

Project report: Advanced Web Programming

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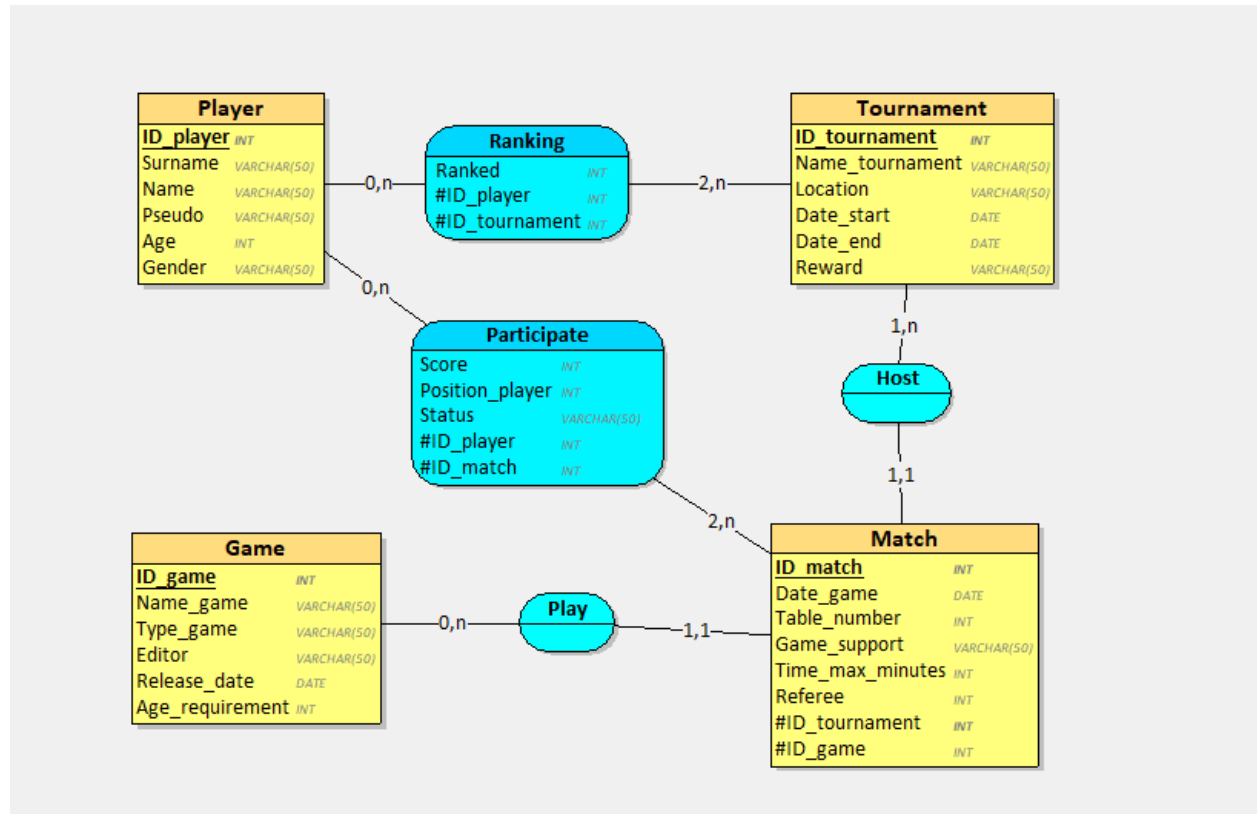
Project presentation:

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.

