Akademija tehnicko-umetnickih strukovnih studija Beograd

Beyond Monopoly

https://ivana-maricic.github.io/BeyondMonopoly/

Ime i prezime: Ivana Maricic

Broj indeksa: 40 / 20

Smer: Internet tehnologije

Modul: Web programiranje

Sadrzaj:

1.Uvod

1.1   Korišćene tehnologije :

- Html5, Html4
- CSS 3
- Boostrap 4
- JavaScript
- JSON
- Ajax
- XML
- jQuery
- Photoshop
- Visual Studio Code
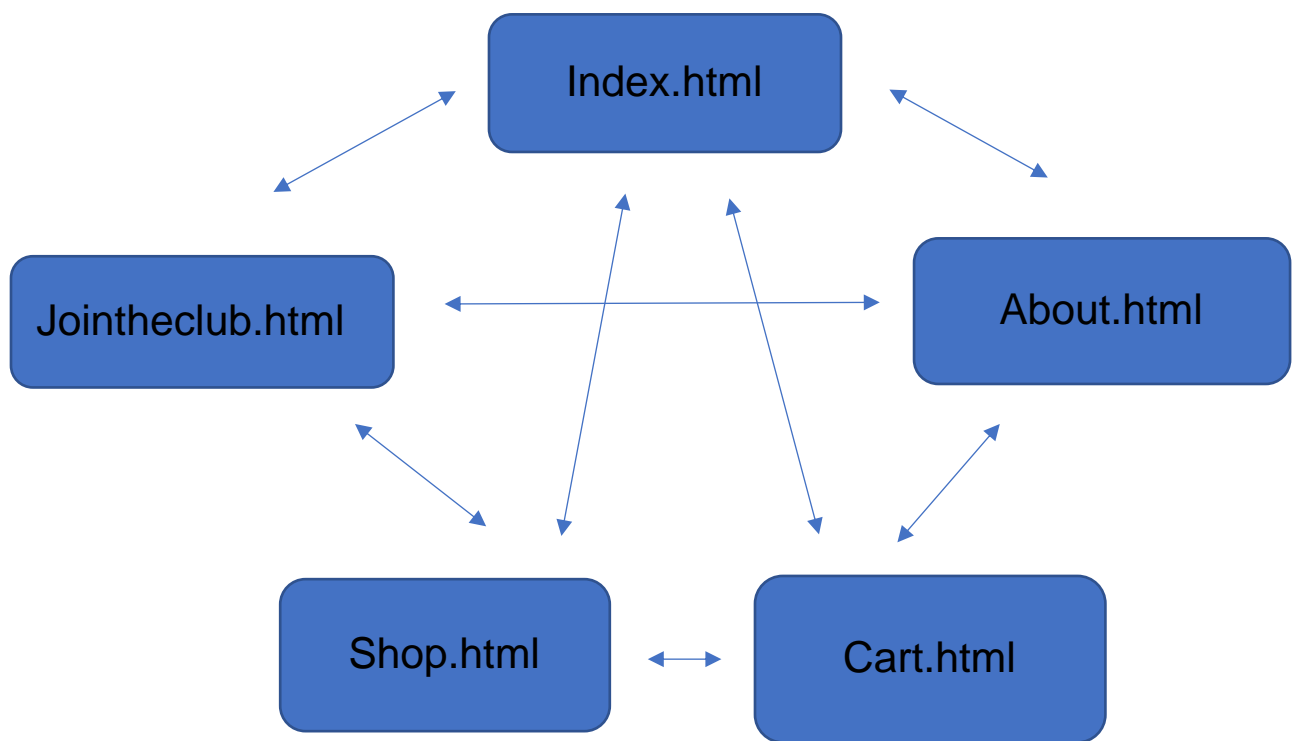
1.2 Opis funkcionalnosti :

- Dinamički ispisana navigacija na svim stranicama
- Dinamički ispisan footer na svim stranicama
- Upotreba Ajax-a za čitanje JSON fajlova preko JavaScript-a i jQuery-a
- Upisivanje u localStorage i manipulisanje podacima
- Obrada grešaka u slučaju da nema filtriranih proizvoda, ako je korpa prazna, ukoliko dodje do greške dohvatanja podataka preko ajax-a
- Filtriranje po kategorijama i godinama
- Klikom na add to cart iskace popup sa obaveštenjem
- Sortiranje po ceni
- Pretraga po nazivu
- Dodavanje proizvoda u korpu
- Mogućnost oduzimanja i dodavanja proizvoda iz korpe, kao i potpuno izbacivanje proizvoda iz korpe
- Validacija forme pomoću regularnih izraza

1.3 Template

Nije korišćen template.

2.Organizacija

2.1 Organizaciona šema

```
                        Index.html


    Jointheclub.html                      About.html



            Shop.html              Cart.html
```

2.2 Mapa sajta

```xml
<urlset xmlns="http://www.sitemaps.org/schemas/sitemap/0.9">
<url>
<loc>https://ivana-maricic.github.io/BeyondMonopoly/shop.html</loc>
<lastmod>2022-03-12</lastmod>
<changefreq>daily</changefreq>
<priority>1</priority>
</url>
<url>
<loc>https://ivana-maricic.github.io/BeyondMonopoly/index.html</loc>
<lastmod>2022-03-12</lastmod>
<changefreq>weekly</changefreq>
<priority>0.8</priority>
</url>
<url>
<loc>https://ivana-maricic.github.io/BeyondMonopoly/cart.html</loc>
<lastmod>2022-03-12</lastmod>
<changefreq>monthly</changefreq>
<priority>0.6</priority>
</url>
<url>
<loc>https://ivana-maricic.github.io/BeyondMonopoly/jointheclub.html</loc>
<lastmod>2022-03-12</lastmod>
<changefreq>yearly</changefreq>
<priority>0.5</priority>
</url>
<url>
<loc>https://ivana-maricic.github.io/BeyondMonopoly/about.html</loc>
<lastmod>2022-03-12</lastmod>
<changefreq>yearly</changefreq>
<priority>0.5</priority>
</url>
</urlset>
```
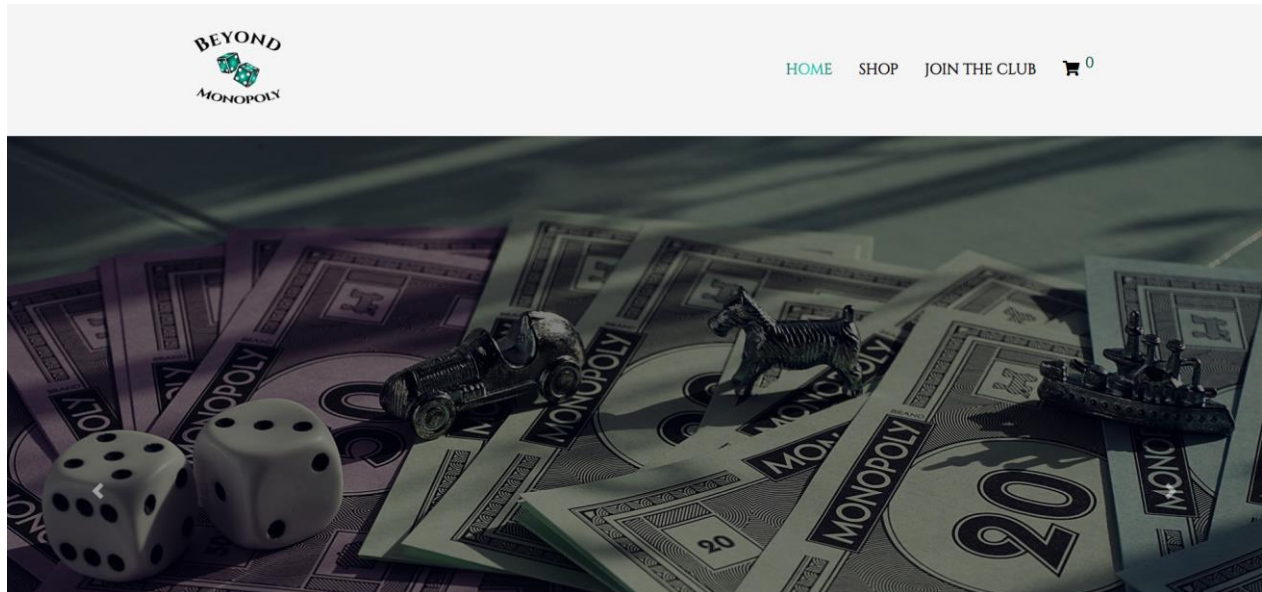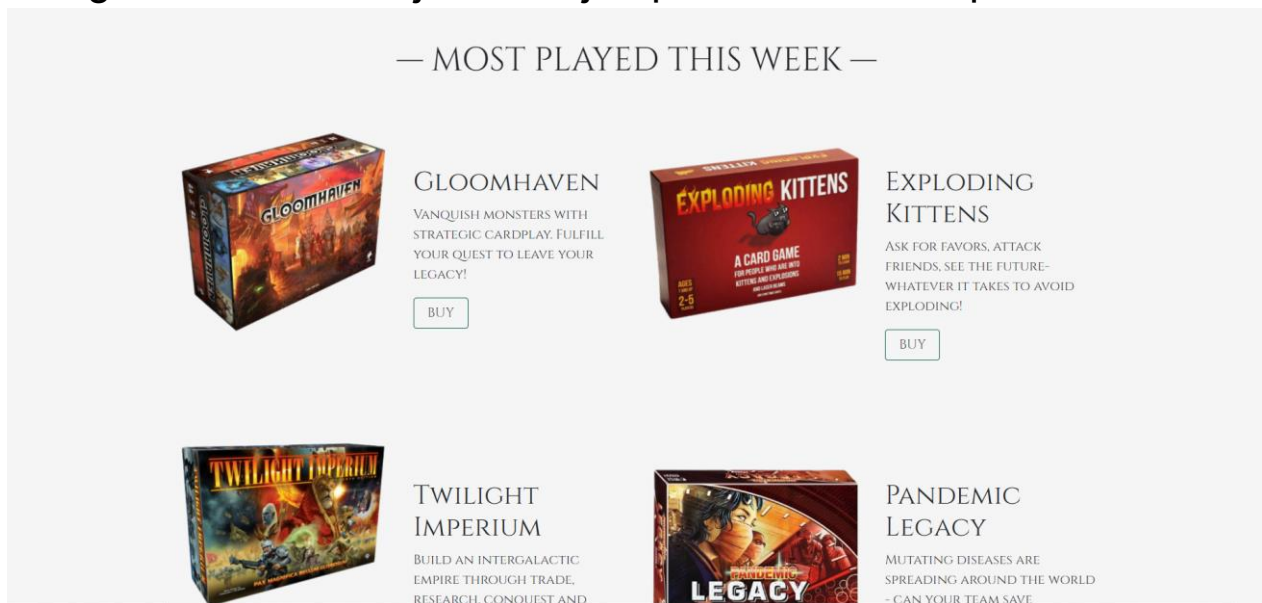
2.3 Slike stranica i opisi funkcionalnost

Index.html

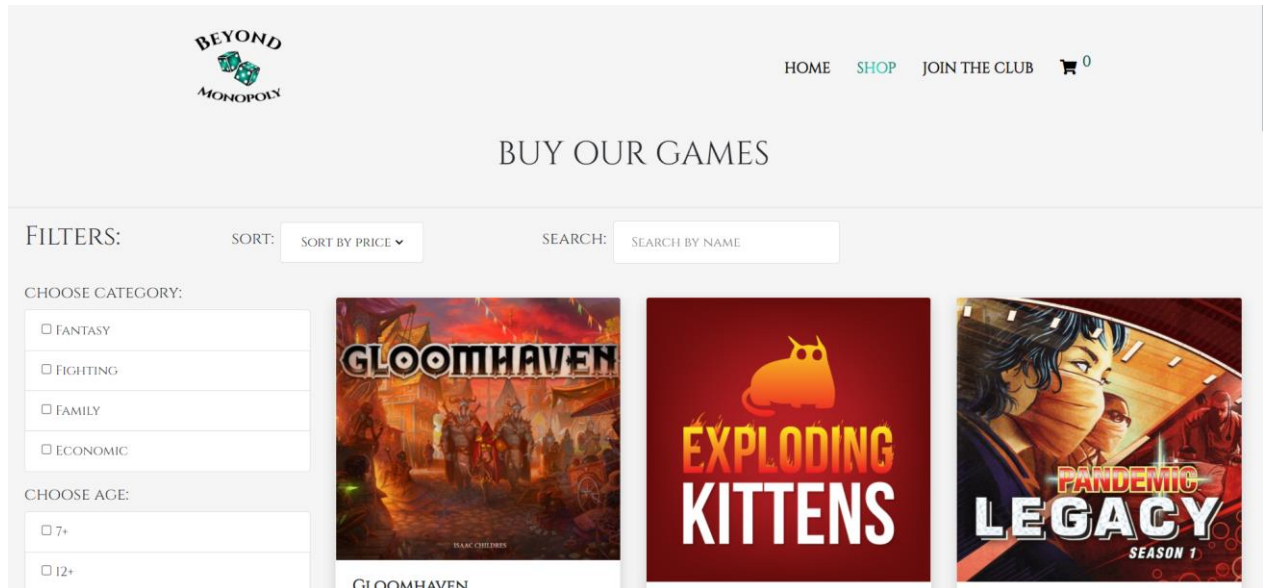Kada se učita stranica index.html vidi se dinamički ispisan navigacioni meni i slajder uradjen pomoću bootstrapa.

