

Board Game Database

TABLE OF CONTENTS

- I. What is Board Game Database?**
- II. DELIVERABLES**
- III. E-R DIAGRAM**
- IV. THE DATABASE** (created with sqllite 3.11.0)
 - A. Setting up the Database
- V. THE APPLICATION**
 - A. The Repository
 - B. Install Node.js
 - C. Install System Dependencies
 - D. Run the Application

I. WHAT IS BOARD GAME DATABASE

The Board Game Database is the Team 12 final project for SER 322 Database Management at Arizona State University.

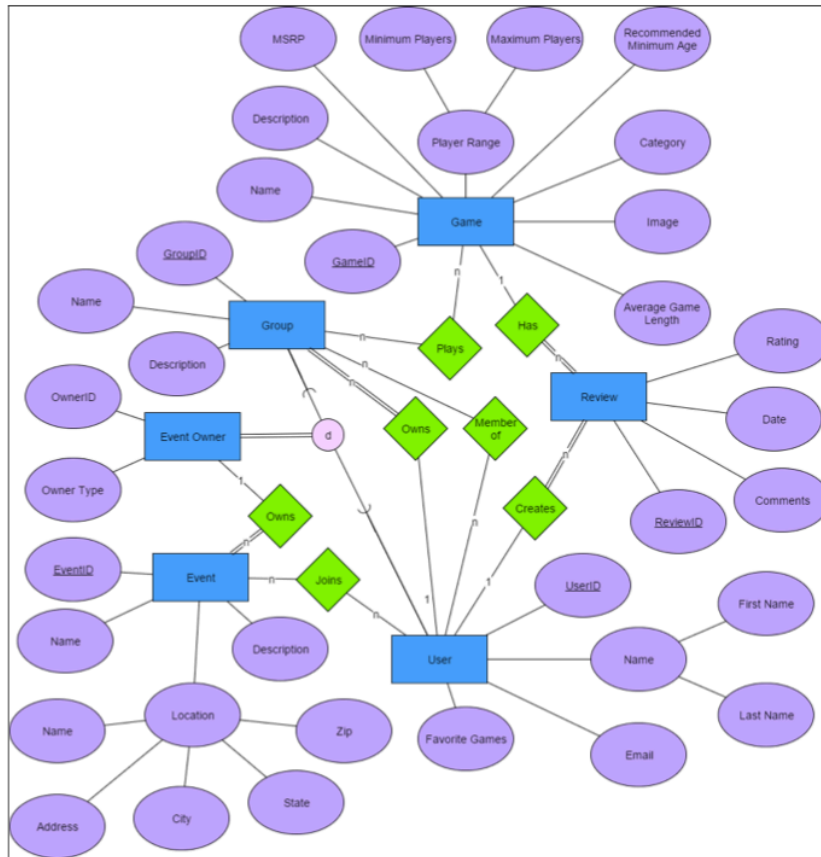
Group Members

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II. DELIVERABLES FOR THE PROJECT

1. Updated E-R diagram(s)
2. Scripts (create, insert/update statements) for creating and populating tables, SQL Queryscripts (select statements)
3. Complete source code for web application
4. Readme file with instructions on creating the database and setting up the web application

III. E-R DIAGRAM



VI. THE DATABASE

A. CREATE THE DATABASE

Navigate to the script..

For this example: /Users/elianna/Documents/GameDataBase/app

In terminal, type `chmod +x ./db.sh`

Type `./db.sh`

```
Elis-MacBook-Pro:app elianna$ chmod +x ./db.sh
Elis-MacBook-Pro:app elianna$ ./db.sh
Categories      FavoriteGames  GroupGames    Locations      Reviews
Events          Games          OwnerTypes    Users
Done!
Elis-MacBook-Pro:app elianna$
```

*** NOTE: The sqlite 3.11.0 database in the repo is already populated or run the following script against an empty sqlite database named "game.db"

V. THE APPLICATION

A. THE REPOSITORY

The repository is located here:

<https://github.com/JeffGillispie/BoardGameDatabase>

We used Eclipse to build and run the project locally.