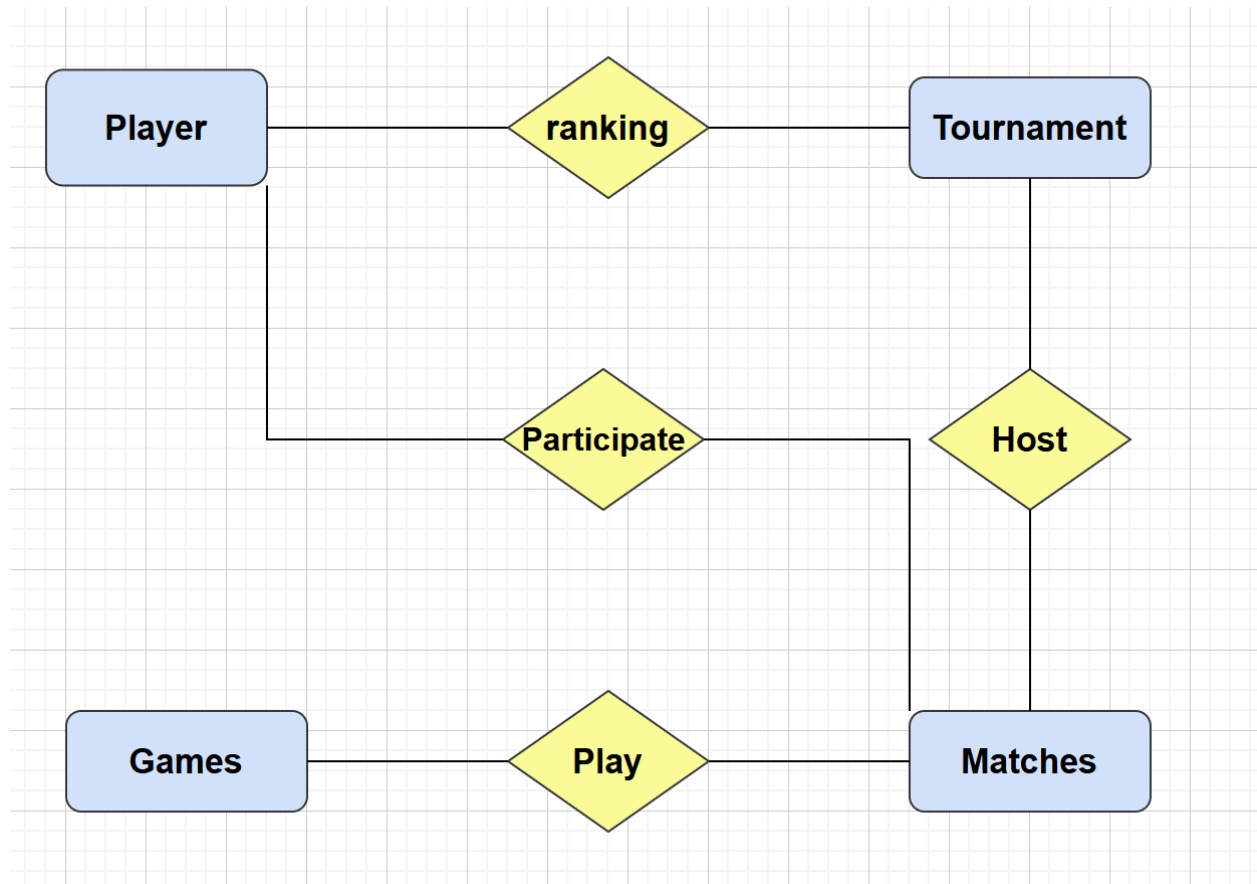
WHY THIS PROJECT?

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.

