Title:
Skinne

Contributors:
Kaleb Perry, Gil Eskayo, Joey Tursi, Bryce Ogburn

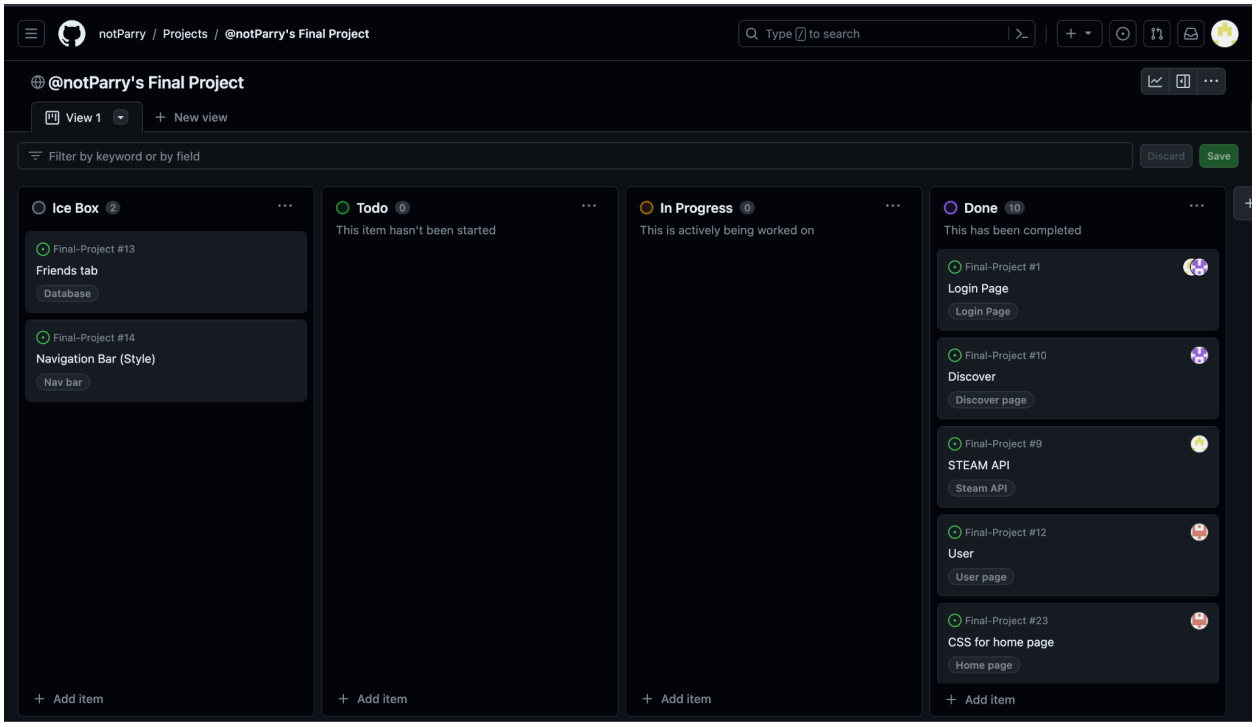
Description:

This project aims to revolutionize the experience of Counter-Strike: Global Offensive (CS:GO) players by providing an intuitive and user-friendly platform for accessing, filtering, and purchasing in-game skins. The core feature is a sophisticated yet easy-to-use search engine, allowing players to quickly navigate through an extensive database of skins based on various parameters like rarity, color, pattern, or price range. Users can apply multiple filters simultaneously to refine their search, making it effortless to find skins that align with their specific tastes and budget.

Additionally, the platform offers detailed views of each skin, including high-resolution images, background information, and user reviews, enabling players to make informed decisions. A unique comparison tool is also available, allowing users to juxtapose different skins side-by-side for a more comprehensive evaluation.

For those interested in acquiring skins, the platform facilitates a seamless purchasing process. It integrates a secure transaction system, ensuring a safe and reliable exchange. Users can buy skins directly from the platform or through trusted third-party vendors, all within a few clicks. This project not only enhances the accessibility of CS:GO skins but also enriches the overall gaming experience by making skin selection and acquisition more enjoyable and less time-consuming.

Project Tracker:
https://github.com/users/notParry/projects/1/views/1



Video/ Video Demo:
https://drive.google.com/file/d/1ALMerAxV0q25x-lb0gzo_N5n6-z-amcV/view?resourcekey

VCS:
https://github.com/notParry/Final-Project

Contributions:

Gil

Working on the backend of our software development project has been a deeply engaging and rewarding journey. My role primarily revolved around laying the technical groundwork for the website. This task involved setting up intricate API calls that formed the backbone of key pages such as the login, register, home, discover, and user pages. This foundational work was not just about writing code; it was about crafting the core of our website's functionality and user experience.

One of my major contributions was developing and managing user authentication databases. This involved creating systems to efficiently log new users, prevent the creation of duplicate usernames, and, crucially, establish user sessions upon login. This feature was pivotal in ensuring that our website remained exclusive and secure, accessible only to authenticated users.

A particularly challenging yet fulfilling aspect of my work was integrating multer for file uploads on the user page. This feature lets users personalize their profiles with photos and descriptions, stored in a dedicated 'userPage' table. Implementing multer pushed me into new territories, requiring me to reconfigure the docker-compose.yaml file and craft a Dockerfile to ensure smooth integration and operation.

Towards the end of the project, I focused on developing the bookmark feature, a task that involved navigating through various backend complexities. This phase of the project was challenged when our API keys were blocked, exemplifying the unpredictable nature of software development and the reliance on external services.