B. INSTALL NODE.JS

Go here: <https://nodejs.org/en/> and install node.js Version 7.6.

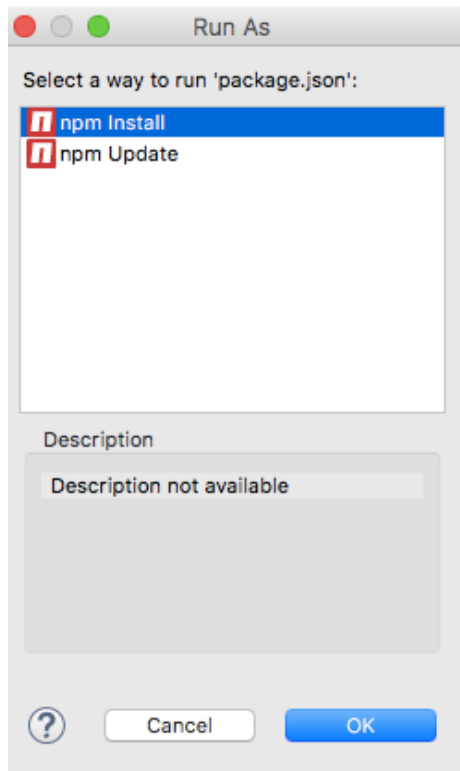
NOTE: This will also install NPM 4.1.2, which is the node.js package handler.

C. INSTALL SYSTEM DEPENDENCIES

Use this link...

<https://github.com/JeffGillispie/BoardGameDatabase/blob/master/package.json>

Use NPM to do the install the necessary packages.



This will install the following packages:

ejs: This is a template that lets you generate HTML markup with plain JavaScript.

express: This is a Node.js web application framework.

sqlite3: SQL client for node.js.

passport: Authentication middleware for Node.js.

passport-local: Authenticates user and pw in a Node.js application.

connect-flash: This is used for storing messages and is cleared after displaying text to the user.

bcrypt-nodejs: Stores encrypted passwords.

morgan: An HTTP request logger.

body-parser: Returns parsed json information.

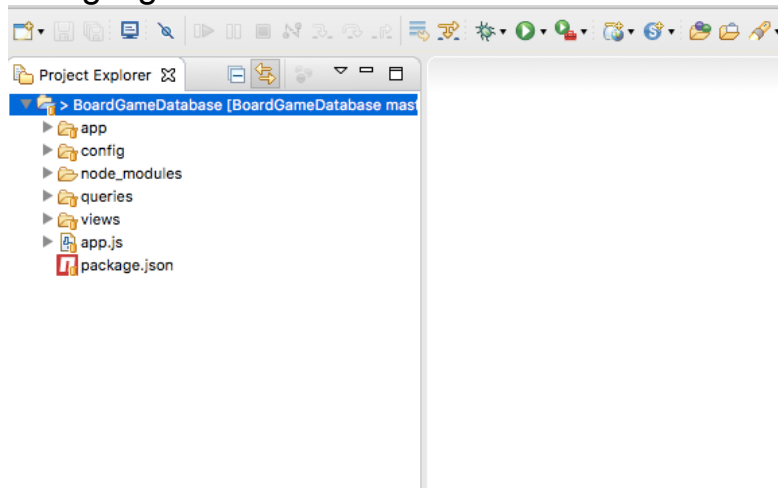
cookie-parser: Parses Cookie header and returns an object keyed by cookie names.

express-session: Manages a collection of HTTP requests.

