**Full Unit – Interim Report**

ADVANCED WEB DEVELOPMENT

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A report submitted in part fulfilment of the degree of

**BSc (Hons) in Computer Science**

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#### Early Deliverables

1. A report describing the state-of-the-art of Web development, including technologies/frameworks/platforms and their comparison as described above. The report will also explain the concrete choices made and the respective rationale/justification from a software engineering perspective (i.e. a justification merely based on a skills learning perspective will not suffice)
2. A report on Web development architectural paradigms and applicable design patterns, including an initial discussion of security, privacy and key-operational aspects and considerations (e.g. cloud deployments and DevOps aspects)
3. A report describing the system to be implemented, including a comprehensive set of well-defined use cases (or user stories).
4. A functional prototype implementation of the system, clearly demonstrating sound design principles and implementation practices (e.g. on DB design, on UI design and interaction).

Cited from the Project List

The (first term) written reports will be expected to contain the following contents:

* State of art web development
  + React
    - Front end
    - Render components and for navigation and router
  + Express
    - Back end
    - Create server to handle HTTP requests
    - Also use server for socket.io communication
    - Socket.io communication is used for the canvas and communicating lobby functionality to the rest of the game
  + Axios
    - Used to handle HTTP requests from the front-end to transmit it to the back-end
  + Socket.io
    - Used to handle quick communication between hosts and server
    - Transmit lobby information and update game
* aims, objectives and literature survey;
  + Aims & Goals
    - Aim focuses on purpose and “why” of object
  + Objectives – Milestones Summary
    - Emphasis actions and “what” to accomplish
* Architectural pattern
  + Client rendering
* Design patterns
  + Can I call server a singleton?
  + Factory
    - Client creates room
    - Send information to server
    - Server creates Game
* Security
  + Socket only transmits to people that have joined the lobby
    - Will require people to sign in
  + Storing accounts will be with salting and hashing if they register with email and password
  + Saving user state with cookies
  + Option to sign in with oAuth 2.0, therefore their details will be safe
* Considerations
  + Deploying online through Heroku
* planning and time-scale;
* summary of completed work;
  + Home Page allows for creating a game
    - Does not have functionality for browsing public games yet
  + Login Page & Registration completed (bar oAuth 2.0)
    - Encrypted through salting and hashing
  + Canvas can draw and be transmitted to other users
    - Line thickness & Colour too
  + Lobby can make settings
  + Chatbox to communicate with other users
  + No game implementation yet with timer
* Use Cases
  + https://www.usability.gov/how-to-and-tools/methods/use-cases.html
  + Registering In
  + Logging In
  + Browsing and Joining Public Games
  + Creating A Private Game
  + Joining A Private Game
  + Playing A Round
* bibliography and citations;
* End System Development
  + Features of End System [Proof of Concept / Milestone]
  + Running the Application
    - Npm init -y
    - Nodemon server
    - Npm start
  + Work Log
    - Diary??
  + Potential Future Enhancements
    - Display error messages as a modal
* Software Engineering
  + Methodology
    - TDD
  + Testing
    - Create unit tests and then make code to pass tests
    - Refactor

# Introduction

## The Problem

## Aims & Goals Of The Project

## Objectives - Milestones Summary

## Rationale

# Web Frameworks

## States-of-the-art of Web Development

In order to create my project, I am utilising React and Express.js for the back end and front-end frameworks respectively. In addition, I am also using MongoDB to store details for login & registering alongside the user’s points, which is earned through using the website.

I chose to use Express.js due to the simplicity the framework provides to Node.js. It provides key functionalities to my project, such as middleware, to handle server requests in the form of HTTP requests, such as logging in or registering. Furthermore, Express also provides excellent performance, which makes it suitable for the project I am creating as it will be involved in lots of communication between various clients. **MERN STACK?** Another benefit of using Express, is that it has lots of support, providing various packages such as Passport, Mongoose, Axios and Socket.io, which are all detrimental to my project. Passport will allow me to authenticate users, either by storing session-cookies or through their login details. In addition, the use of salting and hashing passwords will provide a layer of added security for users of the website. Mongoose will allow me to interact with my MongoDB NoSQL database efficiently, whilst also interacting with passport to assign sessions to users.

Socket.io is vital to ensure my project can communicate with other client sessions in the same lobby. By using sockets, it will used within the canvas and drawing related features to provide real-time communication between all devices. This is more efficient than using HTTP requests as socket.io allows for bidirectional communication, with low latency connections, which is detrimental for my interactive website.

Also, I chose to use React due to its component-based architecture. This allows me to easily organise my front-end into smaller structured components, provide simplicity and easily understand the transfer of data as the user interacts with the website. The use of components makes it easy to develop re-usable elements for my website, such as a header or footer. Functionality such as React states are useful to monitor user interaction or update values that are displayed on the website with ease. Furthermore, React Router will be used to handle all routing for the website, which is useful when trying to navigate through the different areas of the website and for using route parameters for storing information such as lobbyID etc.

Finally, I will be using MongoDB to store information as required on the NoSQL database structure. I selected MongoDB due it’s high-performance capabilities and the way it stores data similar to a JavaScript object, allowing it easy to incorporate within my project. In addition, querying is kept simple and interacts easily with my passport package to access and create user accounts.

