Project report: Advanced Web Programming

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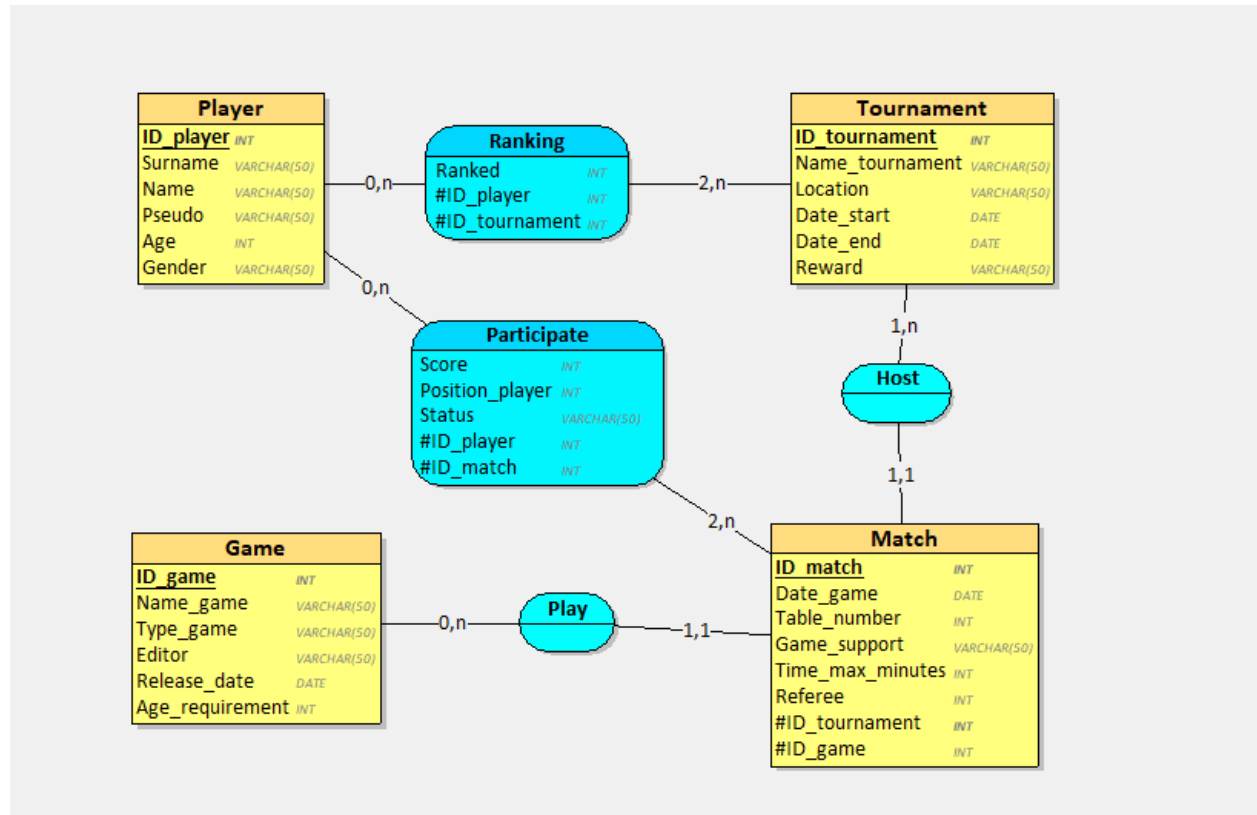# Project presentation:

