

NOVA PROJECT

Complete Implementation Guide

Step-by-Step Instructions for Week 1

⚠ **Deadline: Week of 09/02/2026 | All code must be on GitHub BEFORE validation**



Quick Start Guide (All Developers)

Day 1: Initial Setup

- Install Symfony 6.4 and create new project
 - Open terminal and run: `composer create-project symfony/skeleton:^6.4 nova-project`
 - Navigate to project: `cd nova-project`
- Install required Symfony packages
 - Install ORM: `composer require symfony/orm-pack`
 - Install maker bundle: `composer require --dev symfony/maker-bundle`
 - Install validator: `composer require symfony/validator`
 - Install forms: `composer require symfony/form`
- Configure database connection
 - Open `.env` file in project root
 - Update `DATABASE_URL` line with your MySQL credentials
 - Example: `DATABASE_URL="mysql://root:@127.0.0.1:3306/nova_db?serverVersion=8.0"`
- Create database
 - Run command: `php bin/console doctrine:database:create`



Note: If you get an error, make sure XAMPP/WAMP MySQL is running

Day 2: Template Integration

- Download Front Office template
 - Search for free Bootstrap admin templates (e.g., AdminLTE, CoreUI, SB Admin)
 - Download and extract template files
 - Copy CSS, JS, and image files to `public/` folder in Symfony
- Install Twig for templating
 - Run: `composer require twig`
 - Create `templates/base.html.twig` as main layout
- Create base template structure

- Copy HTML from template's index.html
- Replace content area with {% block body %}{% endblock %}
- Update CSS/JS paths to /css/ and /js/

Download Back Office template (Admin)

- Download separate admin template or use different layout
- Create templates/admin/base.html.twig

Test templates

- Create a test controller to render templates
- Access http://localhost:8000 and verify CSS/JS load correctly

```
php bin/console server:run
```

Day 3: GitHub Setup

Initialize Git repository (ONE PERSON ONLY)

- In project folder: git init
- Create .gitignore file

```
git init
```

Create .gitignore file

- Add these lines to .gitignore:
- /vendor/
- /var/
- /.env.local
- /.env.local.php
- /public/bundles/

Create GitHub repository

- Go to github.com and create new repository named 'NOVA-Project'
- Copy the repository URL

Push initial code to GitHub

```
git add .
git commit -m 'Initial Symfony project setup'
git remote add origin https://github.com/username/NOVA-Project.git
git push -u origin main
```

Add team members as collaborators

- Go to repository Settings > Collaborators
- Add all team members by their GitHub usernames

Team members clone repository

- Each member runs: git clone <repository-url>
- Navigate to folder: cd NOVA-Project
- Install dependencies: composer install
- Copy .env to .env.local and configure database
- Create database: php bin/console doctrine:database:create



MODULE 1: Users & Authentication (Oussama)

Entities: User, StudentProfile, TutorProfile

Step 1: Create User Entity

- Generate User entity with Maker Bundle

```
php bin/console make:entity User
```

- Add all User fields when prompted:

- email (string, 180, not nullable)
- password (string, 255, not nullable)
- username (string, 100, not nullable)
- role (string, 50, not nullable, default: STUDENT)
- isActive (boolean, default: true)

- Edit src/Entity/User.php to add timestamps

- Add: use Doctrine\ORM\Mapping as ORM;
- Add property: private ?\DateTimeImmutable \$createdAt = null;
- Add property: private ?\DateTime \$updatedAt = null;
- Add #[ORM\Column] above each property
- Generate getters/setters

- Add UniqueEntity constraint for email and username

- At top of User class add:

```
# [ORM\Entity]  
#[UniqueEntity(fields: ['email'], message: 'Email already exists')]  
#[UniqueEntity(fields: ['username'], message: 'Username taken')]
```

Step 2: Create StudentProfile Entity

- Generate StudentProfile entity

```
php bin/console make:entity StudentProfile
```

- Add StudentProfile fields:

- firstName (string, 100, not nullable)
- lastName (string, 100, not nullable)
- bio (text, nullable)
- university (string, 200, nullable)
- major (string, 100, nullable)
- academicLevel (string, 50, nullable)
- profilePicture (string, 255, nullable)
- interests (text, nullable) - will store JSON

