

Project

GAMEVAULT

An Online Video game Store

by

Shakib Taher Joy

Abid Hasan

Course: CSE311

Database Management

Section: 1

ID: Abid Hasan - 1921700042

Shakib Taher Joy - 2111845642

A Small Introduction

GameVault is a videogame selling website built using **MySQL**, **HTML**, **CSS** and **PHP**. The focus of this project has been the back and forth of data from the database to the user as they navigate and "buy" various products.

A particular quirk of the website was to bring back some older video games that your average internet user may have played as a young boy or girl, so a chunk of the products are of the older variety. The idea for the UI came from an old website called CoolROM.com and an attempt of straying away from the more polished designs was made.

The website gives the user option to sign up and go through a list of games, consoles and accessories that they can order, of them there being two types, **Admin** and **Customer**. The admin has the capability of checking the stocks and orders placed by various customers and the list of users with a registered account.

Resources Used

There was **no ready-made programs or designs** used in the making of this project, everything is custom made based on the little bits of knowledge gathered from here and there including the background drawings.

Most of the knowledge gathered for making this website has been through repeated **google** queries and **youtube** channels. The youtube videos that we used for learning in particular are here.

The usage of a form felt rather convoluted in other videos so I used the method shown here:

https://www.youtube.com/watch?v=fC3j2U_UZrQ&t=1999s

HTML and CSS has a lot of tutorials but I went with the first one as it was very comprehensive:

<https://www.youtube.com/watch?v=G3e-cpL7ofc&t=11788s>

I used some small google custom Icons in the front page for design purposes:

`"https://fonts.googleapis.com/css2?family=Material+Symbols+Outlined:opsz,wght,FILL,GRAD@20..48,100..700,0..1,-50..200" />`

Design

The website has 3 main functions, ordering products, which includes **games**, **consoles** and **accessories**, **signing up** and **logging in**. The user can log in using the email and password he used while signing in, and the sign up process requires the additional information of the phone number and the address, and the users favourite game just as an extra tidbit, as such information can be used to get an idea of the user demographic.