Klikom na dugme buy idemo na stranicu shop.html

Dinamički ispisan footer.

Dinamičko ispisvanje kategorija dohvatajući ih ajaxom iz jsona, takodje i godina.

Dinamičko ispisivanje proizvoda.

Filtriranje po kategorijama i godinama.

Sortiranje po ceni igara.

Pretraga po nazivu igara.

GLOOMHAVEN

ANQUISH MONSTERS WITH STRATEGIC CARDPLAY. FULFILL YOUR QUEST TO LEAVE YOUR LEGACY!

CATEGORY: FANTASY, FIGHTING

READ MORE

$139.99   ~~$230.99~~

ADD TO CART

Svaki proizvod je dinamički ispisan pomocu javascripta,jquerya,ajaxa i jsona.
Klikom na dugme read more otvara se dinamički ispisan modal pomoću istih tehnologija.

GLOOMHAVEN   ×

NUMBER OF PLAYERS: 1-4

PLAYING TIME: 60-120 MIN

AGE: 14+

GLOOMHAVEN IS A GAME OF EURO-INSPIRED TACTICAL COMBAT IN A PERSISTENT WORLD OF SHIFTING MOTIVES.PLAYERS WILL TAKE ON THE ROLE OF A WANDERING ADVENTURER WITH THEIR OWN SPECIAL SET OF SKILLS AND THEIR OWN REASONS FOR TRAVELING TO THIS DARK CORNER OF THE WORLD. PLAYERS MUST WORK TOGETHER OUT OF NECESSITY TO CLEAR OUT MENACING DUNGEONS AND FORGOTTEN RUINS. IN THE PROCESS, THEY WILL ENHANCE THEIR ABILITIES WITH EXPERIENCE AND LOOT, DISCOVER NEW LOCATIONS TO EXPLORE AND PLUNDER, AND EXPAND AN EVER-BRANCHING FUELED BY THE DECISIONS THEY MAKE. THIS IS A GAME WITH A PERSISTENT AND CHANGING WORLD THAT IS IDEALLY PLAYED OVER MANY GAME SESSIONS. AFTER A SCENARIO, PLAYERS WILL MAKE DECISIONS ON WHAT TO DO, WHICH WILL DETERMINE HOW THE STORY CONTINUES, KIND OF LIKE A "CHOOSE YOUR OWN ADVENTURE" BOOK. PLAYING THROUGH A SCENARIO IS A COOPERATIVE WHERE PLAYERS

CLOSE

Klikom na dugme add to cart proizvod se ubacuje u localStorage i iskače popup da je proizvod ubačen u korpu.
Tada se na ikonici u navigaconom meniju pojavljuje broj unetih proizvoda u korpu.
Ukoliko je proizvod od ranije u korpi, nece se obrisati.
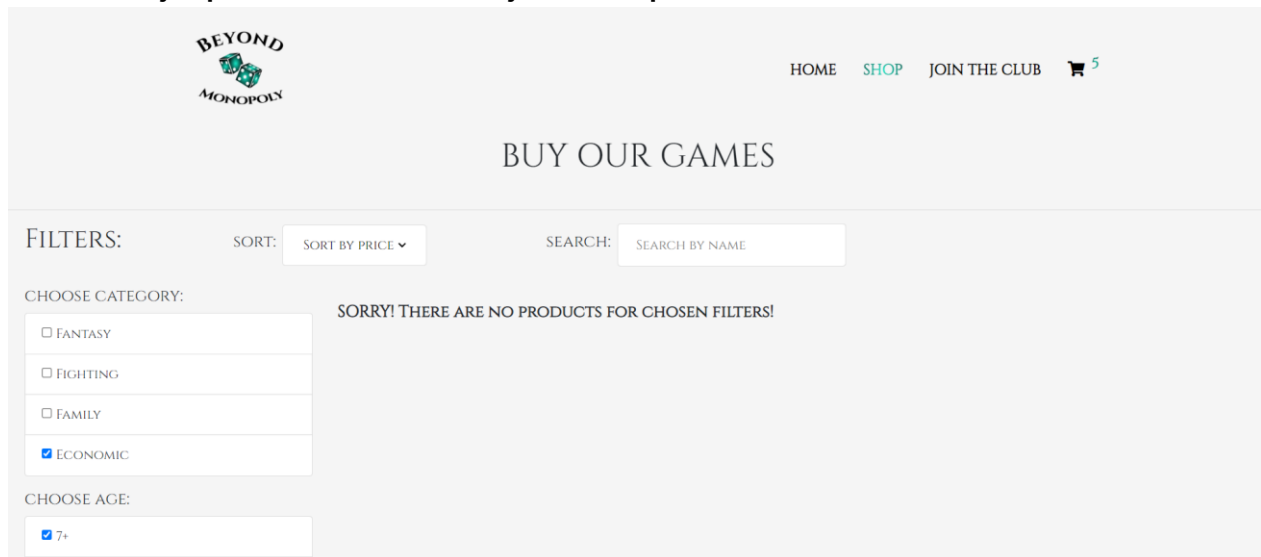
U slučaju da nema filtriranih proizvoda korisniku izlazi obavestenje.

Jointheclub.html
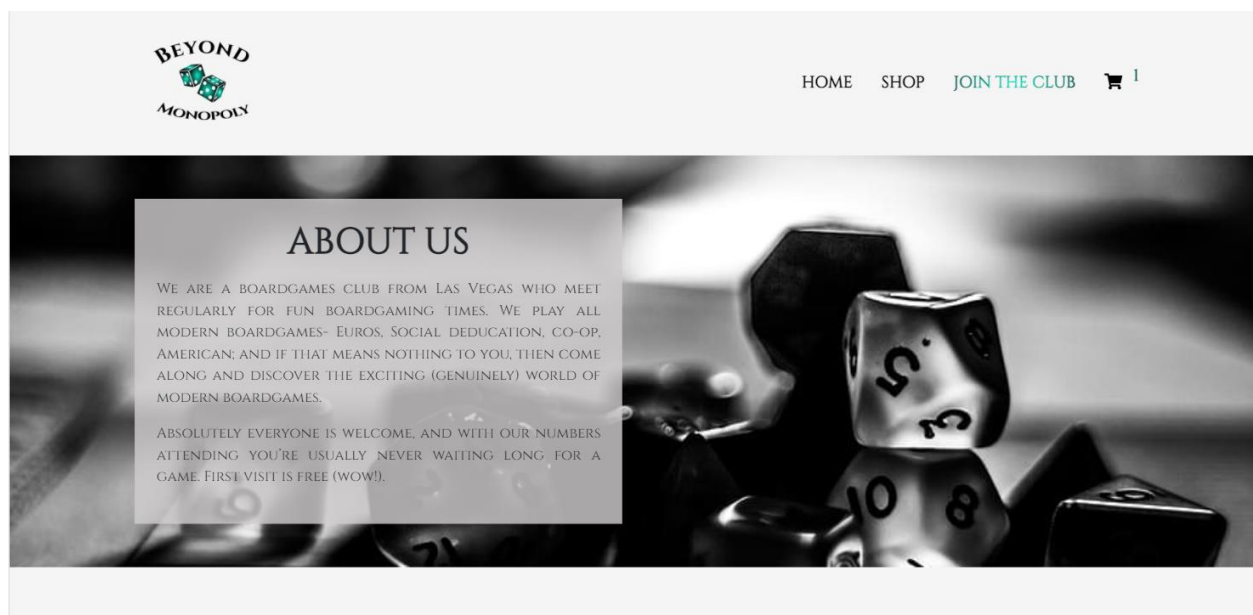
Ulaskom na stranicu join the club imamo informacije o klubu i formu za učlanjenje.

Validacija forme odrađena pomoću javascripta, korišćeni su regularni izrazi.

U slučaju da niste pravilno uneli neki podatak, izaći će obaveštenje o tome.

Prilikom klika na dugme join podaci iz forme nestaju.

Cart.html

Prilikom klika na korpu odlazimo na stranicu cart.html na kojoj vidimo sve proizvode koje smo ubacili u našu korpu.

Možemo manipulisati količinom proizvoda.

Možemo obrisati potpuno proizvod iz korpe klikom na ikonicu kante.

Povećavanjem broja proizvoda puna cena se povećava automatski ili smanjuje.

Popunjena korpa:

Prazna korpa:

Na stranici about.html kojoj se pristupa sa svih stranica sa footera imamo podatke o autoru sajta i link ka portfoliu