- Add OneToOne relationship to User

- When prompted for relation type: choose OneToOne
- Related entity: User
- Add property user in StudentProfile? Yes
- Make relationship nullable? No

Step 3: Create TutorProfile Entity

- Generate TutorProfile entity

```
php bin/console make:entity TutorProfile
```

- Add TutorProfile fields:

- firstName (string, 100, not nullable)
- lastName (string, 100, not nullable)
- bio (text, nullable)
- expertise (text, nullable) - will store JSON array
- qualifications (text, nullable)
- yearsOfExperience (integer, default: 0)
- hourlyRate (decimal, precision: 10, scale: 2, nullable)
- isAvailable (boolean, default: true)
- profilePicture (string, 255, nullable)

- Add OneToOne relationship to User

Step 4: Create and Run Migration

- Generate migration file

```
php bin/console make:migration
```

 **Note:** This creates a file in migrations/ folder with SQL commands

- Review migration file

- Open the generated file in migrations/ folder
- Check that all tables and columns are created correctly

- Execute migration

```
php bin/console doctrine:migrations:migrate
```

 **Note:** Type 'yes' when prompted to execute migrations

- Verify database tables created

- Open phpMyAdmin or MySQL Workbench
- Check that user, student_profile, and tutor_profile tables exist

Step 5: Install Security Components

- Install Security Bundle

```
composer require symfony/security-bundle
```

- Install JWT Authentication Bundle

```
composer require lexik/jwt-authentication-bundle
```

- Generate JWT keys

```
php bin/console lexik:jwt:generate-keypair
```

 **Note:** This creates private.pem and public.pem in config/jwt/

- Configure security.yaml

- Open config/packages/security.yaml
- Add User as user provider

→ Configure JWT authenticator

⚠ Warning: This configuration is complex - refer to LexikJWTAuthenticationBundle docs

Step 6: Create Controllers & Routes

- Create AuthController for registration and login

```
php bin/console make:controller AuthController
```

- Implement register() method

- Create route: #[Route('/api/auth/register', methods: ['POST'])]
- Accept JSON request with email, password, username, role
- Validate required fields
- Hash password using PasswordHasherInterface
- Create User entity and persist to database
- Return JSON response with success message

- Implement login() method

- Create route: #[Route('/api/auth/login', methods: ['POST'])]
- Accept email and password
- Verify credentials
- Generate JWT token
- Return token in JSON response

- Create StudentProfileController

```
php bin/console make:controller StudentProfileController
```

- Implement StudentProfile CRUD methods

- index(): GET /api/students - list all students (admin only)
- show(\$id): GET /api/students/{id} - get one student
- update(\$id): PUT /api/students/{id} - update student profile
- delete(\$id): DELETE /api/students/{id} - delete student

- Create TutorProfileController

```
php bin/console make:controller TutorProfileController
```

- Implement TutorProfile CRUD methods

- index(): GET /api/tutors - list all tutors
- show(\$id): GET /api/tutors/{id} - get one tutor
- update(\$id): PUT /api/tutors/{id} - update tutor profile
- toggleAvailability(\$id): PATCH /api/tutors/{id}/availability

Step 7: Add Server-Side Validation

- Add validation constraints to User entity

- Use #[Assert\NotBlank] for required fields
- Use #[Assert\Email] for email field
- Use #[Assert\Length(min: 8)] for password
- Use #[Assert\Choice(['STUDENT', 'TUTOR', 'ADMIN'])] for role

- Add validation to controllers

- Inject ValidatorInterface in controller
- Call \$validator->validate(\$user) before persisting

→ If errors exist, return JSON error response

Test validation

- Try registering with invalid email - should get error
- Try registering with short password - should get error
- Try duplicate username - should get error

Step 8: Advanced Features

Implement tutor search and filtering

- Add query parameters to GET /api/tutors
- Filter by expertise: ?expertise=Math
- Filter by availability: ?available=true
- Use DQL or QueryBuilder in repository

Add role-based access control

- Use #[IsGranted('ROLE_ADMIN')] on admin-only methods
- Use #[IsGranted('ROLE_TUTOR')] for tutor-specific routes