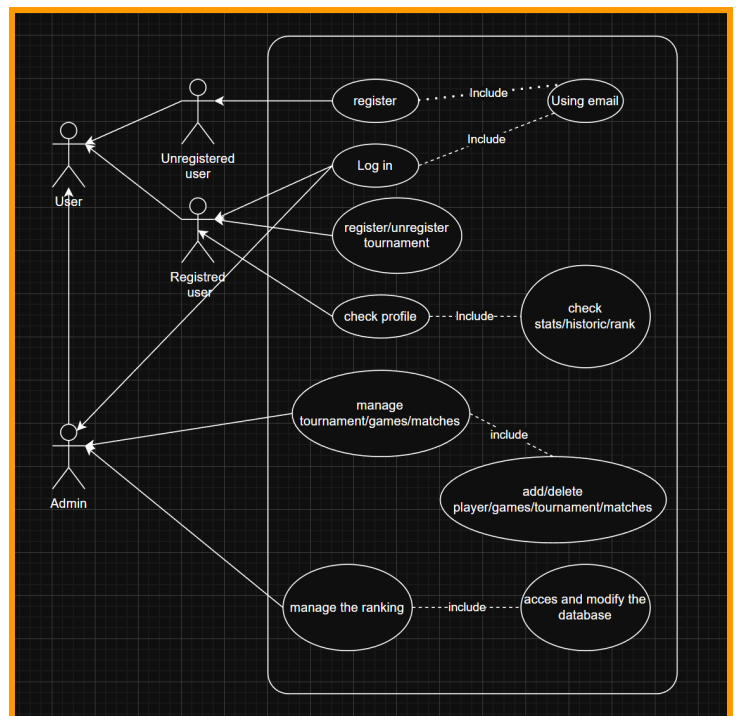
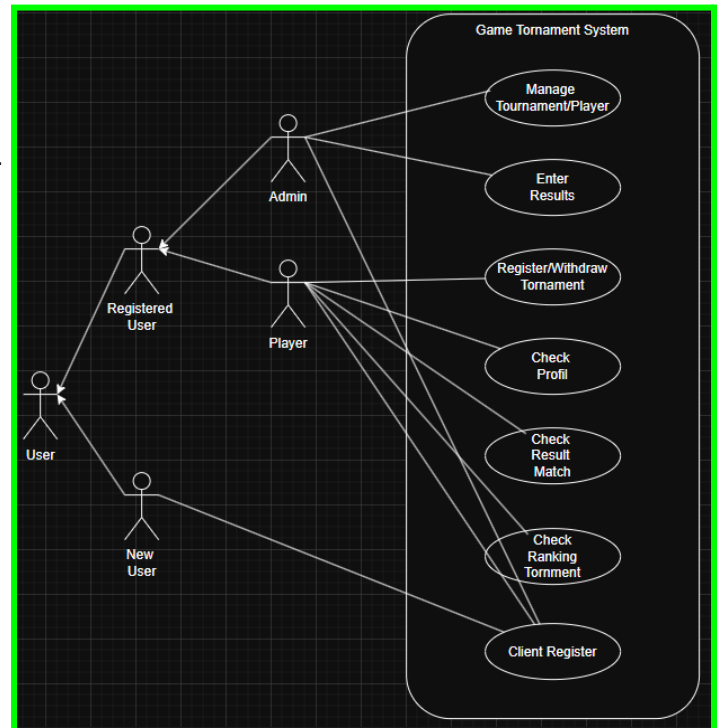
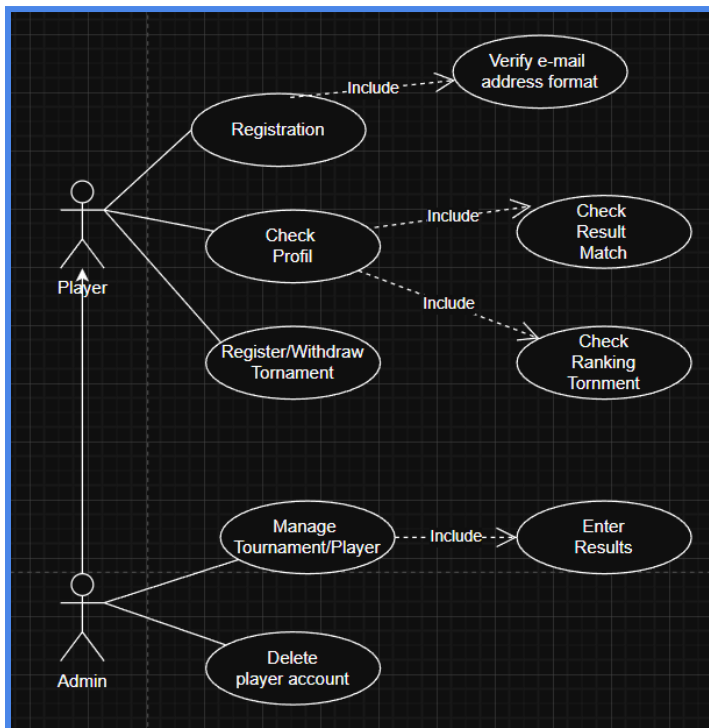
Use Case Diagram:

We made 3 versions of the use case diagram.