3.Kodovi

3.1. index.html

```html
<!DOCTYPE html>
<html lang="en">

<head>
    <title>Beyond Monopoly | Home</title>
    <!-- Meta tags -->
    <meta charset="UTF-8" />
    <meta http-equiv="X-UA-Compatible" content="IE=edge" />
    <meta name="viewport" content="width=device-width, initial-scale=1.0" />
    <meta name="description" content="Beyond Monopoly is a site from a private
ogranisation for playing board games." />
    <meta name="keywords" content="Game, Board, Board games, Club" />
    <meta name="author" content="Ivana Maricic" />
    <!-- SHORTCUT ICON -->
    <link rel="shortcut icon" href="assets/img/icon.png" />
    <!-- FONT AWESOME -->
    <link rel="stylesheet"
href="https://use.fontawesome.com/releases/v5.15.3/css/all.css"
        integrity="sha384-
SZXxX4whJ79/gErwcOYf+zWLeJdY/qpuqC4cAa9rOGUstPomtqpuNWT9wdPEn2fk"
crossorigin="anonymous" />
    <!-- BOOTSTRAP -->
    <link rel="stylesheet"
href="https://cdn.jsdelivr.net/npm/bootstrap@4.6.0/dist/css/bootstrap.min.css"
        integrity="sha384-
B0vP5xmATw1+K9KRQjQERJvTumQW0nPEzvF6L/Z6nronJ3oUOFUFpCjEUQouq2+l"
crossorigin="anonymous" />
    <!-- CSS -->
    <link rel="stylesheet" href="assets/css/style.css" type="text/css" />
    <!-- CSS Responsive -->
    <link rel="stylesheet" href="assets/css/responsive.css" type="text/css" />
</head>

<body>
    <!-- START HEADER -->
    <header>
        <div class="container">
            <div class="row">
                <div class="col-12" id="navigation">
```

```html
                </div>
            </div>
        </div>
    </header>
    <!-- END HEADER -->
    <!-- START SECTION SLIDER -->
    <div class="container-fluid">
        <div class="row">
            <div class="col-12">
                <div id="carouselExampleCaptions" class="carousel slide" data-ride="carousel">
                    <ol class="carousel-indicators">
                        <li data-target="#carouselExampleCaptions" data-slide-to="0" class="active"></li>
                        <li data-target="#carouselExampleCaptions" data-slide-to="1"></li>
                    </ol>
                    <div class="carousel-inner">
                        <div class="carousel-item active">
                            <img src="assets/img/slider1.jpg" class="d-block w-100" alt="slidepicture">
                            <div class="carousel-caption d-md-block">
                                <h4 class="mb-4 im-mb">WORLDS FRIENDLIEST BOARDGAME CLUB!</h4>
                                <!-- <p>Some representative placeholder content for the first slide.</p> -->
                            </div>
                        </div>
                        <div class="carousel-item imgc">
                            <img src="assets/img/slider2.jpg" class="d-block w-100" alt="slidepicture">
                            <div class="carousel-caption d-md-block">
                                <h4 class="mb-4 im-mb">COME AND PLAY YOUR FAVORITE BOARD GAMES WITH US</h4>
                                <!-- <p>Some representative placeholder content for the second slide.</p> -->
                            </div>
                        </div>
                    </div>
                    <a class="carousel-control-prev" href="#carouselExampleCaptions" role="button" data-slide="prev">
                        <span class="carousel-control-prev-icon" aria-hidden="true"></span>
                        <span class="sr-only">Previous</span>
                    </a>
```

```html
                        <a class="carousel-control-next"
href="#carouselExampleCaptions" role="button" data-slide="next">
                            <span class="carousel-control-next-icon" aria-
hidden="true"></span>
                            <span class="sr-only">Next</span>
                        </a>
                    </div>
                </div>
        </div>
    </div>
    <!-- END SECTION SLIDER -->
    <main>
        <section>
            <div class="container">
                <div class="row">
                    <div class="col-12 heading text-uppercase text-center my-5">
                        <h1>&mdash; Most played this week &mdash;</h1>
                    </div>
                    <div class="col-12 col-md-6 col-lg-3">
                        <img src="assets/img/gloomhaven1.png" alt="gloomhaven"
class="w-100" />
                    </div>
                    <div class="col-12 col-md-6 col-lg-3 py-5">
                        <h2>Gloomhaven</h2>
                        <p class="text-break">Vanquish monsters with strategic
cardplay. Fulfill your quest to leave
                            your legacy!</p>
                        <a href="shop.html">
                            <button type="button" class=" btn btn-outline-dark
px-3">BUY</button>
                        </a>
                    </div>
                    <div class="col-12 col-md-6 col-lg-3">
                        <img src="assets/img/exploding1.png"
alt="explodingkittens" class="w-100" />
                    </div>
                    <div class="col-12 col-md-6 col-lg-3 py-5">
                        <h2>Exploding Kittens</h2>
                        <p class="text-break">Ask for favors, attack friends, see
the future- whatever it takes to avoid
                            exploding!</p>
                        <a href="shop.html">
                            <button type="button" class="btn btn-outline-dark px-
3">BUY</button>
                        </a>
```

```html
                    </div>
                </div>
            </div>
            <div class="container mt-5">
                <div class="row">
                    <div class="col-12 col-md-6 col-lg-3">
                        <img src="assets/img/twilight11.png" alt="twilight"
class="w-100" />
                    </div>
                    <div class="col-12 col-md-6 col-lg-3 py-5">
                        <h2>Twilight Imperium</h2>
                        <p class="text-break">Build an intergalactic empire
through trade, research, conquest and grand
                            politics.</p>
                        <a href="shop.html">
                            <button type="button" class="btn btn-outline-dark px-
3">BUY</button>
                        </a>
                    </div>
                    <div class="col-12 col-md-6 col-lg-3">
                        <img src="assets/img/legacy1.png" alt="legacy" class="w-
100" />
                    </div>
                    <div class="col-12 col-md-6 col-lg-3 py-5">
                        <h2>Pandemic Legacy</h2>
                        <p class="text-break">Mutating diseases are spreading
around the world - can your team save
                            humanity?</p>
                        <a href="shop.html">
                            <button type="button" class="btn btn-outline-dark px-
3">BUY</button>
                        </a>
                    </div>
                </div>
            </div>
        </div>
    </section>
</main>
<!-- footer -->
<footer class="pt-4 mt-5 text-white" id="footer">
</footer>
<!-- Bootstrap JS -->
<script src="https://code.jquery.com/jquery-3.5.1.min.js"
    integrity="sha256-9/aliU8dGd2tb6OSsuzixeV4y/faTqgFtohetphbbj0="
crossorigin="anonymous"></script>
```
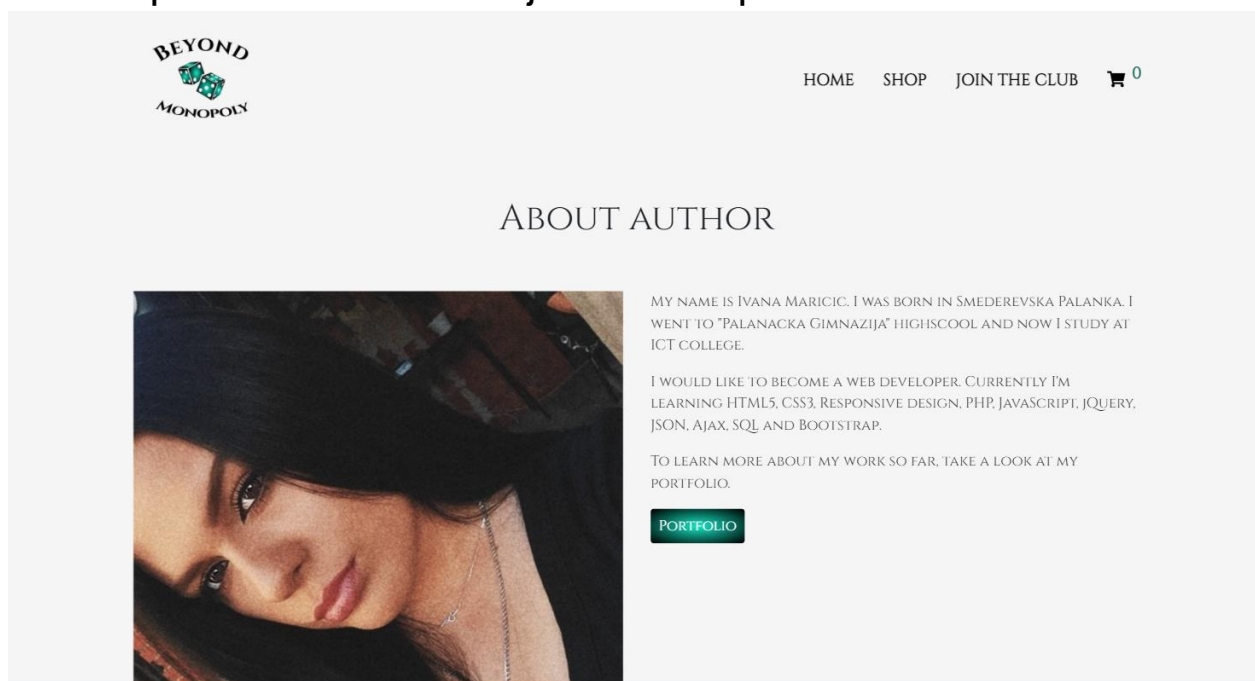
```html
    <script
src="https://cdn.jsdelivr.net/npm/popper.js@1.16.1/dist/umd/popper.min.js"
        integrity="sha384-
9/reFTGAW83EW2RDu2S0VKaIzap3H66lZH81PoYlFhbGU+6BZp6G7niu735Sk7lN"
        crossorigin="anonymous"></script>
    <script
src="https://cdn.jsdelivr.net/npm/bootstrap@4.6.0/dist/js/bootstrap.min.js"
        integrity="sha384-
+YQ4JLhjyBLPDQt//I+STsc9iw4uQqACwlvpslubQzn4u2UU2UFM80nGisd026JF"
        crossorigin="anonymous"></script>
    <script src="assets/js/main.js"></script>


</body>

</html>
```

3.2.shop.html

```html
<!DOCTYPE html>
<html lang="en">

<head>
  <title>Beyond Monopoly | Shop</title>
  <!-- Meta tags -->
  <meta charset="UTF-8" />
  <meta http-equiv="X-UA-Compatible" content="IE=edge" />
  <meta name="viewport" content="width=device-width, initial-scale=1.0" />
  <meta name="description" content="Buy your favorite board games from us, we are
waiting for you to join." />
  <meta name="keywords" content="Game, Board, Board games, Club, Shop, Buy" />
  <meta name="author" content="Ivana Maricic" />
  <!-- SHORTCUT ICON -->
  <link rel="shortcut icon" href="assets/img/icon.png" />
  <!-- FONT AWESOME -->
  <link rel="stylesheet"
href="https://use.fontawesome.com/releases/v5.15.3/css/all.css"
    integrity="sha384-
SZXxX4whJ79/gErwcOYf+zWLeJdY/qpuqC4cAa9rOGUstPomtqpuNWT9wdPEn2fk"
crossorigin="anonymous" />
  <!-- BOOTSTRAP -->
  <link rel="stylesheet"
href="https://cdn.jsdelivr.net/npm/bootstrap@4.6.0/dist/css/bootstrap.min.css"
    integrity="sha384-
B0vP5xmATw1+K9KRQjQERJvTumQW0nPEzvF6L/Z6nronJ3oUOFUFpCjEUQouq2+l"
crossorigin="anonymous" />
  <!-- CSS -->
  <link rel="stylesheet" href="assets/css/style.css" type="text/css" />
  <!-- CSS Responsive -->
  <link rel="stylesheet" href="assets/css/responsive.css" type="text/css" />
</head>

<body>
  <div class="loading">
    <img src="assets/img/loading.gif" alt="Loading">
  </div>
  <!-- START HEADER -->
  <header>
    <div class="container">
      <div class="row">
        <div class="col-12" id="navigation">

        </div>
```

```html
      </div>
    </div>
  </header>
  <!-- END HEADER -->
  <!-- START SECTION MAIN -->

  <main>
    <h1 class="text-center pb-4">BUY OUR GAMES</h1>
    <hr />
    <!-- START SECTION CARDS -->
    <section>
      <div class="container-fluid">
        <div class="row pr-4 pl-4">
          <div class="col-12 col-lg-2">
            <h2>Filters:</h2>
          </div>
          <div class="col-lg-3 col-12 d-flex sort align-items-center">
            <h3 class="im-fontSize pr-2">sort:</h3>
            <ul class="list-group">
              <li class="list-group-item">
                <select class="select im-border" id="sort">
                  <option value="price" selected>Sort by price</option>
                  <option value="asc">Low to High</option>
                  <option value="desc">High to low</option>
                </select>
              </li>
            </ul>
          </div>

          <div class="col-lg-3 col-12 d-flex align-items-center">
            <h3 class="im-fontSize pr-2">search:</h3>
            <ul class="list-group">
              <li class="list-group-item">
                <input type="search"  class="form-control p-0 h-100"
id="searching" name="searcing" placeholder="Search by name" />
              </li>
            </ul>
          </div>
        </div>
      </div>
      <div class="container-fluid">
        <div class="row p-4">
          <div class="col-lg-3 col-12">
            <div class="col-12 p-0 mb-3">
              <h3 class="im-fontSize">choose category:</h3>
```

```html
                <ul class="list-group" id="categories">
                </ul>
            </div>
            <div class="col-12 p-0 mb-3">
                <h3 class="im-fontSize">choose age:</h3>
                <ul class="list-group" id="years">
                </ul>
            </div>
        </div>
        <div class="col-lg-9 col-12 mt-3">
            <div class="row" id="products">

            </div>
            <div id="popUp" class="alert alert-info font-weight-bold"
style="display: none; position:fixed; top:2%; right:2%; ">Item added to
cart!</div>
            <div style="display:none;" id="shopMessage" class="im-fontSize font-
weight-bold">SORRY! There are no products for chosen filters!</div>
        </div>
    </div>
</section>
</div>
<!-- END SECTION CARDS -->
<!-- START SECTION MODALS -->
<section id="modals">
</section>
<!-- END SECTION MODALS -->
</main>
<!-- END SECTION MAIN -->
<!-- START FOOTER -->
<footer class="pt-4 mt-5 text-white" id="footer">

</footer>
<!-- END FOOTER -->
<!-- BOOSTRAP JS -->
<script src="https://code.jquery.com/jquery-3.5.1.min.js"
    integrity="sha256-9/aliU8dGd2tb6OSsuzixeV4y/faTqgFtohetphbbj0="
crossorigin="anonymous"></script>
<script
src="https://cdn.jsdelivr.net/npm/popper.js@1.16.1/dist/umd/popper.min.js"
    integrity="sha384-
9/reFTGAW83EW2RDu2S0VKaIzap3H66lZH81PoYlFhbGU+6BZp6G7niu735Sk7lN"
    crossorigin="anonymous"></script>
<script
src="https://cdn.jsdelivr.net/npm/bootstrap@4.6.0/dist/js/bootstrap.min.js"
```

```
    integrity="sha384-
+YQ4JLhjyBLPDQt//I+STsc9iw4uQqACwlvpslubQzn4u2UU2UFM80nGisd026JF"
    crossorigin="anonymous"></script>
  <script src="assets/js/shop.js"></script>
  <script src="assets/js/main.js"></script>
</body>

</html>
```