Implement JWT token refresh

- Create /api/auth/refresh endpoint
- Accept refresh token and return new access token

Step 9: Create Front-End Pages

Create login page template

- Create templates/auth/login.html.twig
- Add login form with email and password fields
- NO HTML5 validation (no 'required' attribute)
- Form submits to /api/auth/login via JavaScript fetch

Create registration page

- Create templates/auth/register.html.twig
- Add form with email, username, password, role selection
- Submit to /api/auth/register

Create profile page

- Create templates/profile/index.html.twig
- Display user info (name, email, bio, etc.)
- Add edit button linking to edit form

Create tutor directory page

- Create templates/tutors/index.html.twig
- Display list of tutors with search bar
- Add filters for expertise and availability

Link all pages in navigation menu

- Update base.html.twig navigation
- Add links to Login, Register, Profile, Tutors

Step 10: Testing & GitHub

Prepare test scenario

- Register 2 students with different profiles
- Register 2 tutors with expertise in different subjects
- Login as student and view profile
- Search for tutors by expertise
- Login as admin and view all users

Test all endpoints with Postman or Insomnia

- Test POST /api/auth/register
- Test POST /api/auth/login
- Test GET /api/students (with JWT token)
- Test PUT /api/students/{id}

Commit and push to GitHub

```
git add .  
git commit -m 'Module 1: User authentication and profiles complete'  
git push origin main
```

MODULE 2: Gamification & Rewards (Nouha)

Entities: Game, Reward

Step 1: Create Game Entity

- Generate Game entity

```
php bin/console make:entity Game
```

- Add Game fields:

- name (string, 200, not nullable, unique)
- description (text, not nullable)
- type (string, 50, not nullable) - ENUM values
- difficulty (string, 20, not nullable) - ENUM values
- tokenCost (integer, default: 0)
- rewardTokens (integer, default: 0)
- rewardXP (integer, default: 0)
- isActive (boolean, default: true)
- createdAt (datetime)

- Add ManyToOne relationship to User (createdBy)

- Relation type: ManyToOne
- Target entity: User
- Field name: createdBy
- Nullable: No

- Add validation constraints in Game entity

```
# [Assert\NotBlank(message: 'Game name is required')]  
#[Assert\UniqueEntity(fields: ['name'])]  
#[Assert\Choice(['PUZZLE', 'MEMORY', 'TRIVIA', 'ARCADE'])]  
#[Assert\GreaterThanOrEqual(0, message: 'Token cost cannot be negative')]
```

Step 2: Create Reward Entity

- Generate Reward entity

```
php bin/console make:entity Reward
```

- Add Reward fields:

- name (string, 200, not nullable)
- description (text, nullable)
- type (string, 50, not nullable) - ENUM
- value (integer, not nullable) - XP or token value
- requirement (text, nullable) - condition to unlock
- icon (string, 255, nullable) - URL to icon image
- isActive (boolean, default: true)

- Add validation to Reward

```
# [Assert\NotBlank]  
#[Assert\Choice(['BADGE', 'ACHIEVEMENT', 'BONUS_XP', 'BONUS_TOKENS'])]
```

```
# [Assert\Positive(message: 'Value must be positive')]
```

Step 3: Create Migration and Database

- Generate migration

```
php bin/console make:migration
```

- Execute migration

```
php bin/console doctrine:migrations:migrate
```

- Verify tables in database

- Check 'game' table exists with all columns
 - Check 'reward' table exists
 - Verify foreign key: game.created_by_id → user.id

Step 4: Create GameController

- Generate GameController

```
php bin/console make:controller GameController
```

- Implement Create Game (POST /api/games)

- Create route: #[Route('/api/games', methods: ['POST'])]
 - Accept JSON: {name, description, type, difficulty, tokenCost, rewardTokens, rewardXP}
 - Set createdBy to current authenticated user
 - Validate data using Validator
 - Persist Game to database
 - Return JSON: {success: true, game: {...}}

- Implement List Games (GET /api/games)