Blue - Irène

Green - Julia

Orange - Edouard

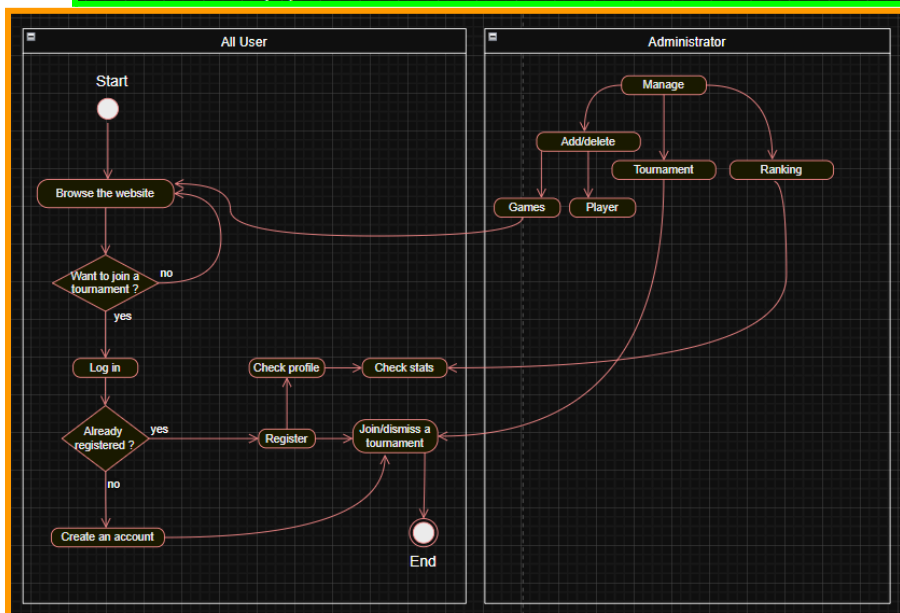
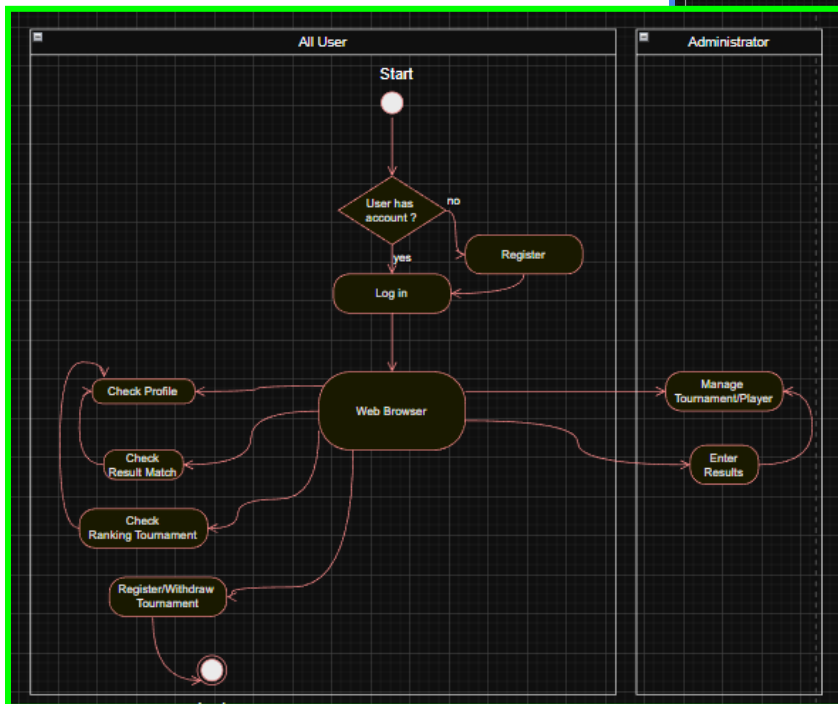
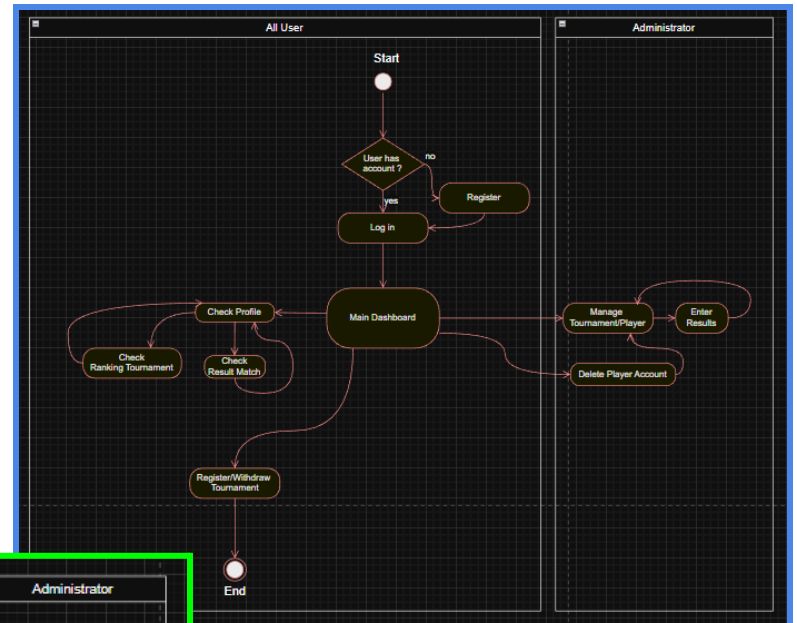


