The orchid arcade

# Setup

## Requirements:

- [Visual Studio](https://visualstudio.microsoft.com/)

- [.NET 8.0](https://dotnet.microsoft.com/en-us/download/dotnet/8.0)

- [MSSQL Server](<https://www.microsoft.com/en-us/sql-server/sql-server-downloads>)

- [SQL Server Management Studio](https://learn.microsoft.com/en-us/sql/ssms/download-sql-server-management-studio-ssms?view=sql-server-ver16#download-ssms)

## Installation

* Create a new MSSQL server using and make sure that it is running. You can check on the SQL configuration manager

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* Connect to your SQL server and create a new Database using the SQL Server Management Studio.

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* Copy the Database connection String. You will find it after the installation of MSSQL Server here:

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* Paste the connection string on the Appsettings.json file:

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* Open the dot net project using Visual Studio and .NET 8.0

In Visual Studio, navigate to **\*\*Tools\*\*** > **\*\*NuGet Package Manager\*\*** > **\*\*Package Manager Console\*\***.

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* Run the Update-Database command

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* After the tables are created and populated you should be able to run the application:

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# Functionality of the application

After you open the application, you will be greeted by the Games page. This page has the list of created games with the options to buy, create, edit, delete and view the details of a game.

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If you go to the users’ page, you will see the same CRUD for the users. You can create a new user and specify if it is a developer or not, check the details of an user and delete any user (take not that currently every user is able to change the information or delete every other user account but this will be changed when security is taken into account):

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Now, just like with the users every developer can create, edit, modify and delete games:

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When a user buys a game, a transaction is created and the game is added to the users library:

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Here the users can either download the game or add a review for the game.

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Finally, when a review is created, it is added to the list of reviews for a game.

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# Unit tests.

* You can run all the tests on the tests window on visual studio:

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* You should get a result of all tests passing:

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* The code for the unit tests is on the tests folder and it includes 12-unit tests that cover every CRUD functionality of Games, User and Reviews and also the BuyGame unit test that covers the Transaction functionality to link a game to an users library.

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