Our project involves a company organizing game tournaments, encompassing board games, card games, and online games (video games). To manage the tournament, they need a tournament name, a location, start and end dates, and a reward. Players can participate if they send their surname, name, pseudo, age, and gender. The matches are defined in advance, including the date, table number, game type (card game, board game, or online game), maximum time per game, and the number of referees. In order to play a game's match, they need the game's name, its type, its editor, its release date, and an age requirement. For the tournament to take place, a minimum of two people is required.
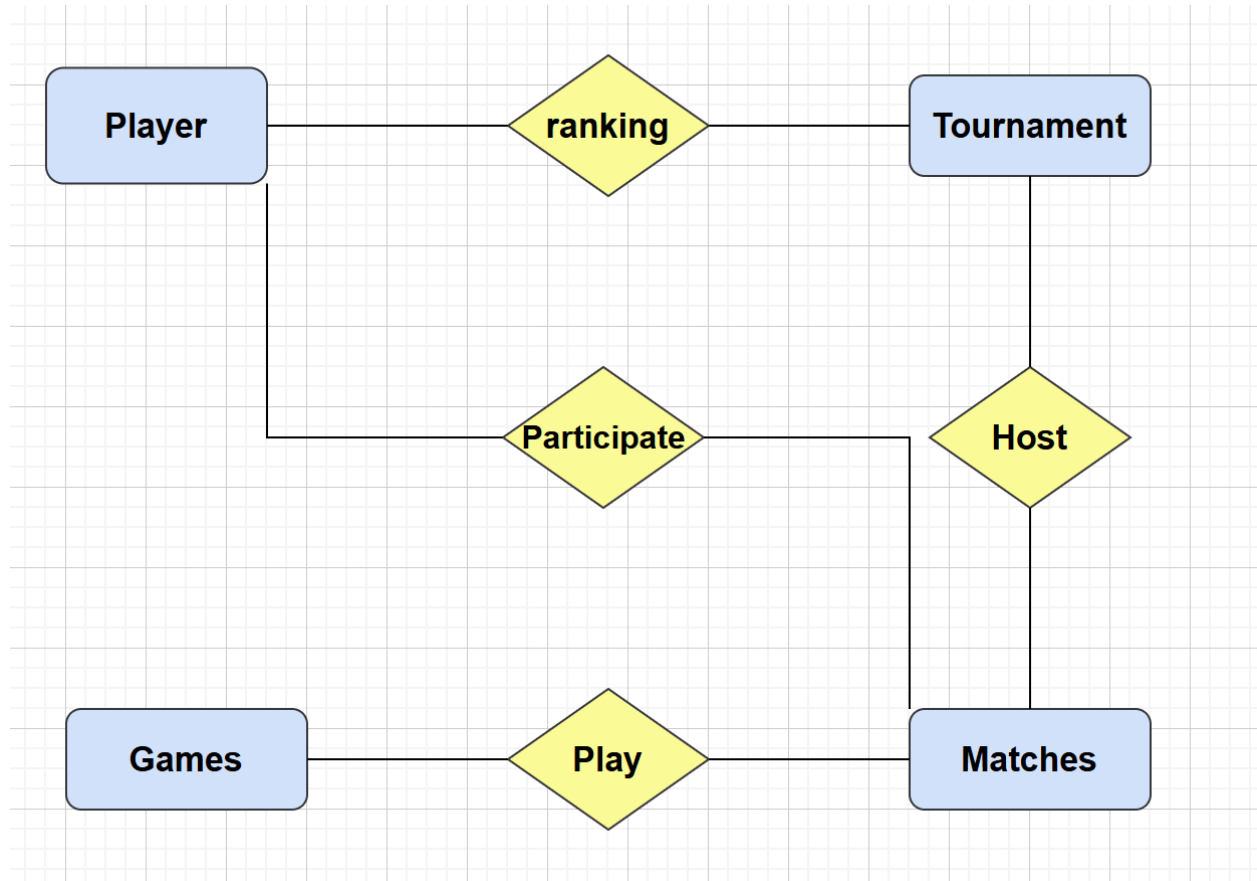
WHY THIS PROJECT ?

We wanted to choose a subject in connection with our lives. So we thought about something in common that we have, our friends. In our friend group, we love playing Belote; sometimes it's a little too competitive. So we thought about belote -> games and competitive -> tournament. Belote is just one type of game; individually, we love playing games, card games, and board games, so we added them.
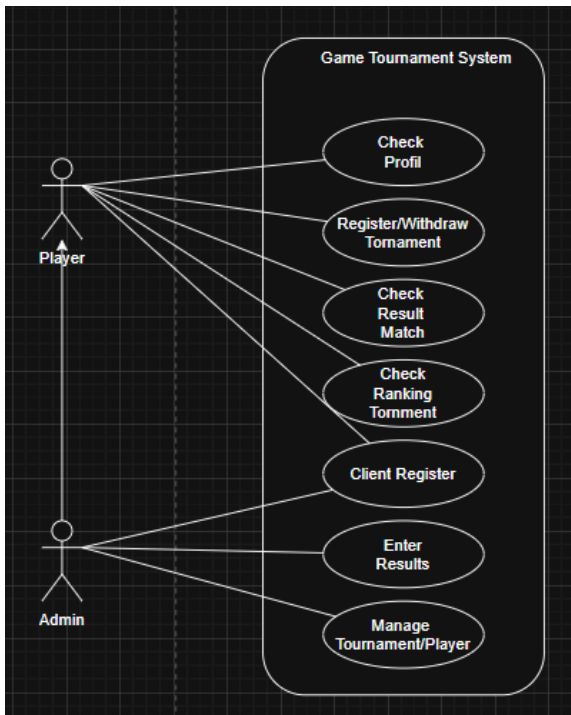
Database Diagram:

ER Diagram:

The ER diagram has been made to understand how the entity of our database works fully.
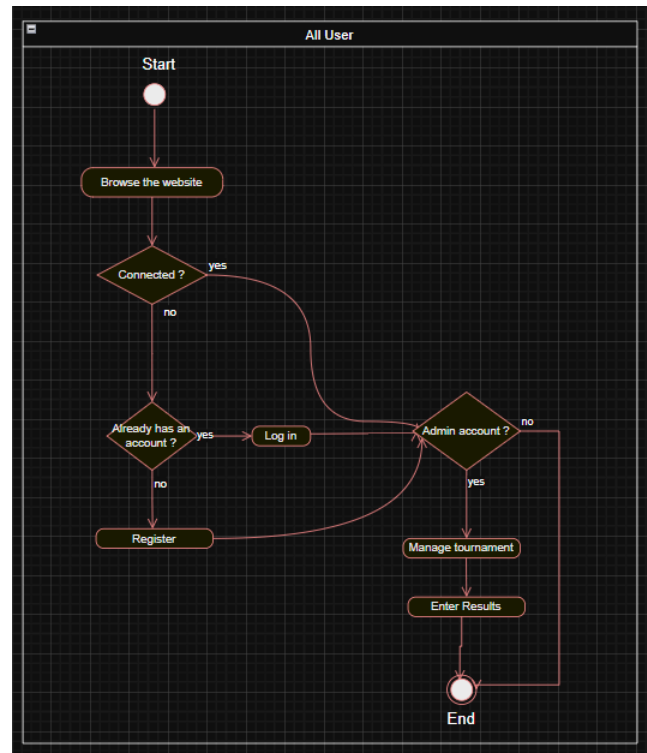
Gantt Diagram:

NUMBER	TASK TITLE	WHO DID IT	DEADLINE DATE	FINISHED TASK (%)
1	**User**			
1.0	Register/Withdraw Tournament	Julia	30/11/25	50 %
1.1	Check Profile	Julia	30/11/25	100 %
1.1.1	Check Result Match	Edouard	30/11/25	0 %
1.1.2	Check Ranking Tournament	Edouard	30/11/25	0 %
1.2	Registration	Irène	30/11/25	2 %
1.2.1	Log In	Irène	30/11/25	100 %
2	**Administator**			
2	Manage Tournament	Julia	30/11/25	0 %
2.1	Manage Player	Irène	30/11/25	100 %
2.1.1	Manage Ranking	Julia	30/11/25	0 %
2.2	Enter Results	Edouard	30/11/25	0 %

Julia's Diagram:

Use case diagram:

Activity diagram (manage tournament):

Sequence diagram:

Julia's Diagram:

Wireframe Diagram:

Component diagram:

Edouard's Diagram:

Use case diagram:

Activity diagram (join or withdraw tournament):

Sequence diagram:

Edouard's Diagram:

Wireframe diagram:

Component diagram:

Irène's Diagram:
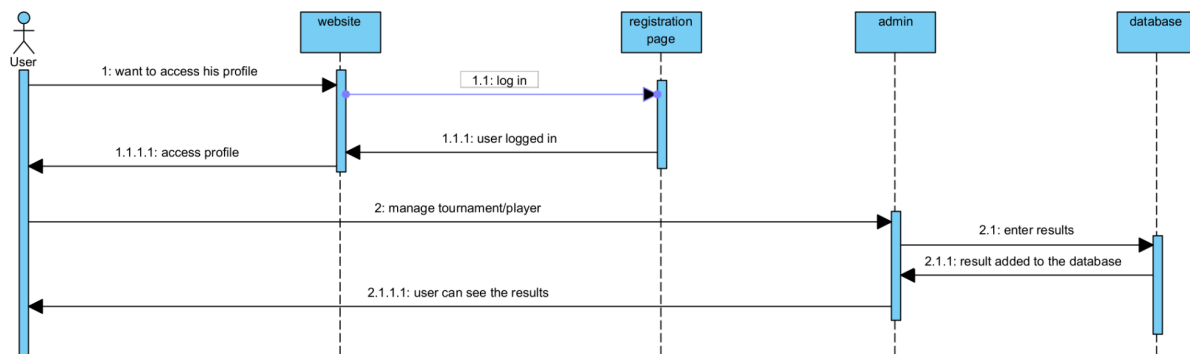
Use case diagram:

Activity diagram (check profile):