Activity Diagram:

Blue - Irène

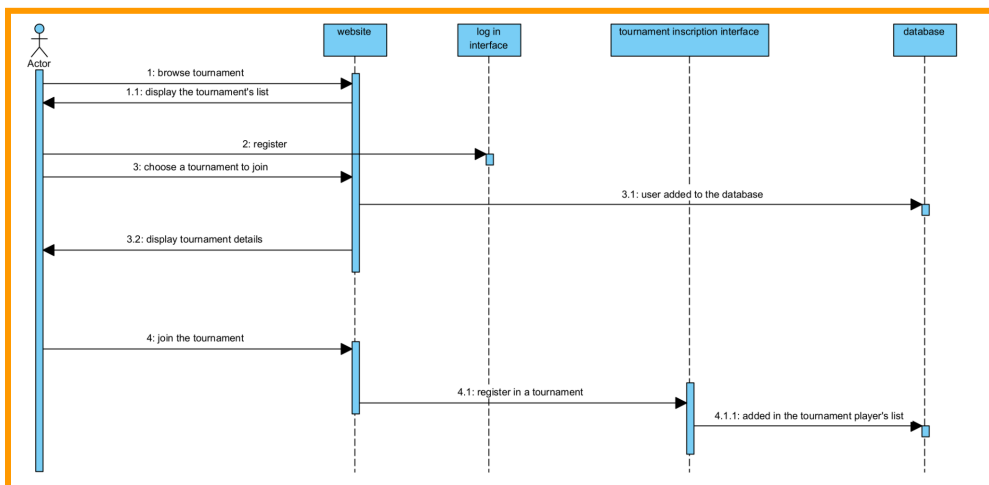
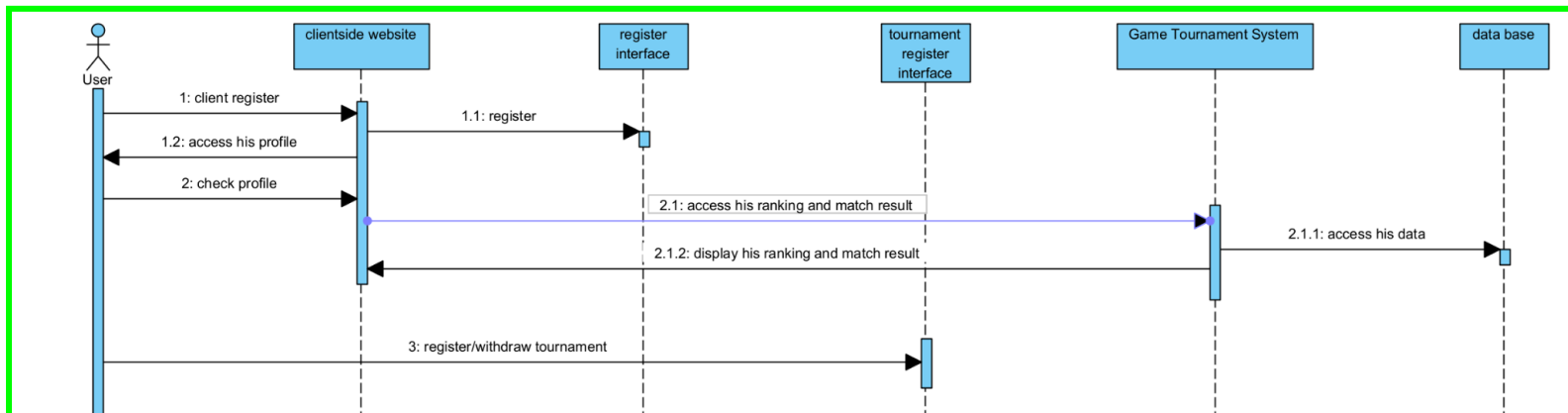
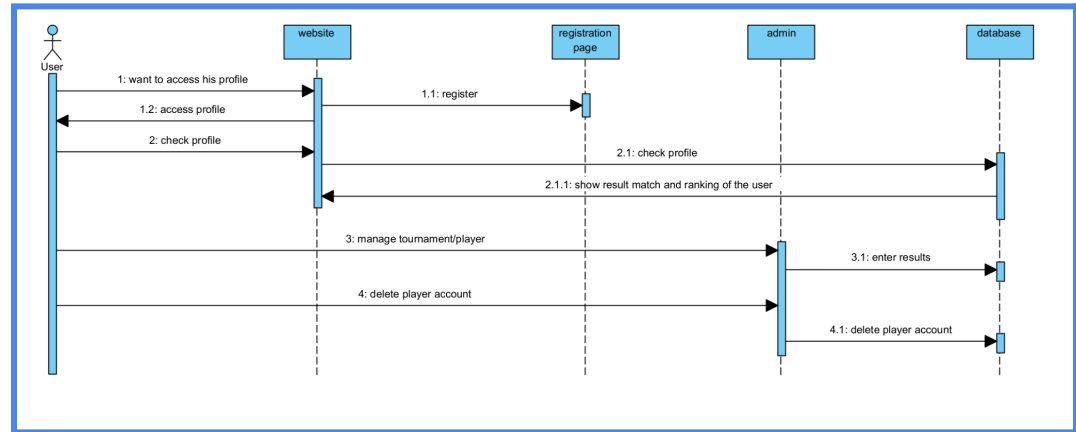
Green - Julia

