Final Project

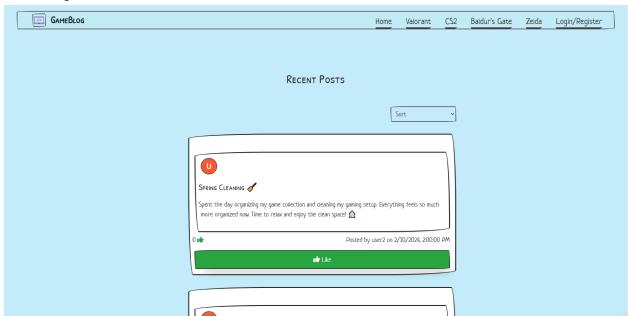
Theme: We decided to make our final project have a target audience of video game players. We named our blog GameBlog and the logo is game themed. This influenced our CSS decision as we used a CSS template called Paper CSS that we felt matched the theme we were going for as a blog that also has some animated look that feels like a video game.

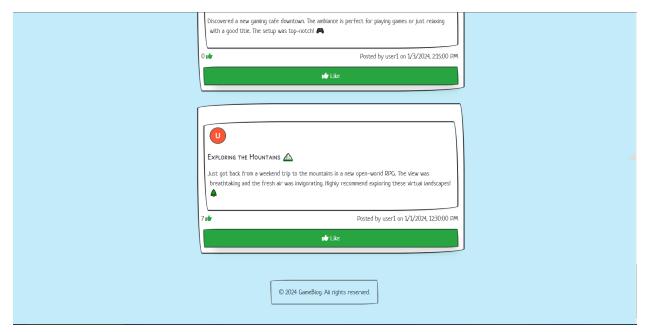
First Feature (One like per user): If the user is not logged in, then clicking the like button will send them to the login page. If the user is logged in, then when they click the like button we check if they have liked the post already by checking if an entry exists in a new table we created that stores usernames and the associated post id that the username has liked. If there is not already an entry that has this username and post id, then we create one and increment the likes count. If they have already liked the post, then nothing happens.

Second Feature (Game Specific Posts): Our original idea was to look for group posts but we decided that this feature would fit more into our theme as a blog for video game players. The main page is for general gaming posts but it also displays the posts of all game specific posts. Then we made a page for four different games where the posts on those pages are specific for those games. If you write a post on that page, it is inserted into the database as a game specific page with that game as its value.

Screenshots

Home Page





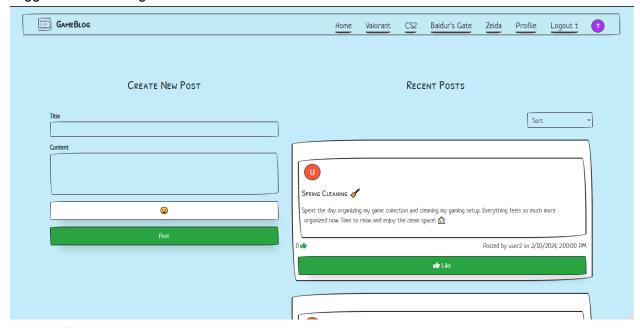
Login Page



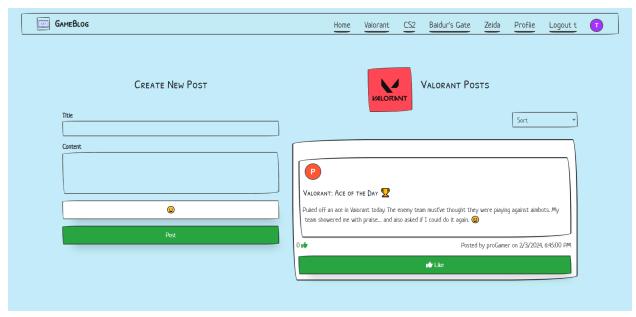
Register Username Page



Logged In Home Page



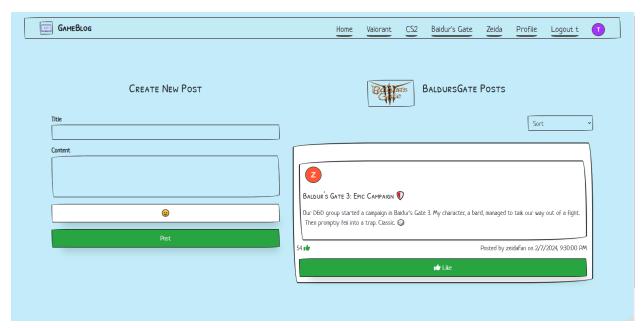
Valorant Page



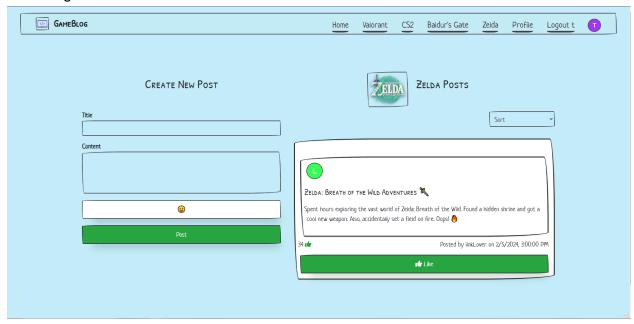
CS2 Page



Baldur's Gate Page



Zelda Page



Profile Page



Mobile Home Page