3.3. jointheclub.html

```html
<!DOCTYPE html>
<html lang="en">

<head>
  <title>Beyond Monopoly | Join the club</title>
  <!-- Meta tags -->
  <meta charset="UTF-8" />
  <meta http-equiv="X-UA-Compatible" content="IE=edge" />
  <meta name="viewport" content="width=device-width, initial-scale=1.0" />
  <meta name="description"
    content="Join the club now! We are always open for new members and people
with pasion for board games." />
  <meta name="keywords" content="Game, Board, Board games, Club, Join" />
  <meta name="author" content="Ivana Maricic" />
  <!-- SHORTCUT ICON -->
  <link rel="shortcut icon" href="assets/img/icon.png" />
  <!-- AOS ANIMATION -->
  <link href="https://unpkg.com/aos@2.3.1/dist/aos.css" rel="stylesheet" />
  <!-- FONT AWESOME -->
  <link rel="stylesheet"
href="https://use.fontawesome.com/releases/v5.15.3/css/all.css"
    integrity="sha384-
SZXxX4whJ79/gErwcOYf+zWLeJdY/qpuqC4cAa9rOGUstPomtqpuNWT9wdPEn2fk"
crossorigin="anonymous" />
  <!-- BOOTSTRAP -->
  <link rel="stylesheet"
href="https://cdn.jsdelivr.net/npm/bootstrap@4.6.0/dist/css/bootstrap.min.css"
    integrity="sha384-
B0vP5xmATw1+K9KRQjQERJvTumQW0nPEzvF6L/Z6nronJ3oUOFUFpCjEUQouq2+l"
crossorigin="anonymous" />
  <!-- CSS -->
  <link rel="stylesheet" href="assets/css/style.css" type="text/css" />
  <!-- CSS Responsive -->
  <link rel="stylesheet" href="assets/css/responsive.css" type="text/css" />
</head>

<body>
  <!-- START HEADER -->
  <header>
    <div class="container">
      <div class="row">
        <div class="col-12" id="navigation">

        </div>
```

```html
        </div>
      </div>
    </header>
    <!--END HEADER  -->
    <!-- START MAIN -->
    <main>
      <!-- START SECTION ABOUT -->
      <section class="im-cover mb-4">
        <div class="container " data-aos="fade-right" data-aos-duration="1000">
          <div class="row">
            <div class="col-12 col-lg-6 py-5">
              <div class="im-about p-4 text-center">
                <h1 class="text-uppercase pb-2 font-weight-bold">About us</h1>
                <p class="text-justify">We are a boardgames club from Las Vegas who
meet regularly for fun boardgaming
                  times. We play all modern boardgames- Euros, Social deducation,
co-op, American; and if that means
                  nothing to you, then come along and discover the exciting
(genuinely) world of modern boardgames.</p>
                <p class="mt-2 text-justify">Absolutely everyone is welcome, and
with our numbers attending you're usually
                  never waiting long for a game. First visit is free (wow!). </p>
              </div>
            </div>
          </div>
        </div>
      </section>
      <!-- END SECTION ABOUT -->
      <!-- START SECTION JOIN -->
      <section>
        <div class="container py-5 im-form">
          <div class="row">
            <div class="col-12">
              <form id="contact">
                <div class="col-12">
                  <h2 class="text-uppercase my-4 text-center">Join via form</h2>
                  <div class="form-group">
                    <input type="text" id="name" name="textName" class="form-
control" placeholder="Your Name" />
                    <span id="nameerror" class="text-danger font-weight-
bold"></span>
                  </div>
                  <div class="form-group">
                    <input type="text" id="email" name="textEmail" class="form-
control" placeholder="Your Email" />
```

```html
                    <span id="emailerror" class="text-danger font-weight-
bold"></span>
                </div>
                <div class="form-group">
                  <input type="text" id="number" name="textPhone" class="form-
control"

                    placeholder="Phone Number like 061234567" />
                  <span id="numbererror" class="text-danger font-weight-
bold"></span>
                </div>
                <div class="form-group">
                  <textarea name="textMsg" id="message" class="form-control
textarea"

                    placeholder="Tell us why would you like to be a part of the
club"

                    style="width: 100%; height: 120px; resize: none;"></textarea>
                  <span id="messageerror" class="text-danger font-weight-
bold"></span>
                </div>
                <div class="form-group">
                 <p class="font-weight-bold">Gender:</p>
                 <div class="form-check form-check-inline">
                   <input class="form-check-input" type="radio" name="rbGender"
value="M" />

                    <label class="form-check-label">
                      Male
                    </label>
                  </div>
                  <div class="form-check form-check-inline">
                    <input class="form-check-input" type="radio" name="rbGender"
value="F" />

                    <label class="form-check-label">
                      Female
                    </label>
                  </div>
                  <span id="gendererror" class="text-danger font-weight-
bold"></span>
                </div>
                <div class="form-group">
                  <div class="form-check">
                    <input class="form-check-input" type="checkbox" id="cbTerms"
/>

                    <label class="form-check-label">
                      I have read and agree to the Terms and Conditions
                    </label>
```

```html
                    </div>
                    <span id="checkboxerror" class="text-danger font-weight-
bold"></span>
                </div>
                <div class="form-group text-right">
                    <button type="button" onclick="validation(event);"
id="btnSubmitMessage"
                        class="btn btn-outline-dark px-3">Join</button>
                </div>
            </div>
        </form>
    </div>
</div>
</section>
<!-- END SECTION JOIN -->

</main>
<!-- END MAIN -->
<!-- START FOOTER -->
<footer class="pt-4 mt-5  text-white" id="footer">

</footer>
<!-- END FOOTER -->
<!-- AOS ANIMATION -->
<script src="https://unpkg.com/aos@2.3.1/dist/aos.js"></script>
<script>
    AOS.init();
</script>
<!-- Bootstrap JS -->
<script src="https://code.jquery.com/jquery-3.5.1.min.js"
    integrity="sha256-9/aliU8dGd2tb6OSsuzixeV4y/faTqgFtohetphbbj0="
crossorigin="anonymous"></script>
<script
src="https://cdn.jsdelivr.net/npm/popper.js@1.16.1/dist/umd/popper.min.js"
    integrity="sha384-
9/reFTGAW83EW2RDu2S0VKaIzap3H66lZH81PoYlFhbGU+6BZp6G7niu735Sk7lN"
    crossorigin="anonymous"></script>
<script
src="https://cdn.jsdelivr.net/npm/bootstrap@4.6.0/dist/js/bootstrap.min.js"
    integrity="sha384-
+YQ4JLhjyBLPDQt//I+STsc9iw4uQqACwlvpslubQzn4u2UU2UFM80nGisd026JF"
    crossorigin="anonymous"></script>
<script src="assets/js/main.js"></script>
<script src="assets/js/form.js"></script>
```

```
</body>

</html>
```

3.4. cart.html

```html
<!DOCTYPE html>
<html lang="en">

<head>
  <title>Beyond Monopoly | Shop</title>
  <!-- Meta tags -->
  <meta charset="UTF-8" />
  <meta http-equiv="X-UA-Compatible" content="IE=edge" />
  <meta name="viewport" content="width=device-width, initial-scale=1.0" />
  <meta name="description" content="Buy your favorite board games from us, we are
waiting for you to join." />
  <meta name="keywords" content="Game, Board, Board games, Club, Shop, Buy" />
  <meta name="author" content="Ivana Maricic" />
  <!-- SHORTCUT ICON -->
  <link rel="shortcut icon" href="assets/img/icon.png" />
  <!-- FONT AWESOME -->
  <link rel="stylesheet"
href="https://use.fontawesome.com/releases/v5.15.3/css/all.css"
    integrity="sha384-
SZXxX4whJ79/gErwcOYf+zWLeJdY/qpuqC4cAa9rOGUstPomtqpuNWT9wdPEn2fk"
crossorigin="anonymous" />
  <!-- BOOTSTRAP -->
  <link rel="stylesheet"
href="https://cdn.jsdelivr.net/npm/bootstrap@4.6.0/dist/css/bootstrap.min.css"
    integrity="sha384-
B0vP5xmATw1+K9KRQjQERJvTumQW0nPEzvF6L/Z6nronJ3oUOFUFpCjEUQouq2+l"
crossorigin="anonymous" />
  <!-- CSS -->
  <link rel="stylesheet" href="assets/css/style.css" type="text/css" />
  <!-- CSS Responsive -->
  <link rel="stylesheet" href="assets/css/responsive.css" type="text/css" />
</head>

<body>
  <div class="loading">
    <img src="assets/img/loading.gif" alt="Loading">
  </div>
  <!-- START HEADER -->
  <header>
    <div class="container">
      <div class="row">
        <div class="col-12" id="navigation">

        </div>
```

```html
        </div>
      </div>
    </header>
    <!-- END HEADER -->
    <!-- START SECTION CART -->
    <section>
      <h1 class="text-center pb-5">WELCOME TO YOUR CART!</h1>
      <div class="container">
        <div class="row table-responsive">
          <table class="table">
            <thead>
              <tr>
                <th scope="col">Image</th>
                <th scope="col">Name</th>
                <th scope="col">Amount</th>
                <th scope="col">Price per item</th>
                <th scope="col">Total price</th>
                <th scope="col"></th>
              </tr>
            </thead>
            <tbody id="cartTable">
            </tbody>
          </table>
        </div>
        <div id="total"></div>
        <div id="message" class="font-weight-bold im-fontSize"
style="display:none;">Your cart is empty. Go shopping!</div>
      </div>
    </section>
    <!-- END SECTION CART -->
    <!-- START FOOTER -->
    <footer class="pt-4 mt-5 text-white" id="footer">

    </footer>
    <!-- END FOOTER -->
    <!-- BOOSTRAP JS -->
    <script src="https://code.jquery.com/jquery-3.5.1.min.js"
      integrity="sha256-9/aliU8dGd2tb6OSsuzixeV4y/faTqgFtohetphbbj0="
crossorigin="anonymous"></script>
    <script
src="https://cdn.jsdelivr.net/npm/popper.js@1.16.1/dist/umd/popper.min.js"
      integrity="sha384-
9/reFTGAW83EW2RDu2S0VKaIzap3H66lZH81PoYlFhbGU+6BZp6G7niu735Sk7lN"
      crossorigin="anonymous"></script>
```

```html
    <script
src="https://cdn.jsdelivr.net/npm/bootstrap@4.6.0/dist/js/bootstrap.min.js"
    integrity="sha384-
+YQ4JLhjyBLPDQt//I+STsc9iw4uQqACwlvpslubQzn4u2UU2UFM80nGisd026JF"
    crossorigin="anonymous"></script>
    <script src="assets/js/cart.js"></script>
    <script src="assets/js/main.js"></script>


</body>

</html>
```