Orange - Edouard

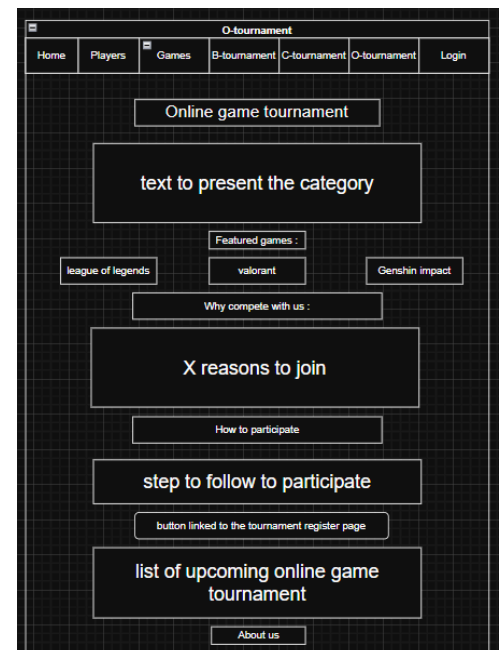
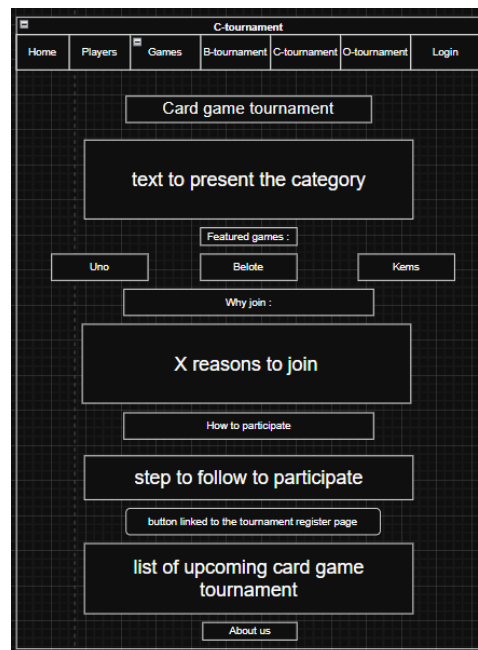
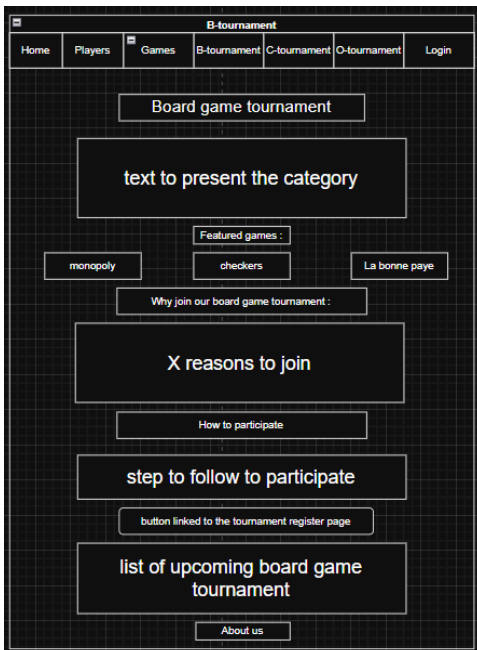
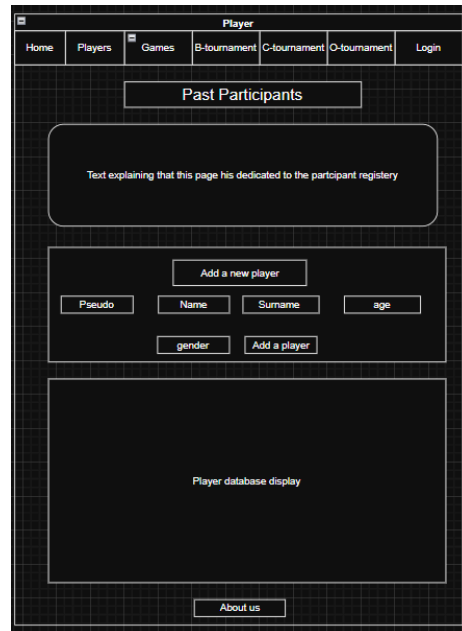
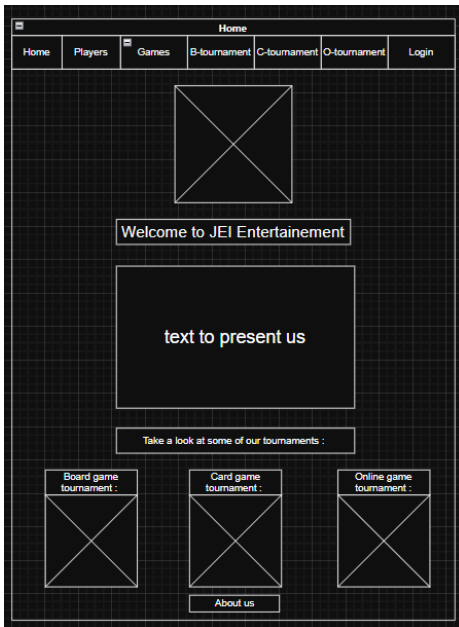