- Create route: #[Route('/api/games', methods: ['GET'])]
 - Get query parameters: ?type=PUZZLE&difficulty=EASY&free=true
 - Use GameRepository to filter results
 - Return JSON array of games

- Implement Get Game Details (GET /api/games/{id})

- Find game by ID
 - Return full game details
 - Return 404 if not found

- Implement Update Game (PUT /api/games/{id})

- Only admin or creator can update
 - Update fields from JSON request
 - Validate and persist

- Implement Delete Game (DELETE /api/games/{id})

- Soft delete: set isActive = false
 - Only admin can delete

Step 5: Create RewardController

- Generate RewardController

```
php bin/console make:controller RewardController
```

Implement Create Reward (POST /api/rewards)

- Admin only route
- Accept JSON with reward data
- Validate and save

Implement List Rewards (GET /api/rewards)

- Filter by type if provided: ?type=BADGE
- Return active rewards only (isActive = true)

Implement Update/Delete Reward

- PUT /api/rewards/{id}
- DELETE /api/rewards/{id} (soft delete)

Step 6: Advanced Features - Search & Filter

Create GameRepository custom methods

- Open src/Repository/GameRepository.php
- Add method: findByFilters(\$type, \$difficulty, \$freeOnly)
- Use QueryBuilder to build dynamic query

Implement search by name

- Add query parameter: ?search=puzzle
- Use LIKE query: WHERE name LIKE '%puzzle%'

Implement sorting

- Add parameter: ?sort=tokenCost&order=asc
- Add ORDER BY clause to query
- Support sorting by: name, tokenCost, difficulty, createdAt

Filter free games only

- Add parameter: ?free=true
- Add WHERE tokenCost = 0

Step 7: Create Front-End Templates

Create game marketplace page

- Create templates/games/index.html.twig
- Display grid of game cards with name, description, token cost
- Add search bar at top
- Add filter dropdowns: Type, Difficulty, Free/Paid
- Fetch games from GET /api/games using JavaScript

Create game details page

- Create templates/games/show.html.twig
- Display full game info, requirements, rewards
- Show 'Play Game' button if user has enough tokens

Create admin game management page (Back Office)

- Create templates/admin/games.html.twig
- Table with all games (active and inactive)
- Add/Edit/Delete buttons
- Create game form modal

- Create reward dashboard
 - Create templates/rewards/index.html.twig
 - Display available rewards
 - Show unlock requirements
 - Mark rewards user has already earned
- Link pages in navigation
 - Add 'Games' link in main menu
 - Add 'Rewards' link
 - Add 'Admin > Manage Games' (admin only)

Step 8: Testing

- Seed test data
 - Manually create 5 games via API or SQL
 - 2 free games (tokenCost = 0)
 - 3 premium games (tokenCost > 0)
 - Different types: PUZZLE, MEMORY, TRIVIA
- Test scenario
 - 1. Admin creates new game via POST /api/games
 - 2. User views game marketplace
 - 3. User filters by 'Free games only'
 - 4. User searches for 'puzzle'
 - 5. User sorts games by token cost (low to high)
 - 6. Admin edits game and changes difficulty
 - 7. Admin creates rewards linked to games
- Validate all constraints work
 - Try creating game with duplicate name - should fail
 - Try negative tokenCost - should fail
 - Try invalid game type - should fail

- Push to GitHub

```
git add .  
git commit -m 'Module 2: Gamification complete with search and filters'  
git push origin main
```



MODULE 3: Library Management (Wassim)

Entities: Book, Loan

Step 1: Create Book Entity

Generate Book entity

```
php bin/console make:entity Book
```

Add Book fields:

- title (string, 255, not nullable)
- author (string, 200, not nullable)
- isbn (string, 20, nullable, unique)
- publisher (string, 200, nullable)
- publishedYear (integer, nullable)
- category (string, 100, not nullable)
- description (text, nullable)
- coverImage (string, 255, nullable)
- pdfUrl (string, 255, nullable)
- totalCopies (integer, default: 1)
- availableCopies (integer, default: 1)
- isActive (boolean, default: true)

