

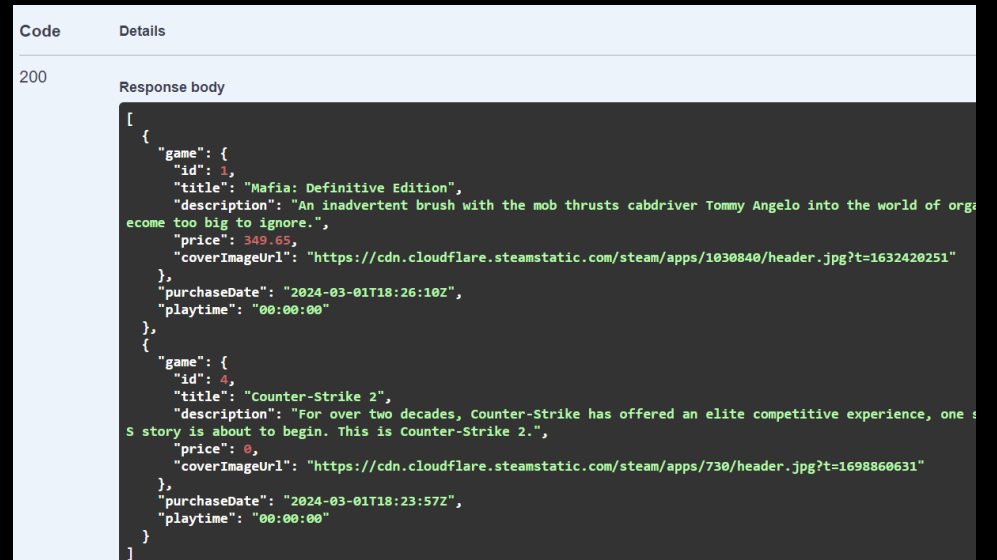
Design review "User-Game"

GRID backend

How does it look like

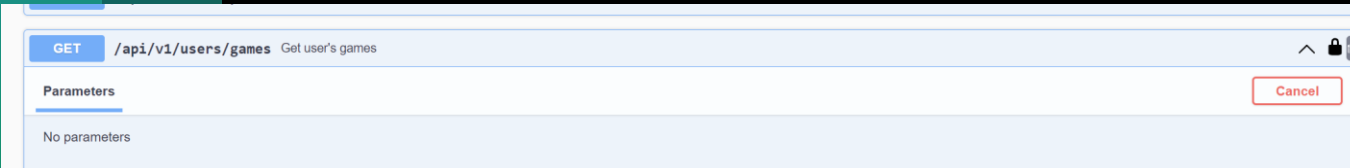
Request uri

Response body
of endpoint



The screenshot shows a REST client interface with two tabs: 'Code' and 'Details'. The 'Details' tab is active, displaying a '200' status code and a 'Response body' containing a JSON array of game data. The JSON array has two objects, each representing a game with fields like 'id', 'title', 'description', 'price', 'coverImageUrl', 'purchaseDate', and 'playtime'.

```
Code    Details
200
Response body
[
  {
    "game": {
      "id": 1,
      "title": "Mafia: Definitive Edition",
      "description": "An inadvertent brush with the mob thrusts cabdriver Tommy Angelo into the world of org...
      "price": 349.65,
      "coverImageUrl": "https://cdn.cloudflare.steamstatic.com/steam/apps/1030840/header.jpg?t=1632420251"
    },
    "purchaseDate": "2024-03-01T18:26:10Z",
    "playtime": "00:00:00"
  },
  {
    "game": {
      "id": 4,
      "title": "Counter-Strike 2",
      "description": "For over two decades, Counter-Strike has offered an elite competitive experience, one...
      "price": 0,
      "coverImageUrl": "https://cdn.cloudflare.steamstatic.com/steam/apps/730/header.jpg?t=1698860631"
    },
    "purchaseDate": "2024-03-01T18:23:57Z",
    "playtime": "00:00:00"
  }
]
```



How it supposed to work

- User supposed to see his own games after the purchase.
- User has ability to add free game to his library directly, avoiding cart.
- User can't buy\add game that was added to library previously.

What was changed in backend?

- The Transaction logic was extended to add the games to library after purchase.
- The UserGames class was implemented to save the games and view them to user.
- The CartService was refactored to handle situations, when user has the game, or the game is free
- Changed in completeTransaction method, change “token” param to “sessionId” param name
- Diagram change in flyway migration due to new structure.

Scheme of changed DB