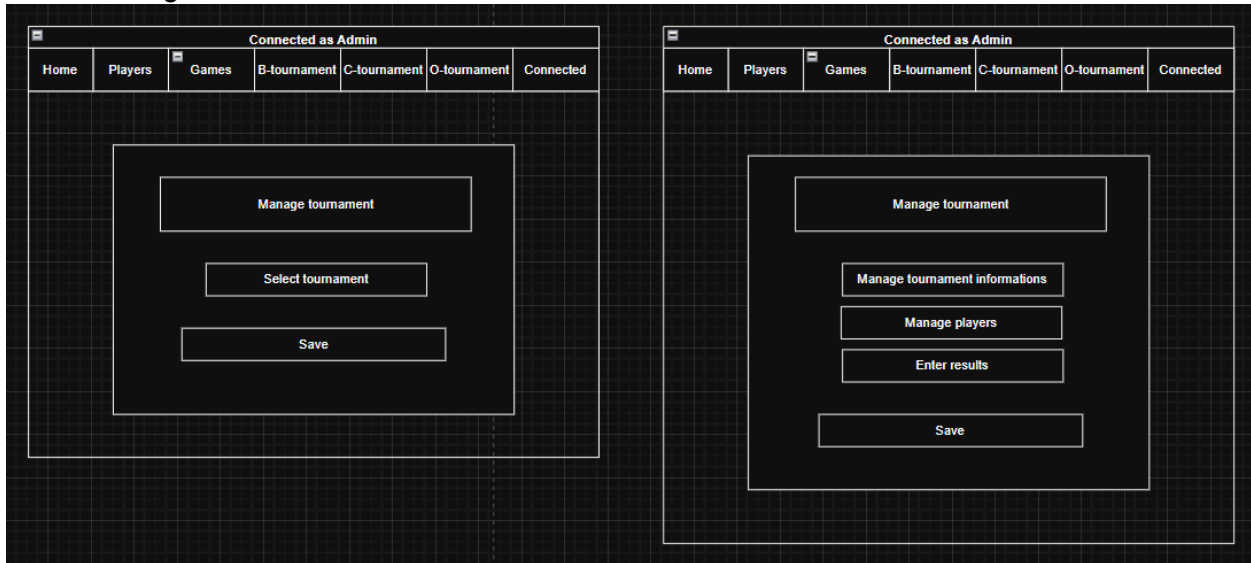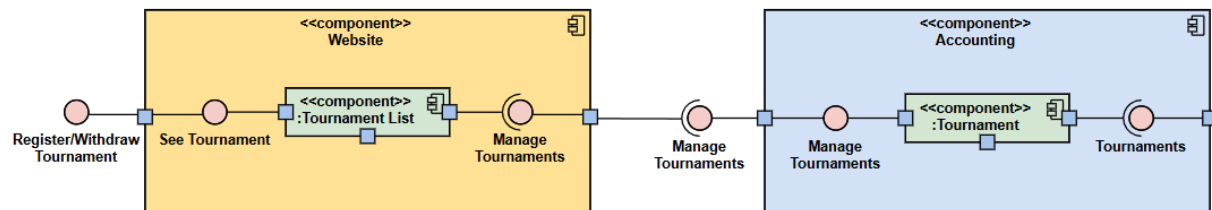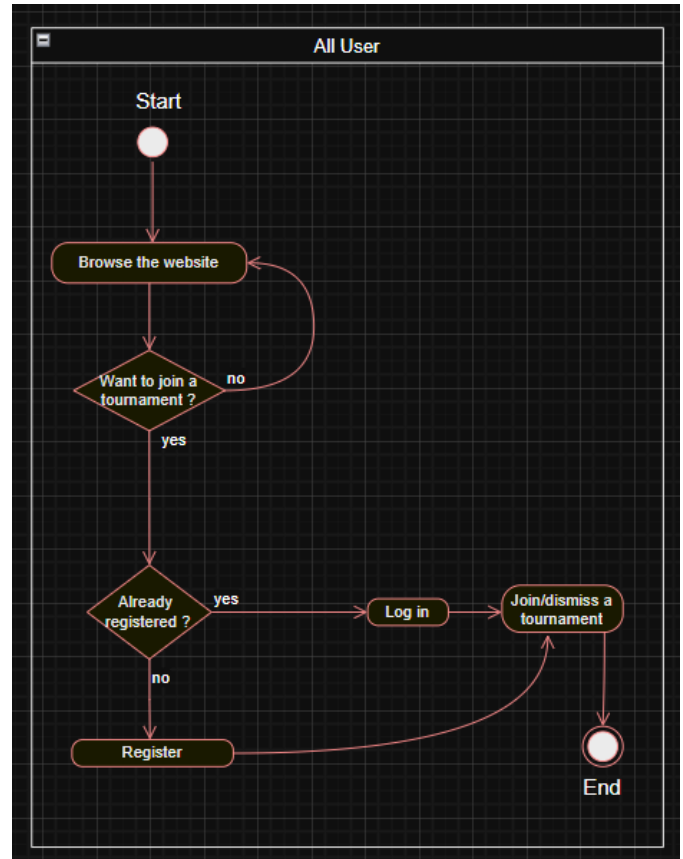