Add validation to Book entity

```
# [Assert\NotBlank(message: 'Title is required')]  
# [Assert\NotBlank(message: 'Author is required')]  
# [Assert\Isbn(type: 'isbn13', message: 'Invalid ISBN')]  
# [Assert\LessThanOrEqual(value: 'current_year')]  
# [Assert\Positive(message: 'Total copies must be positive')]
```

Add custom validation: availableCopies <= totalCopies

- Create validator constraint in src/Validator/
- Check that availableCopies never exceeds totalCopies

Step 2: Create Loan Entity

Generate Loan entity

```
php bin/console make:entity Loan
```

Add Loan fields:

- loanDate (date, not nullable)
- dueDate (date, not nullable)
- returnDate (date, nullable)
- status (string, 50, not nullable) - ENUM
- lateFee (decimal, precision: 10, scale: 2, default: 0.00)
- notes (text, nullable)

Add relationships:

- ManyToOne to Book (bookId)

→ ManyToOne to User (userId)

Add validation to Loan

```
# [Assert\NotBlank(message: 'Loan date required')]  
# [Assert\NotBlank(message: 'Due date required')]  
# [Assert\Choice(['ACTIVE', 'RETURNED', 'OVERDUE'])]
```

Add custom constraint: loanDate <= dueDate

Step 3: Migration

Create migration

```
php bin/console make:migration
```

Execute migration

```
php bin/console doctrine:migrations:migrate
```

Verify database

→ Check 'book' table created

→ Check 'loan' table created

→ Verify foreign keys: loan.book_id → book.id, loan.user_id → user.id

Step 4: Create BookController

Generate BookController

```
php bin/console make:controller BookController
```

Implement Create Book (POST /api/books) - Admin only

→ Route: #[Route('/api/books', methods: ['POST'])]

→ Check if user is admin: #[IsGranted('ROLE_ADMIN')]

→ Handle file upload for cover image

→ Validate book data

→ Save book to database

→ Return JSON response

Handle cover image upload

→ Install VichUploaderBundle: composer require vich/uploader-bundle

→ Configure upload directory in config/packages/vich_uploader.yaml

→ Add uploadable annotation to Book entity

→ Handle file in controller and save path

Implement List Books (GET /api/books)

→ Support pagination: ?page=1&limit=10

→ Support filters: ?category=TEXTBOOK&available=true

→ Support search: ?search=python

→ Use BookRepository for queries

Implement Get Book (GET /api/books/{id})

→ Find book by ID

→ Return book details

→ Include availableCopies info

Implement Update Book (PUT /api/books/{id})

- Admin only
- Update fields from request
- Handle cover image replacement

Implement Delete Book (DELETE /api/books/{id})

- Soft delete: set isActive = false
- Admin only

Step 5: Create LoanController

Generate LoanController

```
php bin/console make:controller LoanController
```

Implement Borrow Book (POST /api/loans)

- Accept bookId in request
- Check if book.availableCopies > 0
- If available, create Loan record
- Set loanDate = today
- Set dueDate = today + 14 days
- Set status = ACTIVE
- Decrease book.availableCopies by 1
- Save loan and update book
- Return loan details

Implement View User Loans (GET /api/loans)

- Get loans for current user
- Include book details in response
- Filter by status if provided: ?status=ACTIVE

Implement Return Book (PATCH /api/loans/{id}/return)

- Find loan by ID
- Check if loan belongs to current user
- Set returnDate = today
- Set status = RETURNED
- Increase book.availableCopies by 1
- If returnDate > dueDate, calculate lateFee
- Save and return updated loan

Implement Get All Loans (GET /api/admin/loans) - Admin only

- List all loans in system
- Filter by status, user, or book
- Show overdue loans at top

Step 6: Advanced Features

Implement book search

- Create BookRepository::searchBooks(\$query)
- Search in title, author, isbn using LIKE
- Example: WHERE title LIKE '%python%' OR author LIKE '%python%'

Implement category filter

- Add WHERE category = :category
- Support multiple categories: ?category[]TEXTBOOK&category[]REFERENCE

Implement availability filter

- Show only available books: WHERE availableCopies > 0

Implement sorting

- Sort by: title, author, publishedYear
- Add parameter: ?sort=title&order=asc

Implement automatic overdue detection

- Create Symfony command or scheduled task
- Check all loans where status = ACTIVE and today > dueDate
- Update status to OVERDUE
- Calculate lateFee: days overdue × 1 TND per day