3.5. about.html

```html
<!DOCTYPE html>
<html lang="en">

<head>
    <title>Beyond Monopoly | Shop</title>
    <!-- Meta tags -->
    <meta charset="UTF-8" />
    <meta http-equiv="X-UA-Compatible" content="IE=edge" />
    <meta name="viewport" content="width=device-width, initial-scale=1.0" />
    <meta name="description" content="Buy your favorite board games from us, we
are waiting for you to join." />
    <meta name="keywords" content="Game, Board, Board games, Club, Shop, Buy" />
    <meta name="author" content="Ivana Maricic" />
    <!-- SHORTCUT ICON -->
    <link rel="shortcut icon" href="assets/img/icon.png" />
    <!-- FONT AWESOME -->
    <link rel="stylesheet"
href="https://use.fontawesome.com/releases/v5.15.3/css/all.css"
        integrity="sha384-
SZXxX4whJ79/gErwcOYf+zWLeJdY/qpuqC4cAa9rOGUstPomtqpuNWT9wdPEn2fk"
crossorigin="anonymous" />
    <!-- AOS ANIMATION -->
    <link href="https://unpkg.com/aos@2.3.1/dist/aos.css" rel="stylesheet" />
    <!-- BOOTSTRAP -->
    <link rel="stylesheet"
href="https://cdn.jsdelivr.net/npm/bootstrap@4.6.0/dist/css/bootstrap.min.css"
        integrity="sha384-
B0vP5xmATw1+K9KRQjQERJvTumQW0nPEzvF6L/Z6nronJ3oUOFUFpCjEUQouq2+l"
crossorigin="anonymous" />
    <!-- CSS -->
    <link rel="stylesheet" href="assets/css/style.css" type="text/css" />
    <!-- CSS Responsive -->
    <link rel="stylesheet" href="assets/css/responsive.css" type="text/css" />
</head>

<body>
    <!-- START HEADER -->
    <header>
        <div class="container">
            <div class="row">
                <div class="col-12" id="navigation">

                </div>
            </div>
```

```html
        </div>
    </header>
    <!-- END HEADER -->
    <!-- START MAIN -->
    <main>
        <!-- START SECTION BREADCRUMB -->
        <section>
            <div class="container pt-5" data-aos="zoom-in">
                <div class="row">
                    <div class="col-12 d-flex justify-content-center">
                        <div class="about">
                            <h1>About author</h1>
                        </div>
                    </div>
                </div>
            </div>
        </section>
        <!-- END SECTION BREADCRUMB -->
        <!-- START SECTION ABOUT ME -->
        <section>
            <div class="container py-5">
                <div class="row">
                    <div class="col-12 col-md-6" data-aos="fade-right" data-aos-
duration="1000">
                        <img src="assets/img/author.jpg" alt="author" class="img-
fluid mb-3" />
                    </div>
                    <div class="col-12 col-md-6">
                        <p class="text-break">My name is Ivana Maricic. I was
born in Smederevska Palanka. I went to
                            "Palanacka Gimnazija" highscool and now I study at
ICT college.</p>
                        <p class="text-break">I would like to become a web
developer. Currently I'm learning HTML5,
                            CSS3, Responsive design and Bootstrap.</p>
                        <p class="text-break">To learn more about my work so far,
take a look at my portfolio.</p>
                        <a href="https://ivana-maricic.github.io/CIXPORTFOLIO/"
class="btn im-btn px-2">Portfolio</a>
                    </div>
                </div>
            </div>
        </section>
        <!-- END SECTION ABOUT ME -->
    </main>
```

```html
    <!-- END MAIN -->

    <!-- START FOOTER -->
    <footer class="pt-4 mt-5 text-white" id="footer">
    </footer>
    <!-- END FOOTER -->

    <!-- AOS ANIMATION -->
    <script src="https://unpkg.com/aos@2.3.1/dist/aos.js"></script>
    <script>
        AOS.init();
    </script>
    <!-- BOOSTRAP JS -->
    <script src="https://code.jquery.com/jquery-3.5.1.min.js"
        integrity="sha256-9/aliU8dGd2tb6OSsuzixeV4y/faTqgFtohetphbbj0="
crossorigin="anonymous"></script>
    <script
src="https://cdn.jsdelivr.net/npm/popper.js@1.16.1/dist/umd/popper.min.js"
        integrity="sha384-
9/reFTGAW83EW2RDu2S0VKaIzap3H66lZH81PoYlFhbGU+6BZp6G7niu735Sk7lN"
        crossorigin="anonymous"></script>
    <script
src="https://cdn.jsdelivr.net/npm/bootstrap@4.6.0/dist/js/bootstrap.min.js"
        integrity="sha384-
+YQ4JLhjyBLPDQt//I+STsc9iw4uQqACwlvpslubQzn4u2UU2UFM80nGisd026JF"
        crossorigin="anonymous"></script>
    <script src="assets/js/main.js"></script>
</body>

</html>
```

JS

```javascript
$(document).ready(function () {
  showAmountInCart();
});

//broj u korpi prikaz
function showAmountInCart() {
  let amountInCart = localStorage.getItem("amountInCart");
  if (amountInCart == null) {
    amountInCart = 0;
  }
  $("#amountInCart").html(amountInCart);
}

//dinamicko ispisivanje navigacije
var html=` <nav class="navbar navbar-expand-lg navbar-light">
<a class="navbar-brand" href="index.html">
    <img src="assets/img/logo.png" alt="logo" class="im-logo" />
</a>
<button class="navbar-toggler" type="button" data-toggle="collapse" data-
target="#navbarNav"
    aria-controls="navbarNav" aria-expanded="false" aria-label="Toggle
navigation">
    <span class="navbar-toggler-icon"></span>
</button>
<div class="collapse navbar-collapse text-uppercase" id="navbarNav">
    <ul class="navbar-nav ml-auto">
        <li class="nav-item active navHover  mx-2 font-weight-bold">
            <a class="nav-link" href="index.html">Home</a>
        </li>
        <li class="nav-item navHover mx-2 font-weight-bold">
            <a class="nav-link" href="shop.html">Shop</a>
        </li>
        <li class="nav-item navHover mx-2 font-weight-bold">
            <a class="nav-link" href="jointheclub.html">Join the club</a>
        </li>
        <li class="nav-item mx-2 font-weight-bold" id="notli">
            <a class="nav-link" style="position: relative;" href="cart.html"><i
                    class="fas fa-shopping-cart"></i>
                <div class="amountInCart font-weight-bold im-radial"
id="amountInCart"></div>
            </a>
```

```
        </li>
      </ul>
</div>
</nav>`
$("#navigation").html(html);

//dodavanje klase active
function activeClass(){
$(function() {
  var path =
window.location.href.substring(window.location.href.lastIndexOf("/")+1);
  $("li.nav-item > a").each(function(){
      if($(this).attr("href") == path || $(this).attr("href") == '' ){
      $(this).addClass("active");
      $(this).addClass("im-radial");
      }
  })
});
}
activeClass();

//dinamicko ispisivanje footera
var html=`
<div class="container">
<div class="row align-items-center">
  <div class="col-12 col-md-6 im-center">
    <ul>
      <li class="p-2">Phone: +702565626</li>
      <li class="p-2">Address: 592 E Fremont St, Las Vegas</li>
      <li class="p-2">Open hours: 8:00 - 18:00</li>
      <li class="p-2">Email: beyondmonopoly@gmail.com</li>
    </ul>
  </div>
  <div class="col-12 col-md-6">
    <div class="wrapper">
      <a href="https://www.facebook.com/" target="_blank">
        <div class="icon Facebook">
          <div class="tooltip">Facebook</div>
          <span><i class="fab fa-facebook-f"></i></span>
        </div>
      </a>
      <a href="https://www.instagram.com/" target="_blank">
        <div class="icon Instagram">
          <div class="tooltip">Instagram</div>
          <span><i class="fab fa-instagram"></i></span>
```

```html
        </div>
      </a>
      <a href="xml/sitemap.xml" target="_blank">
        <div class="icon Sitemap">
          <div class="tooltip">SiteMap</div>
          <span><i class="fas fa-sitemap"></i></span>
        </div>
      </a>
      <a href="xml/rss.xml" target="_blank">
        <div class="icon Rss">
          <div class="tooltip">Rss</div>
          <span><i class="fas fa-rss"></i></span>
        </div>
      </a>
      <a href="documentation.pdf" target="_blank">
        <div class="icon documentation">
          <div class="tooltip">Doc</div>
          <span><i class="fas fa-file"></i></span>
        </div>
      </a>
    </div>
  </div>
</div>
</div>
<div class="container-fluid footer-copyright p-2">
<div class="row">
  <div class="col-12 col-md-6 text-center">
    <p class="my-1">Ivana Maricic 40/20 | <a href="about.html" class="im-radial
font-weight-bold">ABOUT</a></p>
  </div>
  <div class="col-12 col-md-6 text-center">
    <p class="my-1">&copy; 2022 Copyright : <a href="index.html" class="im-radial
font-weight-bold">Beyond
        Monopoly</a></p>
  </div>
</div>
</div>
`
$("#footer").html(html);
```

3.7. cart.js

```javascript
window.onload = () => {
  showCart();
};
//prikazivanje korpe
function showCart() {
  let cart = JSON.parse(localStorage.getItem("cart"));
  let html = "";
  let totalPrice = 0;
  if (cart == null) {
    $("#cartTable").empty();
    $("#total").empty();
    $("#message").show();
    return;
  }
  $("#message").hide();
    let products = JSON.parse(localStorage.getItem("allProducts"));
    for (let cartItem of cart) {
      let product = products.filter((x) => x.id == cartItem.id)[0];
      html += `<tr>
            <td class="cart-picture"><img src="assets/img/${
              product.img.src
            }" class="card-img-top" alt="${product.img.alt}"></td>
            <td class="font-weight-bold im-fontSize">${product.name}</td>
            <td  class="font-weight-bold">
            <button class="cartNumber"
onclick=decreaseAmount(${product.id},${cartItem.amount})>
            <i class="fas fa-minus"></i>
            </button>
            ${cartItem.amount}
            <button class="cartNumber" onclick=increaseAmount(${product.id})>
            <i class="fas fa-plus"></i>
            </button></td>
            <td>$${product.price.newPrice}
            </td>
            <td class="font-weight-bold">$${(
              product.price.newPrice * cartItem.amount
            ).toFixed(2)}</td>
            <td><button onclick=removeFromCart(${
              product.id
            })><i class="fas fa-trash-alt"></i></button></td>
            </tr>
              `;
      totalPrice += product.price.newPrice * cartItem.amount;
    }
```

```javascript
    $("#total").html(
      `<div class="font-weight-bold text-right im-fontSize">YOUR TOTAL IS :
$${totalPrice.toFixed(
        2
      )}<button type="button" class="btn btn-dark ml-2">Checkout</button></div>`
    );
    $("#cartTable").html(html);
  let amount = Number(localStorage.getItem("amountInCart"));
  $("#amountInCart").html(amount);
      }
//brisanje iz korpe
function removeFromCart(productId) {
  let cart = JSON.parse(localStorage.getItem("cart"));
  if (cart != null) {
    let filteredCart = cart.filter((x) => x.id != productId);

    if (filteredCart.length > 0) {
      localStorage.setItem("cart", JSON.stringify(filteredCart));
    } else {
      localStorage.removeItem("cart");
    }

    let amount = 0;
    for (let cartItem of filteredCart) {
      amount += cartItem.amount;
    }
    localStorage.setItem("amountInCart", amount);
  }
  showCart();
}
//smanjivanje kolicine
function decreaseAmount(productId, oldAmount) {
  if (oldAmount == 1) {
    removeFromCart(productId);
  } else {
    let cart = JSON.parse(localStorage.getItem("cart"));
    if (cart != null) {
      for (let cartItem of cart)
        if (cartItem.id == productId) {
          cartItem.amount--;
          break;
        }
    }
    localStorage.setItem("cart", JSON.stringify(cart));
```

```javascript
      let amount = localStorage.getItem("amountInCart") - 1;
      localStorage.setItem("amountInCart", amount);
      showCart();
    }
}
//povecavanje kolicine
function increaseAmount(productId) {
  let cart = JSON.parse(localStorage.getItem("cart"));
  if (cart != null) {
    for (let cartItem of cart)
      if (cartItem.id == productId) {
        cartItem.amount++;
        break;
      }
  }
  localStorage.setItem("cart", JSON.stringify(cart));

  let amount = Number(localStorage.getItem("amountInCart")) + 1;
  localStorage.setItem("amountInCart", amount);
  showCart();
}
```