Throughout this project, my role has been a blend of technical rigour and creative problem-solving, contributing significantly to shaping the website's functionality and curating the overall user experience.

Kaleb Perry:

I mainly worked on the backend of this project. More specifically with the discover and product detail page of the website. During the beginning stages of the project I was responsible with setting up everything to get all other members ready to contribute for the project. For my responsibility, I was charged with dealing with the main gist of the project and dealing with the External API (Steam market) and getting the API to respond to the website.

Bryce Ogburn:

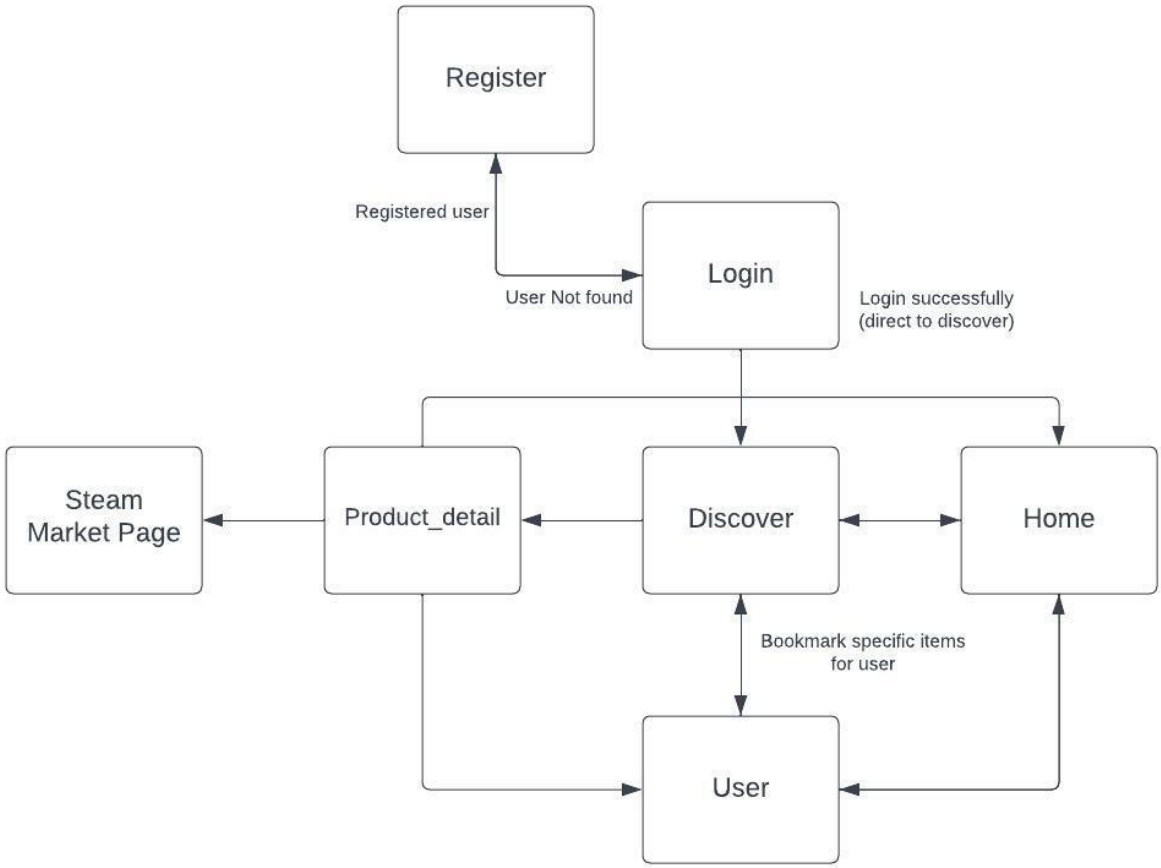
I worked with resolving some of the bugs that our team faced such as our website failing to save the session for our users as well as some other minor ones. I focused on quality of life changes to our website so that things linked smoothly together between pages and were easily accessible. Towards the end of the project I was also tasked with developing our demo video to effectively showcase all that our website had to offer whilst our website began to face issues related to our limited api key access which required some degree of editing in order to accurately show how our website was supposed.to function

Joey Tursi:

During this project I worked mainly on the front end. Towards the beginning of the project, I worked mostly as a designer, creating outlined illustrations of possible page layouts, as well as giving some insight into the organizational structure of our page, given that towards the beginning of this project, I understood the most about the market. Being that some of our group hadn’t played CS:GO before or hadn’t been familiarized with the skin marketplace, there were some initial challenges with navigating the colossal CS:GO marketplace and helping answer questions regarding how to display some of this abstract information. Moving later into the

project, I helped Photoshop and design the main logo for Skinee, as well as format a favicon to style the tab of our site. Lastly, after the site was fully functional and all the features were implemented, I worked through the CSS, giving our site a dark aesthetic and modifying some of the HTML, like the image carousel on the Home Page. Overall, despite some challenges, this was a very fulfilling experience and I'm really proud of our team and what we made this semester.

Case Diagram:



Test Results:

Deployment:

In order to create a running accessible website for our project, we used Microsoft Azure to host a virtual machine that ran on linux. On the vm, I was able to download all the necessary docker files and then clone our github repository. After cloning the code locally on the vm, the docker file was available to be executed in order to get the site up and running for others to access without running any code on their own computer. The dns for our site was composed of our recitation number and our team number. The site can be found here at this link: http://recitation-016-team-08.eastus.cloudapp.azure.com:3000/