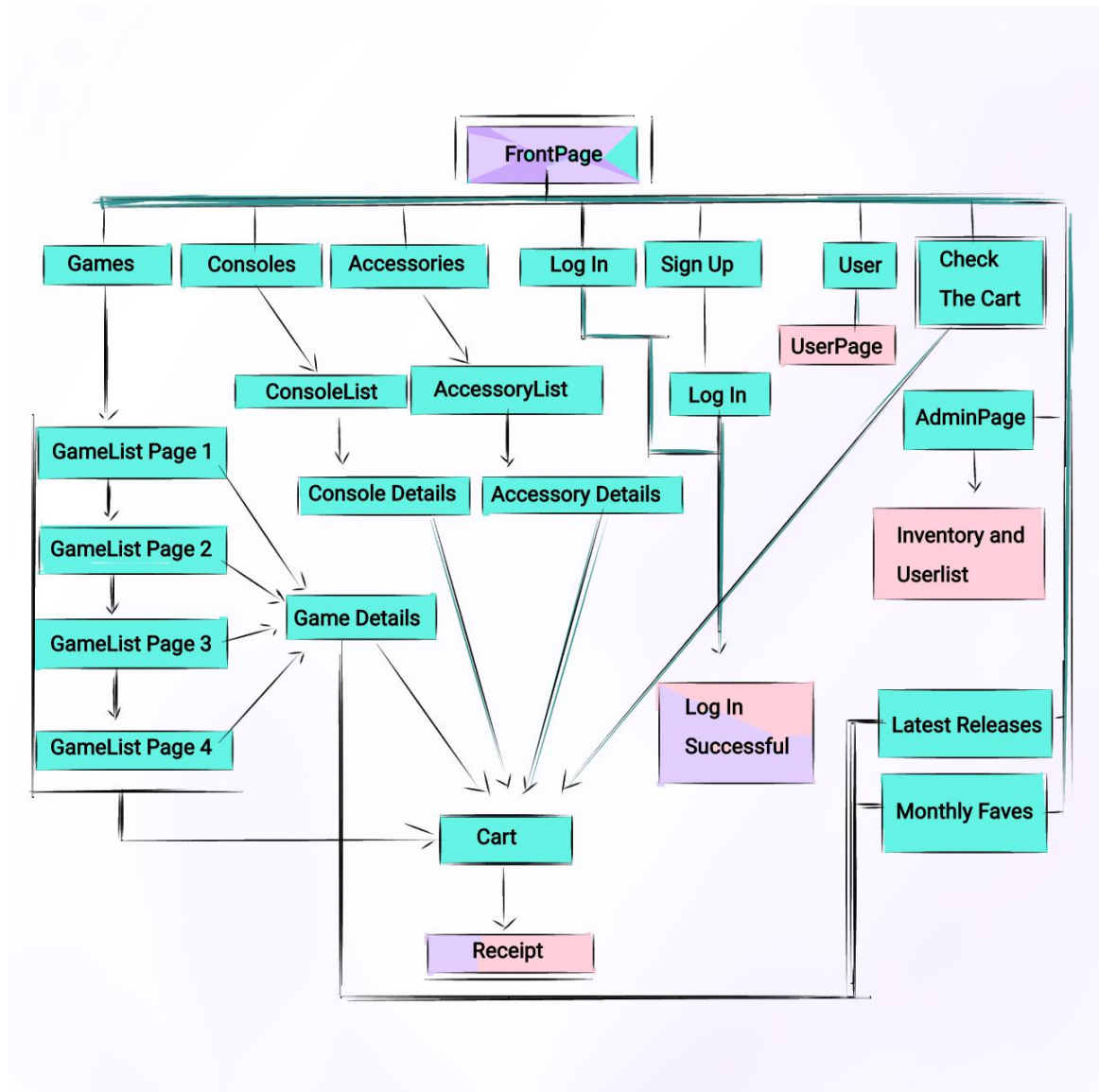
The front page is equipped with a **menu-bar** which gives the options to browse games, consoles, accessories, and to sign up or log in. A section is dedicated to some jargon about the meaning behind the website, a section for the "**latest releases**" and a section for the "**favourite games of the month**".

Depending on the whether the user is an Admin or Customer the website shows a separate option in the menu-bar called "**Warehouse**" which leads to a page showing all the products and their quantity **ordered** and quantities **in stock**. A list of the current registered accounts are shown.