3.8. shop.js

```javascript
window.onload = () => {
  years = [];
  moreInfo = [];
  categories = [];

  $("#categories").change(filterChange);
  $("#sort").change(filterChange);
  $("#years").change(filterChange);
  $("#searching").keyup(filterChange);
  fetchData("years", showYears);

  //Ajax zahtev
  function fetchData(file, callback) {
    $.ajax({
      url: "assets/data/" + file + ".json",
      method: "get",
      dataType: "json",
      success: function (response) {
        callback(response);
      },
      error: function (err) {
        $("#products").html("There was an error loading the data. Please try
again later.")
        console.log(err);
      },
    });
  }

  //Ispisivanje proizvoda
  function showProducts(products) {
    localStorage.setItem("allProducts", JSON.stringify(products));

    products = categoryFilter(products);
    products = searchByName(products);
    products = filterByAge(products);
    products = sortByPrice(products);

    if(products.length == 0) {
      $("#products").empty();
      $("#shopMessage").show();
      return;
    }
    $("#shopMessage").hide();
    var html = "";
```

```javascript
    for (let product of products) {
      html += `
            <div class="col-12 col-md-6 col-lg-4 mb-3">
                <div class="card shadow h-100">
                  <img src="assets/img/${
                    product.img.src
                  }" class="card-img-top" alt="${product.img.alt}">
                  <div class="card-body">
                    <h5 class="card-title font-weight-bold">${product.name}</h5>
                    <p class="card-text mb-2">${product.description}</p>
                    <p class="card-text mb-2 font-weight-bold">Category:
${getCategory(product.categoryId)}</p>
                    <button type="button" class="btn btn-sm btn-outline-dark mb-
2" data-toggle="modal"
                      data-target="#${product.popupId}">Read
                      more</button>
                    <div class="d-flex justify-content-between align-items-
center">
                      <p class="card-text font-weight-bold m-0">$${
                        product.price.newPrice
                      }</p>
                      <p class="card-text text-secondary"><s>$${
                        product.price.oldPrice
                      }</s></p>
                    </div>
                    <button type="button" class="btn im-btn px-3 mt-2"
id="addToCart${
                      product.id
                    }" onclick="addToCart(${product.id})">Add to cart</button>
                  </div>
                </div>
              </div>
            `;
    }
    $("#products").html(html);
  }


  //Ispisivanje informacija
  function showMoreInfo(array) {
    let html = "";

    for (let info of array) {
      html += `
            <div class="modal fade" id="${
```

```
                    info.popupId
                }" tabindex="-1" aria-labelledby="exampleModalLabel" aria-
hidden="true">
          <div class="modal-dialog modal-dialog modal-dialog-scrollable">
            <div class="modal-content">
              <div class="modal-header">
                <h5 class="modal-title font-weight-bold" id="exampleModalLabel">${
                  info.name
                }</h5>
                <button type="button" class="close" data-dismiss="modal" aria-
label="Close">
                  <span aria-hidden="true">&times;</span>
                </button>
              </div>
              <div class="modal-body">
                <p class="font-weight-bold">Number of players: ${
                  info.players.min
                }-${info.players.max}</p>
                <p class="font-weight-bold">Playing time: ${
                  info.playingTime
                } Min</p>
                <p class="font-weight-bold">Age: ${getAge(info.yearId)}</p>
                <p>${info.moreInfo}</p>
              </div>
              <div class="modal-footer">
                <button type="button" class="btn im-btn" data-
dismiss="modal">Close</button>
              </div>
            </div>
          </div>
        </div>
            `;
    }
    $("#modals").html(html);
    moreInfo = array;
    fetchData("products", showProducts);
  }

  //Ispis kategorija
  function showCategories(array) {
    let html = "";
    for (let category of array) {
      html += `<li class="list-group-item">
        <input type="checkbox" value="${category.id}" class="category"
name="categories"/> ${category.name}
```

```javascript
        </li>`;
    }
    $("#categories").html(html);
    categories = array;
    fetchData("products", showMoreInfo);
}

//Ispis godina
function showYears(array) {
    let html = "";
    for (let year of array) {
        html += `
            <li class="list-group-item">
            <input type="checkbox" value="${year.id}" class="age" name="age"/>
${year.value}+
            </li>
            `;
    }
    $("#years").html(html);
    years = array;
    fetchData("categories", showCategories);
}

//Dohvatanje godina
function getAge(yearId) {
    for (let age of years) {
        if (age.id == yearId) {
            return age.value + "+";
        }
    }
}

//Dohvatanje kategorija
function getCategory(categoryId) {
    let name = "";
    for (let id of categoryId) {
        for (let category of categories) {
            if (id == category.id) {
                name += category.name + ", ";
            }
        }
    }
    return name.substring(0, name.length - 2);
}
```

```javascript
function filterChange() {
  fetchData("products", showProducts);
}

//Filtriranje po kategorijama
function categoryFilter(products) {
  let searchedCategories = [];
  $(".category:checked").each(function (el) {
    searchedCategories.push(parseInt($(this).val()));
  });
  if (searchedCategories.length > 0) {
    return products.filter((p) =>
      p.categoryId.some((category) => searchedCategories.includes(category))
    );
  } else return products;
}

//Sortiranje po ceni
function sortByPrice(products) {
  let type = $("#sort").val();
  if (type == "asc") {
    products.sort();
    return products.sort((a, b) => a.price.newPrice - b.price.oldPrice);
  }
  if (type == "desc") {
    return products.sort((a, b) => b.price.newPrice - a.price.oldPrice);
  } else return products;
}

//Pretraga po nazivu
function searchByName(products) {
  let typed = $("#searching").val().toLowerCase();
  let filtered = products.filter(
    (p) => p.name.toLowerCase().indexOf(typed) != -1
  );
  return filtered;
}

//Filtriranje po godinama
function filterByAge(products) {
  let age = [];
  $(".age:checked").each(function (el) {
    age.push(parseInt($(this).val()));
  });
  if (age.length > 0) {
```

```javascript
        return products.filter((p) => age.includes(p.yearId));
    } else return products;
  }
};

//dodavanje u korpu
function addToCart(productId) {
  let cart = JSON.parse(localStorage.getItem("cart"));
  if (cart == null) {
    cart = [];
  }
  if (cart.filter((x) => x.id == productId).length == 0) {
    cart.push({
      id: productId,
      amount: 1,
    });
  } else {
    for (let product of cart) {
      if (product.id == productId) {
        product.amount++;
        break;
      }
    }
  }
  localStorage.setItem("cart", JSON.stringify(cart));
  let amountInCart = localStorage.getItem("amountInCart");
  if (amountInCart == null) {
    amountInCart = 0;
  }
  amountInCart++;
  $("#amountInCart").html(amountInCart);
  localStorage.setItem("amountInCart", amountInCart);
    $( "#popUp" ).show();
    setTimeout(function() {
      $( "#popUp" ).hide();
    }, 1200);
}
```

3.9. form.js

```javascript
// validacija forme
function validation(e) {
  e.preventDefault();

  var name = document.getElementById("name").value;
  var email = document.getElementById("email").value;
  var number = document.getElementById("number").value;
  var message = document.getElementById("message").value;
  var gender = document.getElementsByName("rbGender");
  var terms = document.getElementById("cbTerms");
  var successfullValidation = true;

  var reName = /^[A-ZŠĐČĆŽ][a-zšđčćž]{2,15}(\s[A-ZŠĐČĆŽ][a-zšđčćž]{2,20})+$/;
  var reEmail = /^[\w-\.]+@([\w-]{2,}\.)+[a-z]{2,}$/;
  var reNumber = /^06[0-689][0-9]{6,7}$/;
  var reMessage = /.{4,200}/;

  if (reName.test(name)) {
    document.getElementById("nameerror").innerHTML = " ";
  } else {
    document.getElementById("nameerror").innerHTML =
      "** Name is required and can contain only letters";
    successfullValidation = false;
  }
  if (reEmail.test(email)) {
    document.getElementById("emailerror").innerHTML = " ";
  } else {
    document.getElementById("emailerror").innerHTML =
      "** Email is required and must be in a correct email format.";
    successfullValidation = false;
  }
  if (reNumber.test(number)) {
    document.getElementById("numbererror").innerHTML = " ";
  } else {
    document.getElementById("numbererror").innerHTML =
      "** Number is required and must be in a correct number format.";
    successfullValidation = false;
  }
  if (reMessage.test(message)) {
    document.getElementById("messageerror").innerHTML = " ";
  } else {
    document.getElementById("messageerror").innerHTML =
      "** Message is required and can contain max 250 characters.";
    successfullValidation = false;
```

```javascript
  }
  if (!(gender[0].checked || gender[1].checked)) {
    document.getElementById("gendererror").innerHTML =
      "** Choose at least one option ";
    successfullValidation = false;
  } else {
    document.getElementById("gendererror").innerHTML = " ";
  }
  if (terms.checked) {
    document.getElementById("checkboxerror").innerHTML = " ";
  } else {
    document.getElementById("checkboxerror").innerHTML =
      "** You must check this box";
    successfullValidation = false;
  }
  if (successfullValidation) {
    document.getElementById("contact").reset();
  }
}
```