**MAYBE TALK ABOUT HOW THEY WILL INTERACT HERE?**

## Architectural Paradigms and Design Patterns

Figure 1: Example Diagram

The users will interact with the web server hosted on a port (e.g. localhost:3000). This port will allow them to view the website through client-side rendering. This means that the browser will be in charge of rendering the website and React components for the user. The benefits of this are fast response times as they do not have to wait for the server to respond, allowing for reduced server load. This is important as the back-end server will be detrimental to functionality of the system, hence any reduction in load that is possible should be done.

The website will then be used to communicate with the server, which is ran on a different port (e.g. localhost:3001). The back-end server (using Express) will handle requests such as logging in or socket communication, and take the necessary response required. Furthermore, a database server will be used, that remains only in connection with the back-end server for security purposes, to avoid users trying to gain unauthorised access. For the client to log in, the request is sent from the webserver to thee back-end server. From here, the request is processed, and the necessary information is collected from the database server to approach a final decision.

**UML DESIGN PATTERN?**

A design pattern I will be using in my project is a Factory creational pattern. This will be used when the client is creating a new game. Once the user has sent the request to the back-end server, the Server will process this request and create a new “Game” class. This new class will now handle the user’s socket communication, all lobby functionality, and update the gameplay as required.

## Security

Security is an aspect of my project that is taken seriously, as it will store client sensitive information such as email addresses and passwords. To ensure client data is kept secure, when storing within the MongoDB database, I will utilise salting and hashing to encrypt the password. This will enhance the security of stored data, as it will provide an added layer of defence from attacks, specifically attackers trying to reverse-engineer passwords from hashed values. In the event of a breach, the plaintext passwords are thus still protected.

Furthermore, when registering, the user can also opt to use oAuth 2.0, using their Google account to sign in and sharing the necessary information. This allows users to avoid handing out details like passwords, as the oAuth service will provide the information required. This means that in the event of a breach, sensitive information is not accessible to the hackers.

Security is also considered for the lobby of the websites, as it will require clients to sign in to join a lobby or access the home page. This is to authorise all users utilising the website and chatting to other users. For socket communication, nothing will be broadcasted to all users, rather the sockets will join a “lobbyID” and then information is transmitted to participants of that lobby. Once a lobby has finished, it will be deleted from the server, therefore unauthorised participants cannot access lobby information such as users, chat history etc.

## Considerations

Aspects of my project that I am still considering are deployment for the website. Upon further research, I have looked into deployment applications such as Heroku to upload my project onto and host the website. This will ensure the website is constantly accessible all the time. Alongside hosting the website, I would also need to ensure that the MongoDB database is accessible too, which can be achieved through MongoDB Atlas, a cloud solution to host the MongoDB database to deploy and run.

# Software Engineering

## Methodology

To create my project, I will use TDD (test-driven development) to design the components of my code. TDD aims to create tests before the development of the code. This allows me to outline key functionality and create functions that meets the requirements set out by the tests.

The TDD process begins with creating a failed test. This test case should define the expected functionality of what is required to be implemented. It will fail the test as no code has been created to pass it.

In the next step of the TDD process, the user will begin to create code to pass the failed test. This is aimed to be kept incredibly simple and possibly even faked, just to return the expected outcome of the function. Upon passing the test, the next process is to refactor what is written. This will involve improving the code to either improve structure, remove redundant lines of code, or improve efficiency / readability. Refactoring will enable me to product high-quality code that is simple to understand and tailored towards the test case created.

By using TDD, the code I create will have a higher quality, due to it being tested against pre-defined test cases, and therefore less likely to suffer from bugs. Furthermore, through refactoring, my code will be simple to understand and well-maintained, whilst simultaneously ensuring all requirements in terms of functionality are achieved.

Furthermore, I am using Git as my version control system. Git allows me to create feature and release branches to focus on features independently of other aspects of the project, which can then be merged back into the main branch to complete the overall functionality. This allows me to focus on one feature at a time, alongside creating designated testing branches, so features can be tested and coded simultaneously, despite not affecting one another. If one branch requires aspects of a different feature to be completed, the two branches can be merged to continue development. Furthermore, a release branch will allow me to create a new version of the project where it is at a stable point in development. I can then carry out extensive testing on the release branch to ensure stability and that high quality has been achieved.

In addition, Git is particularly useful in ensuring any actions to modify the code can also be undone too. It allows for mistakes written in the code or files to be rectified and can be reverted back to previous versions to solve any problems. The commit-based system allows for me to select what files I wish to apply in a commit and provide a message to explain changes.

## Testing

# End System Development

## Running The Application

In order to run the application, the user must have Node.js downloaded. This can be found on the following website:

<https://nodejs.org/en/download>

Once you have Node installed on the device, clone the Git repository to your local computer. Open a terminal up within the git repository and run the command npm I from the back-end folder and the front-end folder. This will install the node modules required for both servers.

To run the back-end server, simply type into the back-end folder terminal

**Nodemon server.js**

To run the front-end server, simply type into the front-end folder terminal

**Npm start**

This will run the website and the back-end server to allow for usage.

## Work Log

## Potential Future Enhancements