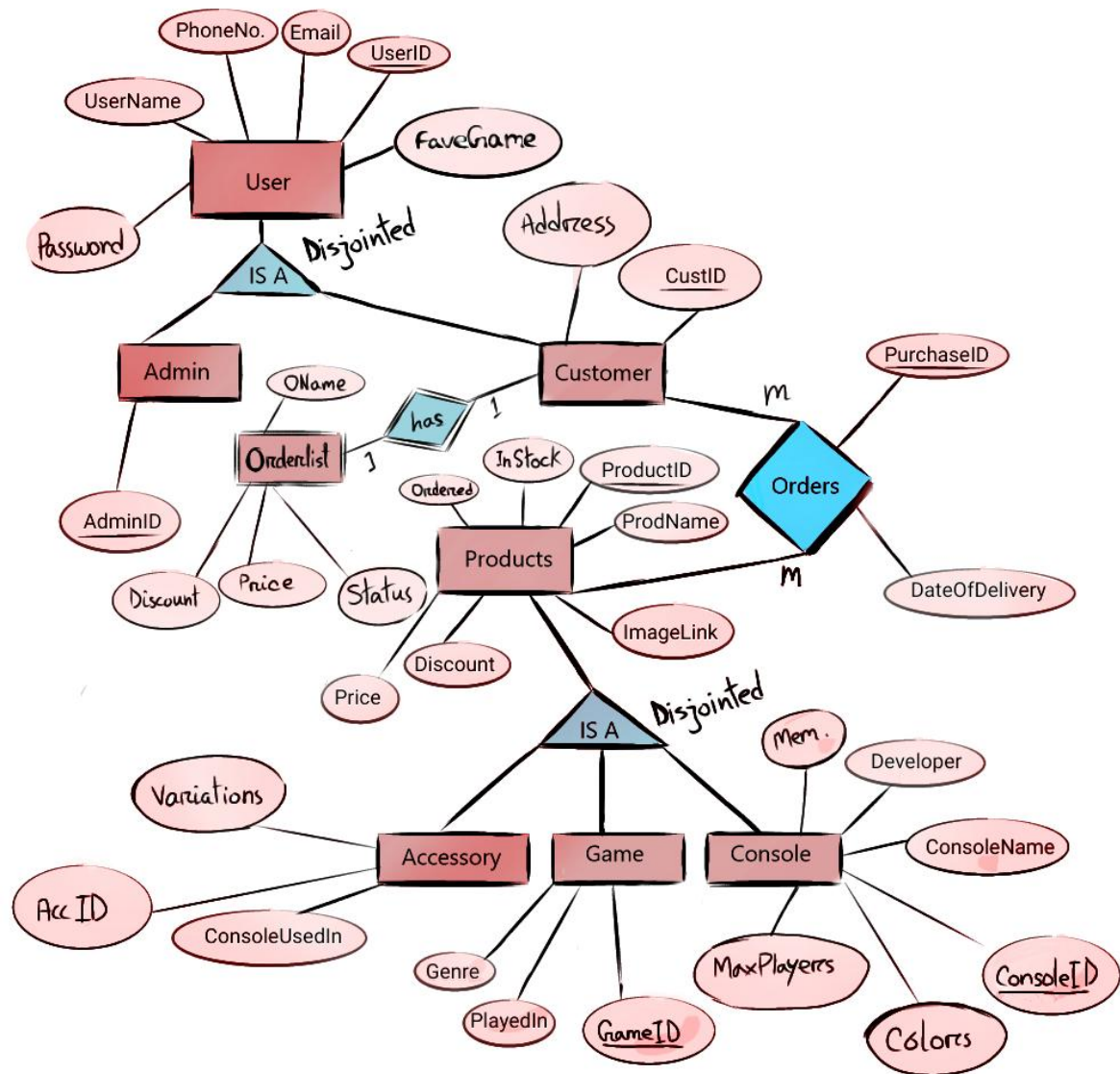
The user cannot order products without logging in so every time he or she get's re-directed to the log in page upon clicking the "Add To Cart" or "Check The Cart" button .

The Github repository "GameVault" has all the files used in this project. Link: <https://github.com/AbidHasan04/GameVault>