Alternative: Check overdue in real-time

- In GET /api/loans, check if loan is overdue
- Update status on-the-fly

Step 7: Create Front-End Pages

Create book catalog page (Front Office)

- Create templates/books/index.html.twig
- Display grid of books with cover images
- Add search bar at top
- Add category filter dropdown
- Add 'Show Available Only' checkbox
- Fetch books via GET /api/books

Create book details page

- Create templates/books/show.html.twig
- Display full book info (title, author, description, etc.)
- Show availableCopies count
- Add 'Borrow' button (disabled if availableCopies = 0)
- Button calls POST /api/loans with bookId

Create My Loans page

- Create templates/loans/my-loans.html.twig
- Display table of borrowed books
- Show loan date, due date, status
- Highlight overdue loans in red
- Add 'Return' button for active loans

Create admin book management (Back Office)

- Create templates/admin/books.html.twig
- Table with all books
- Add 'Create Book' button
- Edit/Delete buttons for each book
- Form modal for adding/editing books

Create admin loans dashboard (Back Office)

- Create templates/admin/loans.html.twig

- Show all loans (filter by status)
- Highlight overdue loans
- Show late fees
- Sort by due date

Update navigation menu

- Add 'Library' link
- Add 'My Loans' link
- Add admin links: 'Manage Books', 'View All Loans'

Step 8: Testing

Seed database with test books

- Create 10 books manually or via SQL
- Different categories: TEXTBOOK, REFERENCE, FICTION
- Some with availableCopies = 0 (borrowed)
- Some with cover images

Test scenario

- 1. Admin adds new book with cover image
- 2. Student searches for 'Python' - finds relevant books
- 3. Student filters by TEXTBOOK category
- 4. Student borrows a book (availableCopies decreases)
- 5. Check 'My Loans' - see borrowed book with due date
- 6. Manually set loan to overdue (change due date in DB)
- 7. Loan automatically shows as OVERDUE
- 8. Student returns book (availableCopies increases)
- 9. Late fee calculated correctly
- 10. Admin views all overdue loans

Validation tests

- Try borrowing when availableCopies = 0 - should fail
- Try creating book with invalid ISBN - should fail
- Try publishing year in future - should fail

Push to GitHub

```
git add .
git commit -m 'Module 3: Library management with search and overdue
detection'
git push origin main
```



MODULE 4: Study Sessions & Energy (Acil)

 **Note:** This module has 6 entities - the most complex. Break it into 2 parts: Part A (Courses) and Part B (Sessions)

Part A: Course Entities (Days 1-3)

- Create PersonalCourse entity with relationship to User
- Create TutorCourse entity with relationship to User (tutor)
- Create Enrollment entity with relationships to User and TutorCourse
- Add validation: prevent duplicate enrollments, check maxStudents limit
- Create controllers for all 3 entities with full CRUD
- Implement enrollment approval system (status: PENDING → APPROVED)

Part B: Study Session Entities (Days 4-6)

- Create StudySession entity (links to User and PersonalCourse)
- Create EnergyState entity (OneToOne with User)
- Create StudyPlan entity (calendar/scheduler)
- Implement start/stop session logic with energy calculation
- Implement energy regeneration (1 point per 30 min)
- Implement burnout risk detection (fatigueLevel > 70 = HIGH)

Advanced Features & UI

- Search courses by name/category, filter by difficulty
- Progress tracking: update course progress % on session completion
- Study planner calendar view
- Create course marketplace page (browse tutor courses)
- Create study timer page with energy bar visual
- Create session history page with statistics

? MODULE 5: Quiz System (Said)

Core Implementation

- Create Question entity with relationship to TutorCourse and User (creator)
- Create Choice entity with relationship to Question
- Validate: at least 2 choices, exactly one correct choice
- Implement question CRUD (create, list, update, delete)
- Cascade delete choices when question is deleted
- Implement choice CRUD (add/edit/delete choices)