CSS

3.10. style.css

```css
@font-face {
  font-family: cinzel;
  src: url(../fonts/Cinzel-Regular.ttf);
}
html {
  overflow-x: hidden;
  width: 100%;
  height: 100%;
}
::-webkit-scrollbar {
  width: 7px;
}
::-webkit-scrollbar-thumb {
  background: rgba(72, 81, 94, 0.329);
}
::-webkit-scrollbar-thumb:hover {
  background: rgba(90, 99, 114, 0.555);
}
html body {
  overflow-x: hidden;
  width: 100%;
  height: 100%;
}
body {
  font-family: cinzel;
  background: #eeeeee8c !important;
}
ul {
  padding: 0 !important;
}
.im-border {
  border: none !important;
  padding: 0 !important;
  height: auto !important;
}

/* NAV */

.navbar {
  padding: 0 !important;
}
```

```css
.navbar-toggler {
  border-color: rgba(0, 0, 0, 0.089) !important;
}
.im-radial {
  background: -webkit-radial-gradient(#16e8c7, #000);
  -webkit-background-clip: text;
  -webkit-text-fill-color: transparent;
}
.navHover:hover {
  background: -webkit-radial-gradient(#16e8c7, #000);
  -webkit-background-clip: text;
  -webkit-text-fill-color: transparent;
}
.im-logo {
  width: 75% !important;
}
.nav-link {
  color: black !important;
  font-size: 18px !important;
}
ul {
  list-style-type: none;
}
.container-fluid {
  padding-left: 0;
  padding-right: 0;
}
.heading {
  text-align: center;
  margin-bottom: 3rem;
  margin-top: 3rem;
}
.im-fontSize {
  font-size: 20px !important;
}
td {
  text-align: center;
}
.im-left {
  text-align: left !important;
}
a {
  color: white !important;
  text-decoration: none !important;
}
```

```css
.btn-outline-dark {
  border-color: #0a5c50;
}
.btn-outline-dark:hover {
  color: white !important;
  background: -webkit-radial-gradient(#16e8c7, #000) !important;
}
.im-btn {
  color: white !important;
  background: -webkit-radial-gradient(#16e8c7, #000) !important;
}
.imgc {
  background-color: #000 !important;
}
.imgc img {
  opacity: 0.5 !important;
}
/* about */

.im-cover {
  background-image: url("../img/dice.jpg");
  background-size: cover;
  background-repeat: no-repeat;
  background-position: center;
}
.im-about {
  background-color: rgba(207, 205, 205, 0.815);
}

/* form */
.im-form {
  max-width: 700px;
}
form {
  padding: 2%;
}

.form-control {
  border-bottom: 1px solid black !important;
}
input {
  border: 0 !important;
  background-color: transparent !important;
  border-bottom: 1px solid black !important;
  border-radius: 0 !important;
```

```css
    box-sizing: border-box !important;
}
#searching {
    border-bottom: 0 !important;
}
.form-control {
    color: black !important;
}
textarea {
    border: none !important;
    border-bottom: 1px solid black !important;
    border-radius: 0 !important;
    background-color: transparent !important;
}
.form-control:focus {
    box-shadow: none !important;
}

/* cart */

.amountInCart {
    position: absolute;
    top: 0;
    right: -10px;
}
button {
    border: none;
}
.cart-picture {
    width: 20%;
}
.cartNumber {
    background-color: #eeeeee8c !important;
}
.table td {
    vertical-align: baseline !important;
}
/* footer */

footer {
    background: rgba(0, 0, 0, 0.911);
}
.wrapper {
    display: flex;
    justify-content: center;
```

```css
    align-content: center;
}
.wrapper .icon {
  position: relative;
  border-radius: 50%;
  padding: 15px;
  margin: 10px;
  width: 50px;
  height: 50px;
  font-size: 18px;
  display: flex;
  justify-content: center;
  align-items: center;
  flex-direction: column;
  cursor: pointer;
}
.wrapper .icon i {
  color: #fff;
  transition: 0.4s linear;
}
.wrapper .tooltip {
  position: absolute;
  top: 0;
  font-size: 14px;
  background-color: #111;
  color: #16e8c7;
  padding: 5px 8px;
  border-radius: 5px;
  box-shadow: 0 10px 10px rgba(0, 0, 0, 0.1);
  opacity: 0;
  pointer-events: none;
  transition: all 0.3s cubic-bezier(0.68, -0.55, 0.265, 1.55);
}
.wrapper .icon::before,
.wrapper .icon::after {
  content: "";
  position: absolute;
  box-sizing: border-box;
  width: 100%;
  height: 100%;
  left: 0;
  top: 0;
  transition: 0.4s linear;
}
.wrapper .icon:hover .tooltip {
```

```css
  top: -45px;
  opacity: 1;
  visibility: visible;
  pointer-events: auto;
}
.wrapper .icon:hover span,
.wrapper .icon:hover .tooltip {
  text-shadow: 0 -1px 0 rgba(0, 0, 0, 0.1);
  transform: scale(0.8);
  transition: 0.4s linear;
}
.wrapper .icon:hover::before {
  border-radius: 50%;
  border-left: 4px solid;
  border-right: 4px solid;
  transform: skewX(20deg);
  color: #16e8c7;
  box-shadow: 0 0 0.1vw 0.4vw #000, 0 0 0.4vw 0.4vw #16e8c7,
    0 0 4vw 0.4vw #16e8c7, inset 0 0 1.5vw 0.2vw #16e8c7,
    inset 0 0 0.4vw 0.2vw #16e8c7, inset 0 0 0.5vw 0.2vw #000;
}
.wrapper .icon:hover::after {
  border-radius: 50%;
  border-left: 4px solid;
  border-right: 4px solid;
  transform: skewX(-20deg);
  color: #16e8c7;
  box-shadow: 0 0 0.1vw 0.2vw #000, 0 0 0.4vw 0.3vw #16e8c7,
    0 0 4vw 0.3vw #16e8c7, inset 0 0 1.5vw 0.2vw #16e8c7,
    inset 0 0 0.4vw 0.1vw #16e8c7, inset 0 0 0.5vw 0.1vw #000;
}
.footer-copyright {
  background-color: #0e0e0eb2;
}
```

3.11. responsive.css

```css
@media screen and (max-width: 994px) {
  .amountInCart {
    left: 25px;
    right: 0;
  }
  .sort{
    margin-bottom:10px;
  }
}
@media screen and (max-width: 769px) {
  .heading h1 {
    font-size: 30px;
  }
  .heading2 h3 {
    font-size: 22px;
  }
  .im-center {
    text-align: center;
  }
}
@media screen and (max-width: 427px) {
  .im-mb {
    margin-bottom: 0 !important;
  }
}
```

RSS

3.12. rss.xml

```xml
<?xml version="1.0" encoding="UTF-8" ?>
<rss version="2.0">

<channel>
  <title>Beyond Monopoly HomePage</title>
  <link>https://ivana-maricic.github.io/BeyondMonopoly/index.html</link>
  <description>New most played games!</description>
  <item>
    <title>Store</title>
    <link>https://ivana-maricic.github.io/BeyondMonopoly/index.html</link>
    <description>We updated our store!</description>
  </item>
</channel>

</rss>
```

JSON

3.13. products.json

```json
[
    {
        "id":1,
        "name":"Gloomhaven",
        "description":"anquish monsters with strategic cardplay. Fulfill your
quest to leave your legacy!",
        "price":{
            "oldPrice":230.99,
            "newPrice":139.99
        },
        "img":{
            "alt":"Gloomhaven",
            "src":"s1.png"
        },
        "manufacturerId":1,
        "yearId":4,
        "players":{
            "min":1,
            "max":4
        },
        "playingTime":"60-120",
        "moreInfo":"Gloomhaven is a game of Euro-inspired tactical combat in a
persistent world of shifting motives.Players will take on the role of a wandering
adventurer with their own special set of skills and their own reasons for
traveling to this dark corner of the world. Players must work together out of
necessity to clear out menacing dungeons and forgotten ruins. In the process,
they will enhance their abilities with experience and loot, discover new
locations to explore and plunder, and expand an ever-branching fueled by the
decisions they make. This is a game with a persistent and changing world that is
ideally played over many game sessions. After a scenario, players will make
decisions on what to do, which will determine how the story continues, kind of
like a "Choose Your Own Adventure" book. Playing through a scenario is a
cooperative where players will fight against automated monsters using an
innovative card system to determine the order of play and what a player does on
their turn. Each turn, a player chooses two cards to play out of their hand. The
number on the top card determines their initiative for the round. Each card also
has a top and bottom power, and when it is a player's turn in the initiative
order, they determine whether to use the top power of one card and the bottom of
the other, or vice-versa. Players must be careful, though, because over time they
will lose cards from their hands. If they take too long to clear a dungeon, they
may end up exhausted and be forced to retreat",
```

```json
        "popupId":"One",
        "categoryId":[1,2]
    },
    {
        "id":2,
        "name":"Exploding Kittens",
        "description":"Ask for favors, attack friends, see the future- whatever
it takes to avoid exploding!",
        "price":{
            "oldPrice":26.99,
            "newPrice":19.82
        },
        "img":{
            "alt":"Exploding Kittens",
            "src":"kittens.png"
        },
        "manufacturerId":1,
        "yearId":1,
        "players":{
            "min":2,
            "max":5
        },
        "playingTime":"15",
        "moreInfo":"Exploding Kittens is a kitty-powered version of Russian
Roulette. Players take turns drawing cards until someone draws an exploding
kitten and loses the game. The deck is made up of cards that let you avoid
exploding by peeking at cards before you draw, forcing your opponent to draw
multiple cards, or shuffling the deck. The game gets more and more intense with
each card you draw because fewer cards left in the deck means a greater chance of
drawing the kitten and exploding in a fiery ball of feline hyperbole.",
        "popupId":"Two",
        "categoryId":[3]
    },
    {
        "id":3,
        "name":"Pandemic Legacy",
        "description":"Mutating diseases are spreading around the world - can
your team save humanity?",
        "price":{
            "oldPrice":95.99,
            "newPrice":79.99
        },
        "img":{
            "alt":"Pandemic Legacy",
            "src":"s3.png"
```

```json
        },
        "manufacturerId":2,
        "yearId":3,
        "players":{
            "min":2,
            "max":4
        },
        "playingTime":"60",
        "moreInfo":"Pandemic Legacy is a co-operative campaign game, with an overarching story-arc played through 12-24 sessions, depending on how well your group does at the game. At the beginning, the game starts very similar to basic Pandemic, in which your team of disease-fighting specialists races against the clock to travel around the world, treating disease hotspots while researching cures for each of four plagues before they get out of hand. During a player's turn, they have four actions available, with which they may travel around in the world in various ways (sometimes needing to discard a card), build structures like research stations, treat diseases (removing one cube from the board; if all cubes of a color have been removed, the disease has been eradicated), trade cards with other players, or find a cure for a disease (requiring five cards of the same color to be discarded while at a research station). Each player has a unique role with special abilities to help them at these actions. After a player has taken their actions, they draw two cards. These cards can include epidemic cards, which will place new disease cubes on the board, and can lead to an outbreak, spreading disease cubes even further. Outbreaks additionally increase the panic level of a city, making that city more expensive to travel to. Each month in the game, you have two chances to achieve that month's objectives. If you succeed, you win and immediately move on to the next month. If you fail, you have a second chance, with more funding for beneficial event cards. During the campaign, new rules and components will be introduced. These will sometimes require you to permanently alter the components of the game; this includes writing on cards, ripping up cards, and placing permanent stickers on components. Your characters can gain new skills, or detrimental effects. A character can even be lost entirely, at which point it's no longer available for play.",
        "popupId":"Three",
        "categoryId":[1,3]
    },
    {
        "id":4,
        "name":"Gaia Project",
        "description":"Expand, research, upgrade, and settle the galaxy with one of 14 alien species.",
        "price":{
            "oldPrice":170.99,
            "newPrice":149.95
        },
```

```json
        "img":{
            "alt":"Gaia Project",
            "src":"gaia1.jpg"
        },
        "manufacturerId":1,
        "yearId":4,
        "players":{
            "min":3,
            "max":6
        },
        "playingTime":"240-480",
        "moreInfo":"Gaia Project is a new game in the line of Terra Mystica. As
in the original Terra Mystica, fourteen different factions live on seven
different kinds of planets, and each faction is bound to their own home planets,
so to develop and grow, they must terraform neighboring planets into their home
environments in competition with the other groups. In addition, Gaia planets can
be used by all factions for colonization, and Transdimensional planets can be
changed into Gaia planets.All factions can improve their skills in six different
areas of development — Terraforming, Navigation, Artificial Intelligence,
Gaiaforming, Economy, Research — leading to advanced technology and special
bonuses. To do all of that, each group has special skills and abilities.",
        "popupId":"Four",
        "categoryId":[2,4]
    },
    {
        "id":5,
        "name":"Caverna: The Cave Farmers",
        "description":"From a simple cave, expand your dwarven home through
mining, agriculture, and more.",
        "price":{
            "oldPrice":72.99,
            "newPrice":65.99
        },
        "img":{
            "alt":"Caverna: The Cave Farmers",
            "src":"caverna.jpg"
        },
        "manufacturerId":2,
        "yearId":2,
        "players":{
            "min":1,
            "max":7
        },
        "playingTime":"30-210",
```

        "moreInfo":"Following along the same lines as its predecessor (Agricola), Caverna: The Cave Farmers is a worker-placement game at heart, with a focus on farming. In the game, you are the bearded leader of a small dwarf family that lives in a little cave in the mountains. You begin the game with a farmer and his spouse, and each member of the farming family represents an action that the player can take each turn. Together, you cultivate the forest in front of your cave and dig deeper into the mountain. You furnish the caves as dwellings for your offspring as well as working spaces for small enterprises.It's up to you how much ore you want to mine. You will need it to forge weapons that allow you to go on expeditions to gain bonus items and actions. While digging through the mountain, you may come across water sources and find ore and ruby mines that help you increase your wealth. Right in front of your cave, you can increase your wealth even further with agriculture: You can cut down the forest to sow fields and fence in pastures to hold your animals. You can also expand your family while running your ever-growing farm. In the end, the player with the most efficiently developed home board wins. You can also play the solo variant of this game to familiarize yourself with the 48 different furnishing tiles for your cave. Caverna: The Cave Farmers, which has a playing time of roughly 30 minutes per player, is a complete redesign of Agricola that substitutes the card decks from the former game with a set of buildings while adding the ability to purchase weapons and send your farmers on quests to gain further resources. Designer Uwe Rosenberg says that the game includes parts of Agricola, but also has new ideas, especially the cave part of your game board, where you can build mines and search for rubies. The game also includes two new animals: dogs and donkeys.",
        "popupId":"Five",
        "categoryId":[1,4]
    },
    {
        "id":6,
        "name":"A Feast for Odin",
        "description":"Puzzle together the life of a Viking village as you hunt, farm, craft, and explore",
        "price":{
            "oldPrice":96.98,
            "newPrice":84.11
        },
        "img":{
            "alt":"A Feast for Odin",
            "src":"feast1.jpg"
        },
        "manufacturerId":1,
        "yearId":2,
        "players":{
            "min":1,
            "max":4