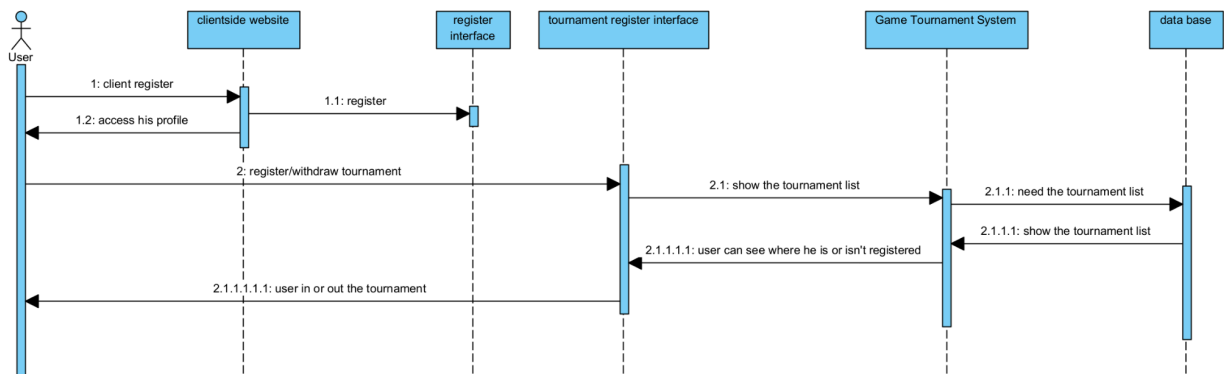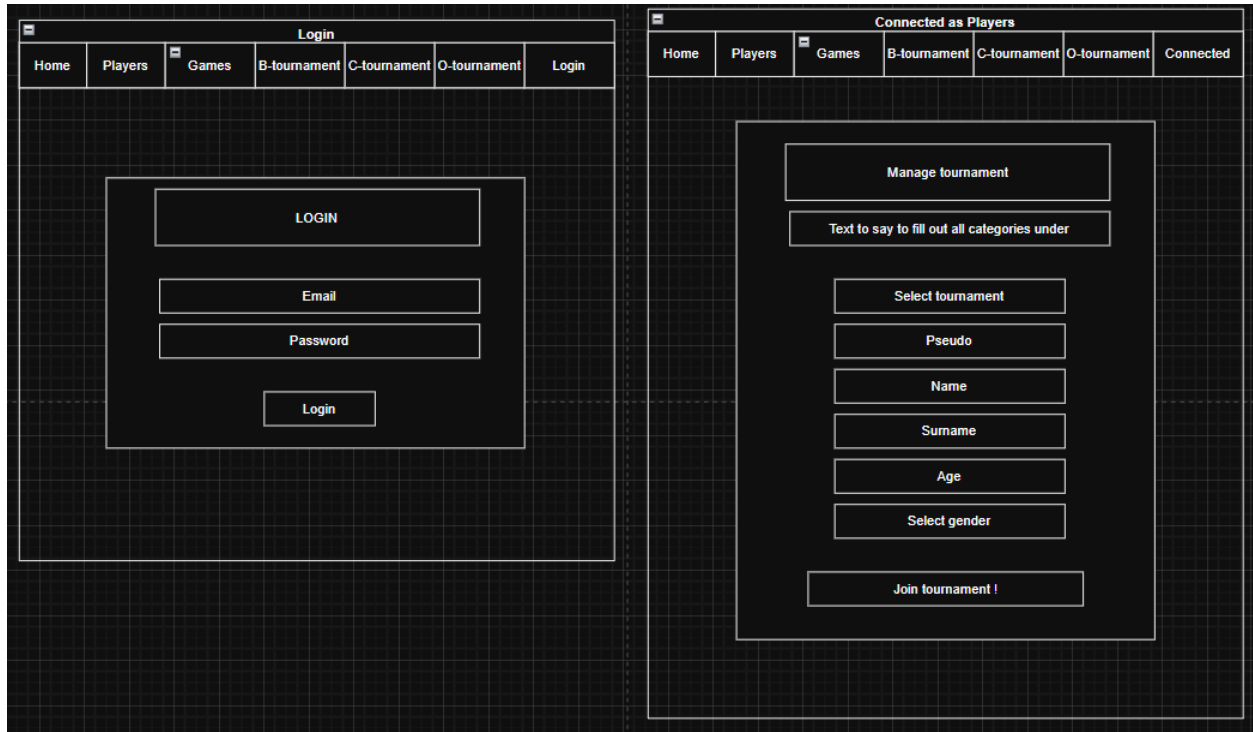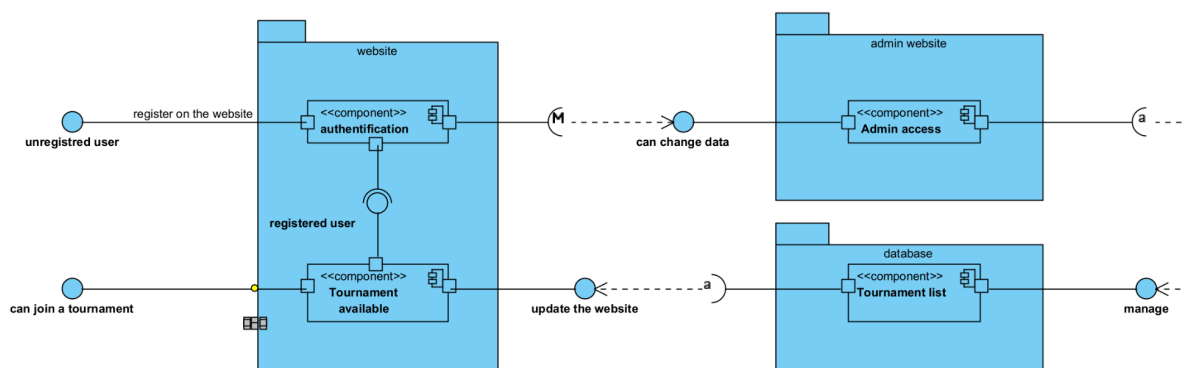