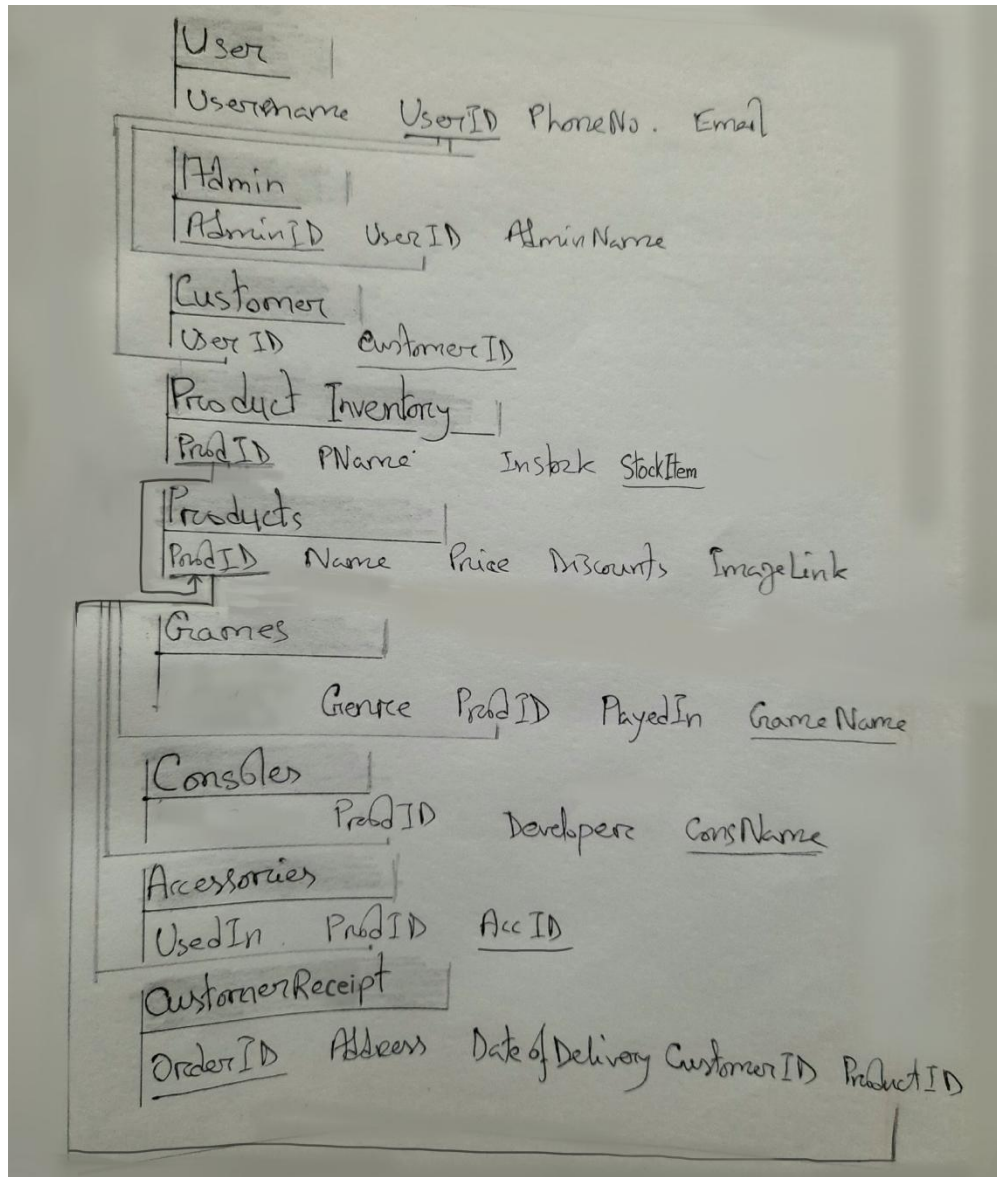
Here's a **sitemap** for an easy understanding of the inner workings of the navigation process:



Here's the **ER diagram** and relational model of the website:

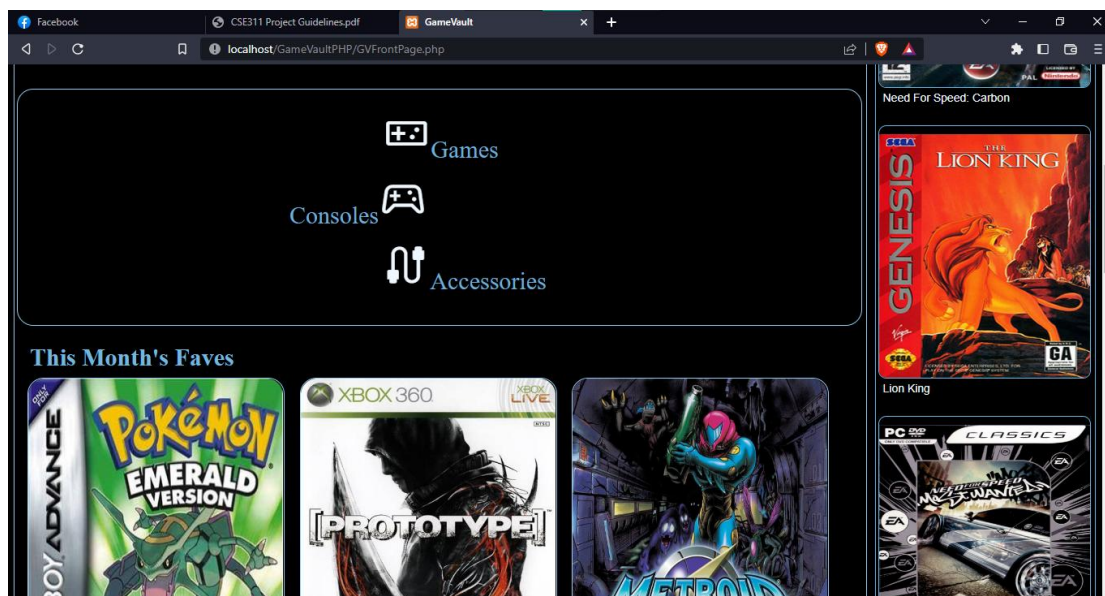
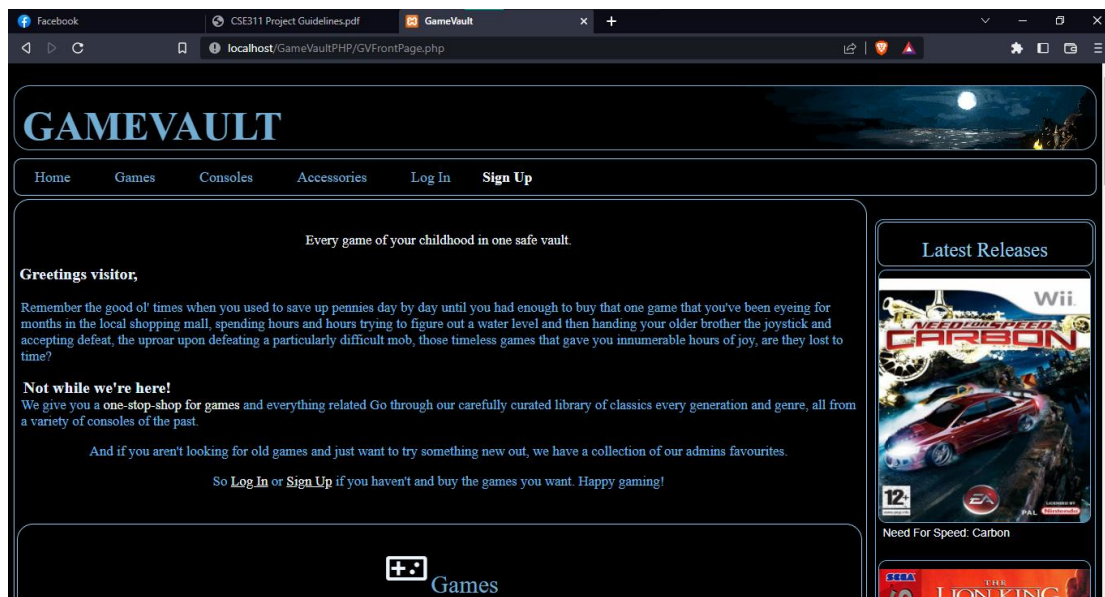