                },
                "playingTime":"30-120",
                "moreInfo":"A Feast for Odin is a saga in the form of a board game. You
        are reliving the cultural achievements, mercantile expeditions, and pillages of
        those tribes we know as Viking today — a term that was used Scandinavian
        ancestors, however, were much more than just pirates. They were explorers and
        founders of states. Leif Eriksson is said to be the first European in America,
        long before Columbus.In what is known today as Normandy, the intruders were not
        called Vikings but Normans. One of them is the famous William the Conqueror who
        invaded England in 1066. He managed to do what the king of Norway failed to do
        only a few years prior: conquer the Throne of England. The reason why the people
        of these times became such strong seafarers is due to their unfortunate
        agricultural situation. Crop shortfalls caused great distress.In this game, you
        will raid and explore new territories. You will also experience their day-to-
        day activities: collecting goods to achieve a financially secure position in
        society. In the end, the player whose possessions bear the greatest value will
        be declared the winner.",
                "popupId":"Six",
                "categoryId":[3,4]
            },
            {
                "id":7,
                "name":"Terra Mystica",
                "description":"Play fantastical factions. Expand your influence by
        terraforming and joining cults.",
                "price":{
                    "oldPrice":85.99,
                    "newPrice":79.99
                },
                "img":{
                    "alt":"Terra Mystica",
                    "src":"s51.jpg"
                },
                "manufacturerId":1,
                "yearId":2,
                "players":{
                    "min":2,
                    "max":5
                },
                "playingTime":"60-150",
                "moreInfo":"In the land of Terra Mystica dwell 14 different peoples in
        seven landscapes, and each group is bound to its own home environment, so to
        develop and grow, they must terraform neighboring landscapes into their home
        environments in competition with the other groups.Terra Mystica is a full
        information game, without any luck, that rewards strategic planning. Each player

governs one of the 14 groups. With subtlety and craft, the player must attempt to
rule as great an area as possible and to develop that group's skills. There are
also four religious cults in which you can progress. To do all that, each group
has special skills and abilities.Taking turns, the players execute their actions
on the resources they have at their disposal. Different buildings allow players
to develop different resources. Dwellings allow for more workers. Trading houses
allow players to make money. Strongholds unlock a group's special ability, and
temples allow you to develop religion and your terraforming and seafaring skills.
Buildings can be upgraded: Dwellings can be developed into trading houses;
trading houses can be developed into strongholds or temples; one temple can be
upgraded to become a sanctuary. Each group must also develop its terraforming
skill and its skill with boats to use the rivers. ",
        "popupId":"Seven",
        "categoryId":[1,3,4]
    },
    {
        "id":8,
        "name":"The Castles of Burgundy",
        "description":"Plan, trade, and build your Burgundian estate to
prosperity and prominence.",
        "price":{
            "oldPrice":55.59,
            "newPrice":49.99
        },
        "img":{
            "alt":"The Castles of Burgundy",
            "src":"burgundy1.jpg"
        },
        "manufacturerId":2,
        "yearId":2,
        "players":{
            "min":2,
            "max":4
        },
        "playingTime":"30-90",
        "moreInfo":"The game is set in the Burgundy region of High Medieval
France. Each player takes on the role of an aristocrat, originally controlling a
small princedom. While playing they aim to build settlements and powerful
castles, practice trade along the river, exploit silver mines, and use the
knowledge of travelers.The game is about players taking settlement tiles from the
game board and placing them into their princedom which is represented by the
player board. Every tile has a function that starts when the tile is placed in
the princedom. The princedom itself consists of several regions, each of which
demands its own type of settlement tile.The game is played in five phases, each
consisting of five rounds. Each phase begins with the game board stocked with

settlement tiles and goods tiles. At the beginning of each round all players roll their two dice, and the player who is currently first in turn order rolls a goods placement die. A goods tile is made available on the game board according to the roll of the goods die. During each round players take their turns in the current turn order. During his turn, a player may perform any two of the four possible types of actions: 1) take a settlement tile from the numbered depot on the game board corresponding to one of his dice and place it in the staging area on his player board, 2) take a settlement tile from the staging area of his player board to a space on his player board with a number matching one of his dice in the corresponding region for the type of tile and adjacent to a previously placed settlement tile, 3) deliver goods with a number matching one of his dice, or 4) take worker tokens which allow the player to adjust the roll of his dice. In addition to these actions a player may buy a settlement tile from the central depot on the game board and place it in the staging area on his player board. If an action triggers the award of victory points, those points are immediately recorded. Each settlement tile offers a benefit, additional actions, additional money, advancement on the turn order track, more goods tiles, die roll adjustment or victory points. Bonus victory points are awarded for filling a region with settlement tiles.",
        "popupId":"Eight",
        "categoryId":[2,3]

    },
    {
        "id":9,
        "name":"Brass: Birmingham",
        "description":"Build networks, grow industries, and navigate the world of the Industrial Revolution.",
        "price":{
            "oldPrice":75.99,
            "newPrice":67.49
        },
        "img":{
            "alt":"Brass: Birmingham",
            "src":"brass.jpg"
        },
        "manufacturerId":1,
        "yearId":4,
        "players":{
            "min":2,
            "max":4
        },
        "playingTime":"60-120",
        "moreInfo":"Brass: Birmingham is an economic strategy game sequel to Martin Wallace' 2007 masterpiece, Brass. Brass: Birmingham tells the story of

competing entrepreneurs in Birmingham during the industrial revolution, between
the years of 1770-1870.As in its predecessor, you must develop, build, and
establish your industries and network, in an effort to exploit low or high market
demands.The game is played over two halves: the canal era (years 1770-1830) and
the rail era (years 1830-1870). To win the game, score the most VPs. VPs are
counted at the end of each half for the canals, rails and established (flipped)
industry tiles.Birmingham features dynamic scoring canals/rails. Instead of each
flipped industry tile giving a static 1 VP to all connected canals and rails,
many industries give 0 or even 2 VPs. This provides players with the opportunity
to score much higher value canals in the first era, and creates interesting
strategy with industry placement.",
        "popupId":"Nine",
        "categoryId":[4]
    },
    {
        "id":10,
        "name":"Star Wars: Rebellion",
        "description":"Strike from your hidden base as the Rebels—or find and
destroy it as the Empire.",
        "price":{
            "oldPrice":120.99,
            "newPrice":99.95
        },
        "img":{
            "alt":"Star Wars: Rebellion",
            "src":"rebelion.jpg"
        },
        "manufacturerId":1,
        "yearId":4,
        "players":{
            "min":2,
            "max":4
        },
        "playingTime":"180-240",
        "moreInfo":"Experience the Galactic Civil War like never before. In
Rebellion, you control the entire Galactic Empire or the fledgling Rebel
Alliance. You must command starships, account for troop movements, and rally
systems to your cause. Given the differences between the Empire and Rebel
Alliance, each side has different win conditions, and you'll need to adjust your
play style depending on who you represent:As the Imperial player, you can command
legions of Stormtroopers, swarms of TIEs, Star Destroyers, and even the Death
Star. You rule the galaxy by fear, relying on the power of your massive military
to enforce your will. To win the game, you need to snuff out the budding Rebel
Alliance by finding its base and obliterating it. Along the way, you can
subjugate worlds or even destroy them.As the Rebel player, you can command dozens

of troopers, T-47 airspeeders, Corellian corvettes, and fighter squadrons.
However, these forces are no match for the Imperial military. In terms of raw
strength, you'll find yourself clearly overmatched from the very outset, so
you'll need to rally the planets to join your cause and execute targeted military
strikes to sabotage Imperial build yards and steal valuable intelligence. To win
the Galactic Civil War, you'll need to sway the galaxy's citizens to your cause.
If you survive long enough and strengthen your reputation, you inspire the galaxy
to a full-scale revolt, and you win.Featuring more than 150 plastic miniatures
and two game boards that account for thirty-two of the Star Wars galaxy's most
notable systems, Rebellion features a scope that is as large and sweeping as any
Star Wars game before it.",
        "popupId":"Ten",
        "categoryId":[2,3]
    },
    {
        "id":11,
        "name":"Terraforming Mars",
        "description":"Compete with rival CEOs to make Mars habitable and build
your corporate empire.",
        "price":{
            "oldPrice":80.99,
            "newPrice":69.95
        },
        "img":{
            "alt":"Terraforming Mars",
            "src":"mars.jpg"
        },
        "manufacturerId":1,
        "yearId":2,
        "players":{
            "min":1,
            "max":5
        },
        "playingTime":"120",
        "moreInfo":"In the 2400s, mankind begins to terraform the planet Mars.
Giant corporations, sponsored by the World Government on Earth, initiate huge
projects to raise the temperature, the oxygen level, and the ocean coverage until
the environment is habitable. In Terraforming Mars, you play one of those
corporations and work together in the terraforming process, but compete for
getting victory points that are awarded not only for your contribution to the
terraforming, but also for advancing human infrastructure throughout the solar
system, and doing other commendable things. The players acquire unique project
cards (from over two hundred different ones) by buying them to their hand. The
projects (cards) can represent anything from introducing plant life or animals,
hurling asteroids at the surface, building cities, to mining the moons of Jupiter

and establishing greenhouse gas industries to heat up the atmosphere. The cards can give you immediate bonuses, as well as increasing your production of different resources. Many cards also have requirements and they become playable when the temperature, oxygen, or ocean coverage increases enough. Buying cards is costly, so there is a balance between buying cards (3 megacredits per card) and actually playing them (which can cost anything between 0 to 41 megacredits, depending on the project). Standard Projects are always available to complement your cards.Your basic income, as well as your basic score, is based on your Terraform Rating (starting at 20), which increases every time you raise one of the three global parameters. However, your income is complemented with your production, and you also get VPs from many other sources.",
        "popupId":"Eleven",
        "categoryId":[3,4]
    },
    {
        "id":12,
        "name":"Spirit Island",
        "description":"Island Spirits join forces using elemental powers to defend their home from invaders.",
        "price":{
            "oldPrice":130.99,
            "newPrice":116.82
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        "img":{
            "alt":"Spirit Island",
            "src":"spirit.png"
        },
        "manufacturerId":1,
        "yearId":3,
        "players":{
            "min":1,
            "max":4
        },
        "playingTime":"90-120",
        "moreInfo":"n the most distant reaches of the world, magic still exists, embodied by spirits of the land, of the sky, and of every natural thing. As the great powers of Europe stretch their colonial empires further and further, they will inevitably lay claim to a place where spirits still hold power - and when they do, the land itself will fight back alongside the islanders who live there. Spirit Island is a complex and thematic cooperative game about defending your island home from colonizing Invaders. Players are different spirits of the land, each with its own unique elemental powers. Every turn, players simultaneously choose which of their power cards to play, paying energy to do so. Using combinations of power cards that match a spirit's elemental affinities can grant free bonus effects. Faster powers take effect immediately, before the Invaders

spread and ravage, but other magics are slower, requiring forethought and planning to use effectively. In the Spirit phase, spirits gain energy, and choose how / whether to Grow: to reclaim used power cards, to seek for new power, or to spread presence into new areas of the island.The Invaders expand across the island map in a semi-predictable fashion. Each turn they explore into some lands (portions of the island); the next turn, they build in those lands, forming settlements and cities. The turn after that, they ravage there, bringing blight to the land and attacking any native islanders present. The islanders fight back against the Invaders when attacked, and lend the spirits some other aid, but may not always do so exactly as you'd hoped. Some Powers work through the islanders, helping them (eg) drive out the Invaders or clean the land of blight.",
        "popupId":"Twelve",
        "categoryId":[1,2]
    }

]

3.14. years.json

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        "id":2,
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    {
        "id":3,
        "value":13
    },
    {
        "id":4,
        "value":14
    }
]
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3.15. categories.json

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        "name":"Fantasy"
    },
    {
        "id":2,
        "name":"Fighting"
    },
    {
        "id":3,
        "name":"Family"
    },
    {
        "id":4,
        "name":"Economic"
    }
]
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