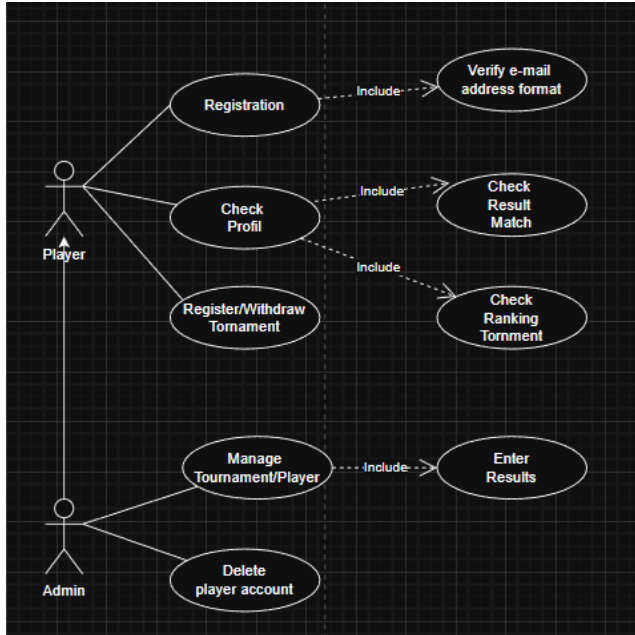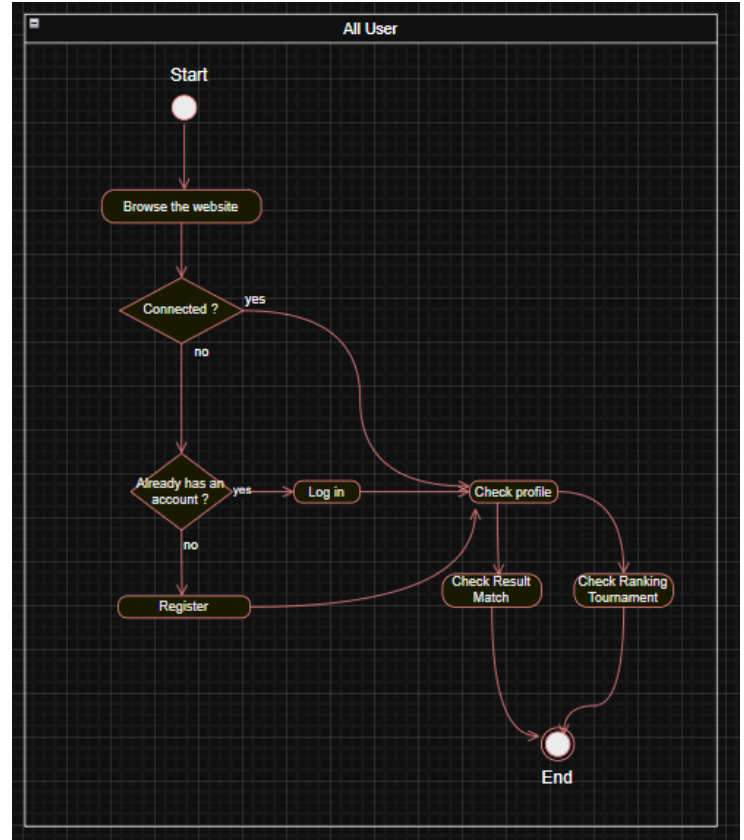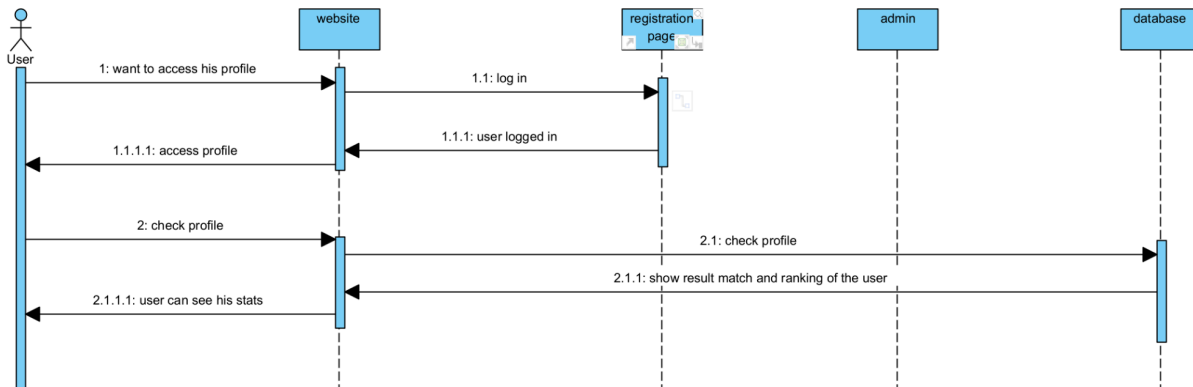