Advanced Features

- Search questions by text or course
- Filter by difficulty (EASY, MEDIUM, HARD) and type
- Quiz randomization (select random X questions from course)
- Auto-grading for multiple-choice questions
- Display correct answers and explanations after submission

Frontend Pages

- Create question bank page (tutor creates questions)
- Create quiz taking page (student answers questions)
- Create results page (show score, correct answers)
- Create admin question management page

MODULE 6: Social Features (Oumayma)

Core Implementation

- Create Post entity with relationship to User
- Create Comment entity with relationships to Post, User, and self (parentComment)
- Implement post CRUD (create, list, show, edit, delete)
- Implement comment CRUD with nested reply support
- Implement upvote functionality (increment upvotes count)
- Track view count (increment on each post view)

Advanced Features

- Search posts by title/content/tags
- Filter by category (DISCUSSION, QUESTION, ANNOUNCEMENT, RESOURCE)
- Sort by: newest, most viewed, most upvoted
- Pin posts (admin only - show at top)
- Lock posts (admin only - prevent new comments)
- Nested comment threading (unlimited depth)
- Show 'edited' badge if comment/post was edited

Frontend Pages

- Create forum homepage with categories
- Create post list page with search and filters
- Create post details page with nested comments
- Create post creation/editing form
- Create admin moderation dashboard

Final Integration & Deployment

Day Before Validation

- All developers pull latest code from GitHub

```
git pull origin main
```

- Resolve any merge conflicts

- Run all migrations on clean database

```
php bin/console doctrine:database:drop --force  
php bin/console doctrine:database:create  
php bin/console doctrine:migrations:migrate
```

- Seed database with comprehensive test data

- 3-5 users (students, tutors, admin)
 - 10+ books, 5+ games, 10+ questions, 5+ posts
 - Some loans (active, overdue, returned)
 - Some courses with enrollments
 - Some study sessions

- Test complete user flow

- Register → Login → Browse → Perform actions → Logout

- Verify all navigation links work

- Check all validations are server-side only

 **Warning:** Remove any 'required', 'pattern', or JavaScript validation

- Test API endpoints with Postman

- Prepare demo script

- Write step-by-step scenario for validation demo
 - Practice walkthrough

- Document known issues

- List any features not fully implemented

- Final GitHub push

```
git add .  
git commit -m 'Final version ready for validation'  
git push origin main
```

- Verify code is on GitHub

- Go to GitHub repository and confirm latest commit

⚠ Common Issues & Solutions

Database Issues

Migration fails

→ Solution: Drop database and recreate from scratch

```
php bin/console doctrine:database:drop --force  
php bin/console doctrine:database:create  
php bin/console doctrine:migrations:migrate
```

Foreign key constraint fails

→ Solution: Check entity relationships are correct

→ Ensure ManyToOne/OneToMany are properly configured

Validation Issues

Validation not working

→ Ensure validation annotations are imported

```
use Symfony\Component\Validator\Constraints as Assert;
```

→ Inject ValidatorInterface in controller

→ Call validate() before persisting entity

HTML validation still active

→ Remove ALL 'required' attributes from form inputs

→ Remove 'pattern' attributes

→ Remove JavaScript validation code

GitHub Issues

Merge conflicts

→ Solution: Communicate with team before pushing

→ Pull before starting work: git pull origin main

→ If conflict occurs, resolve manually in files

→ Mark conflicts resolved: git add <file>

→ Complete merge: git commit

Accidentally committed .env file

→ Add .env to .gitignore

→ Remove from Git: git rm --cached .env

→ Commit and push

API Issues

CORS errors in frontend

→ Install NelmioCorsBundle

```
composer require nelmio/cors-bundle
```

→ Configure in config/packages/nelmio_cors.yaml

JWT token not working

- Verify JWT keys exist in config/jwt/
- Check security.yaml configuration
- Ensure token is sent in Authorization header

Success Criteria Reminder

- Templates integrated (Front + Back Office)
- All entities created with minimum 1 relationship
 - Full CRUD operations working
- Server-side validation ONLY (NO HTML/JS)
- Advanced features (search, sort, filter)
- Code on GitHub BEFORE validation
 - Test scenario prepared

Good luck!  You've got this!