The ER Relation Model

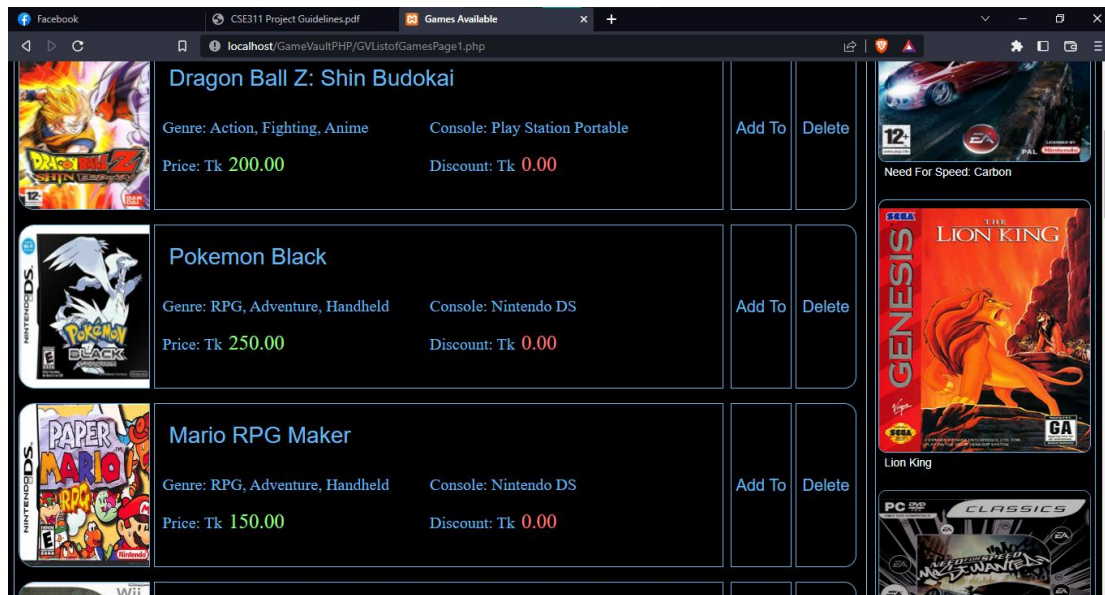


Some screenshots of the website:

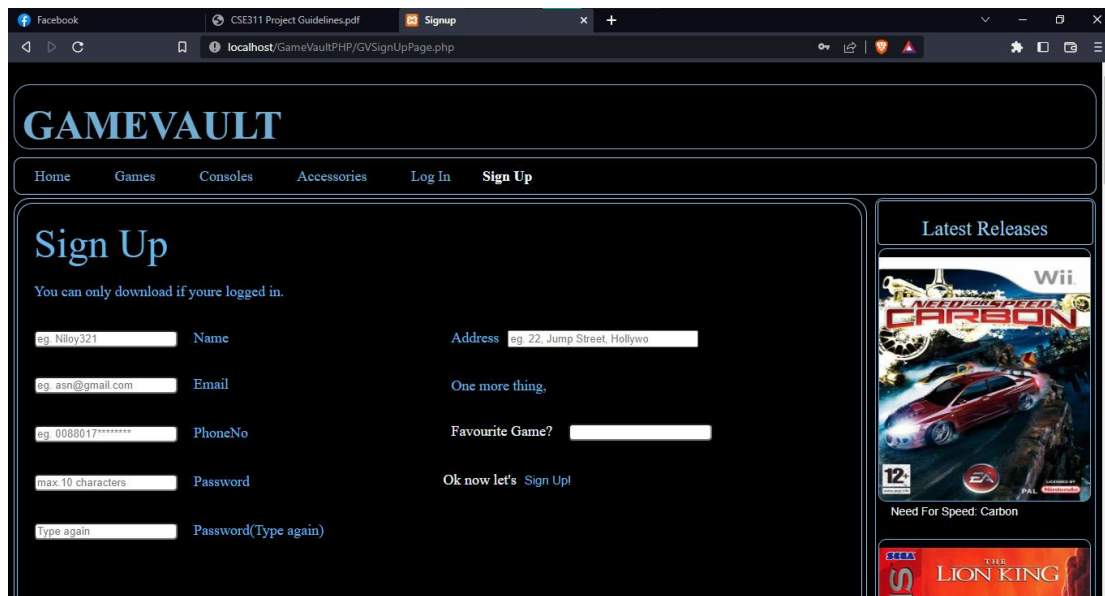
Front Page:



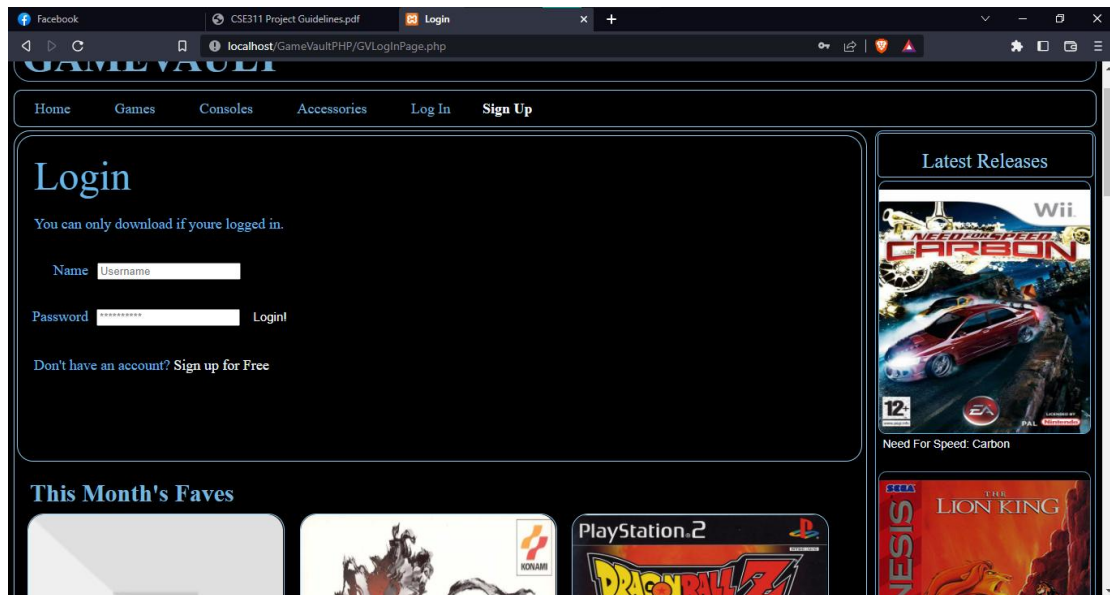
Games:



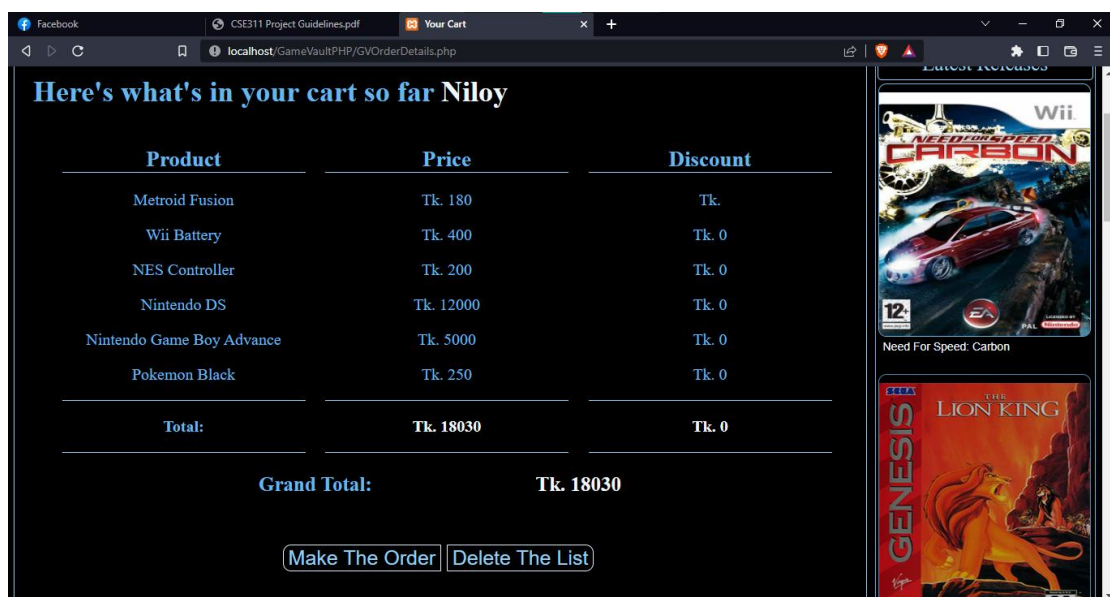
Log In:



Log In:

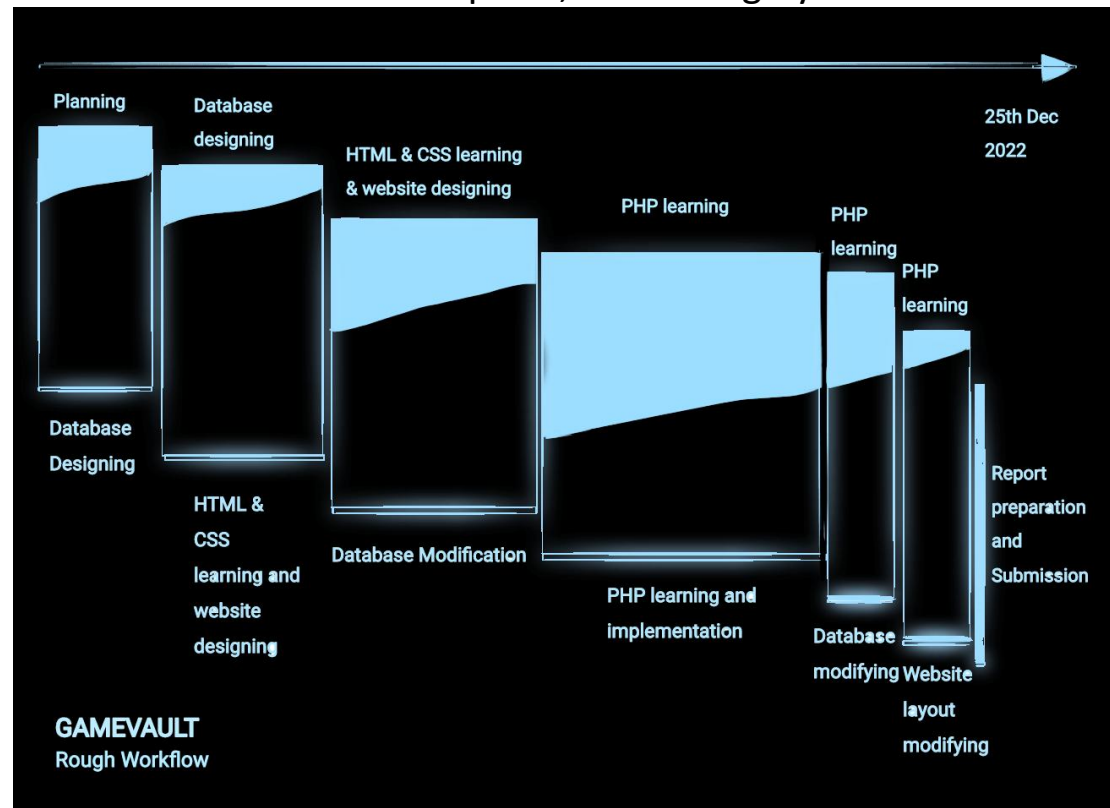


Finalize the order:



Workflow

Since this has been the first major project for both of us the workflow was all over the place, but it roughly followed this:



Contribution

Shakib Taher Joy was the main architect of the database, he designed the first draft of the database and we collectively made adjustments along the way, adding and subtracting tables, attributes and relationships. I, **Abid Hasan** started off by building the design of the website by learning HTML, and we both separately learned the php side of things. Shakib designed the product selection process and I designed the receipt making process.

What We Learned

The website as it is now isn't the most efficient as it could be, which is something we realized up till the last minute, there are modifications that can be made in the streamlining of the PHP code, and CSS, instead of using a "**style sheet**" I started off with CSS in every page, and by the end the switch could not be made. The design is somewhat crude, and some dynamic functions could be added but weren't either because of our novice nature or the massive array of code in front of us.

JavaScript would've added some of the functions we had in mind but neither of us knew the language so simple PHP was used throughout to reasonable amount of success. Whatever project we take part in moving forward the key things we are taking away are, a need for thorough planning and sticking to the plan, better communication, and taking whatever steps to minimize the code written.

In The Future?

This project has peaked my interest in an online art gallery and some type of social media project, we have been discussing the potential projects one could try out with just these 3 languages. Any developments would be updated on Github.