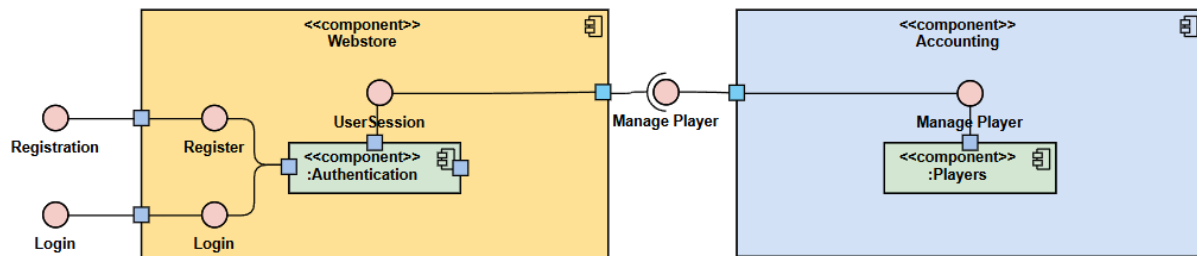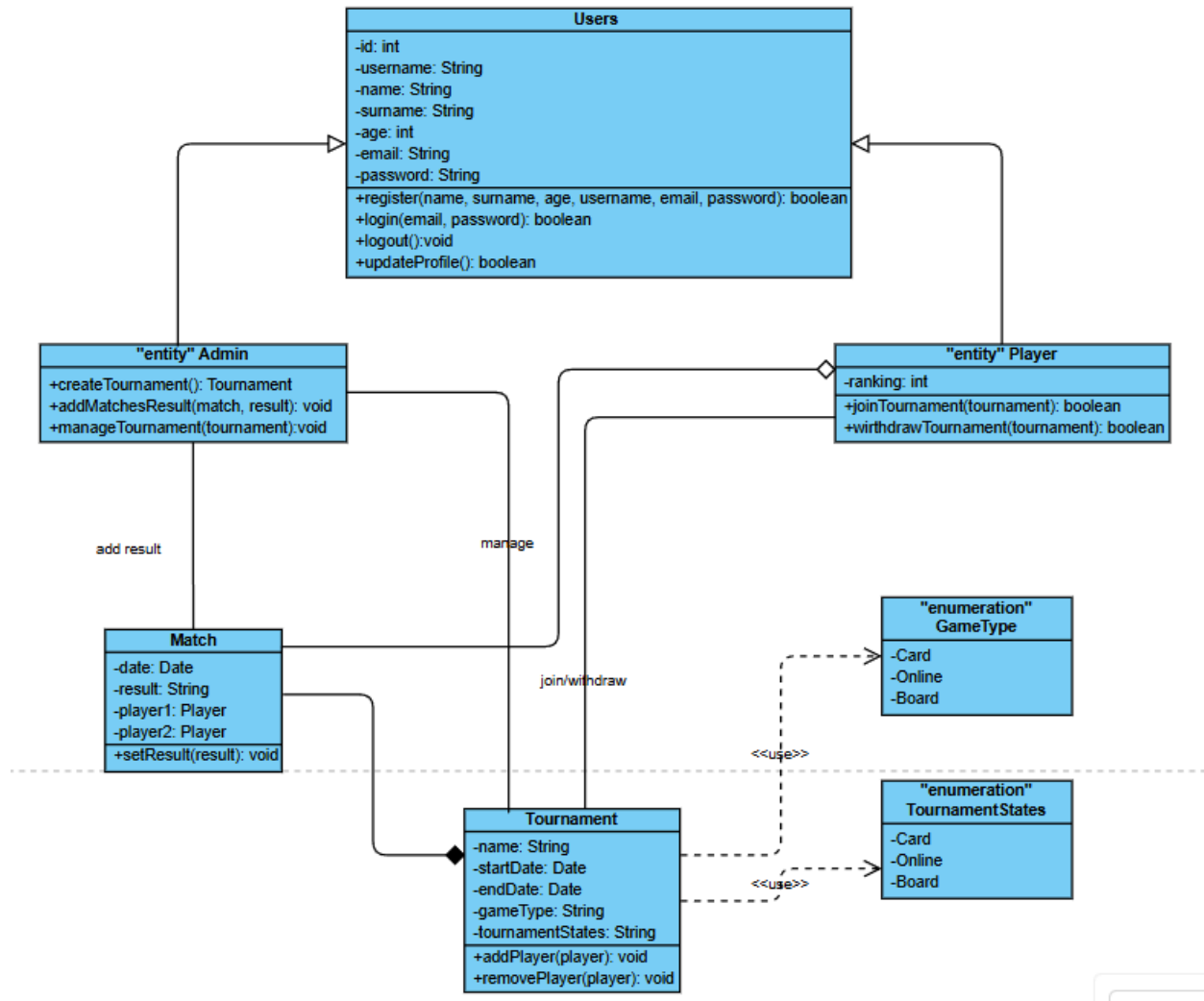Sequence diagram:

Irène's Diagram:

Wireframe diagram:

Component diagram:

Class Diagram:

Gantt Diagram:

NUMBER	TASK TITLE	WHO DID IT	OCTOBER			NOVEMBER		DECEMBER
			WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
			6 7 8 9 10	13 14 15 16 17	27 28 29 30 31	17 18 19 20 21	23 24 25 26 27	1 2 3 4 5
1	**Front End**							
1.0	Frontend Skeleton	Julia						
1.1	Home page text	Irène						
1.1.1	Home page code (html)	Edouard						
1.1.2	Home page code (css)	Edouard, Irène, Julia						
1.2	Players page text	Irène						
1.2.1	Players page json	Julia						
1.2.2	Players page code (html)	Edouard						
1.2.3	Players page code (css)	Edouard, Irène, Julia						
1.3	Games page text	Irène						
1.3.1	Games page json	Julia						
1.3.2	Players page code (html)	Edouard						
1.3.3	Players page code (css)	Edouard, Irène, Julia						
1.4	Players page text	Irène						
1.4.1	Players page json	Julia						
1.4.2	Players page code (html)	Edouard						
1.4.3	Players page code (css)	Edouard, Irène, Julia						
1.5	Board Tournament page text	Irène						
1.5.1	Board Tournament page code (html)	Julia						
1.5.2	Board Tournament page code (css)	Edouard, Irène, Julia						
1.5	Card Tournament page text	Irène						
1.5.1	Card Tournament page code (html)	Julia						
1.5.2	Card Tournament page code (css)	Edouard, Irène, Julia						
1.6	Online Tournament page text	Irène						
1.6.1	Online Tournament page code (html)	Julia						
1.6.2	Online Tournament page code (css)	Edouard, Irène, Julia						
1.7	Login	Julia, Irène						
2	**Back End**							
2	Backend skeleton	Julia						
2.1	Register	Julia						
2.2	Login	Julia						