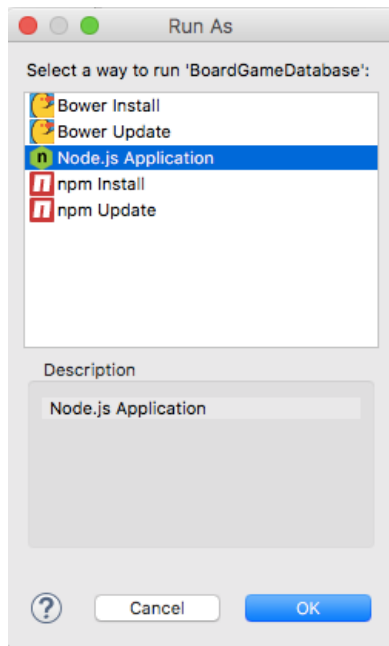
D. RUN THE APPLICATION

To run the application:

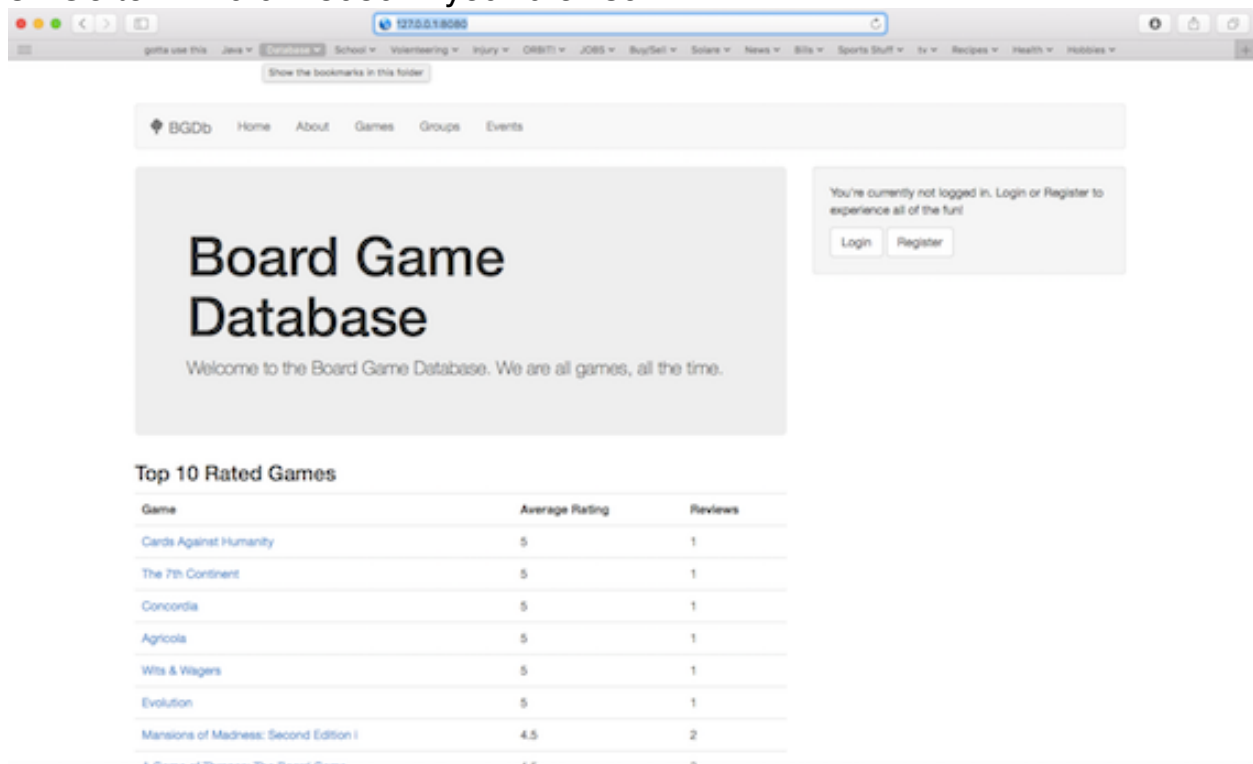
1. Highlight the “BoardGameDatabase master” folder and press run.



2. Choose the Node.js application



3. Go to 127.0.0.1:8080 in your browser.



4. Browse the site.