed. Otherwise, the admin must try again.

When creating an order, the user needs to insert the IDs of both the game and the client who will buy it as well as the date that the delivery should start. The server checks the IDs. If they do exist, then the order will be made or if they don't, no order will be made.



Thank you for reading and I look forward to your response.