Sequence Diagram:

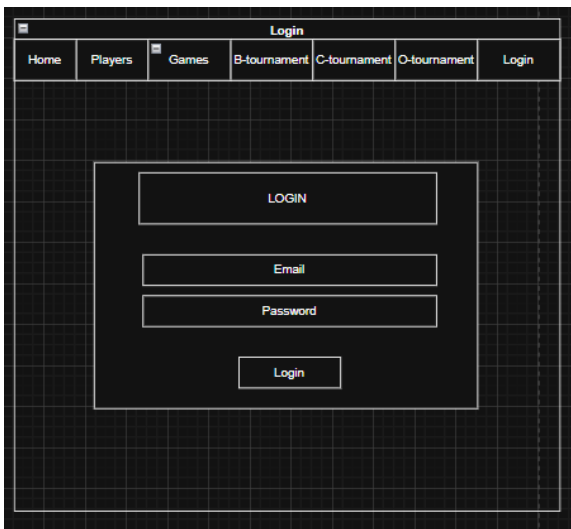
Blue - Irène
Green - Julia
Orange - Edouard



Wireframe Diagram part1:



Wireframe Diagram part2:



This wireframe shows a login page layout. At the top, there is a navigation bar with a hamburger menu icon on the left and links for Home, Players, Games, B-tournament, C-tournament, O-tournament, and Login. The main content area contains a central box with the following elements: a LOGIN button, an Email input field, a Password input field, and a Login button at the bottom.



This wireframe shows a tournament registration page layout. The navigation bar is identical to the first wireframe, but the 'Login' link is highlighted. The main content area contains a central box with the following elements: a Join a Tournament button, a text field with the placeholder 'Text to say to fill out all categories under', a Select tournament button, a Pseudo input field, a Name input field, a Surname input field, an Age input field, a Select gender button, and a Join tournament ! button at the bottom.