

Website Coursework Report

Lewis Jamieson

40273123@live.napier.ac.uk

Edinburgh Napier University - Advanced Web Technologies (SET09103)

1 Title

The Game Zone

2 Introduction

The Game Zone is a website which catalogs games into multiple categories (Figure 1). It is based on website encyclopedias like Wikipedia. The user has the ability to find games in the different categories of; the genre of the game, the platform of which the game was released on, the publisher of the game and the year in which the first version of each game was released. The user can also has the ability to look at the complete list of games which are recorded on this website. There is also a section of the website where users can contact the manager of the website, which allows the user to request games to be recorded and report any errors or issues with the site. Contact is done through text boxes and an image input (Figure 2).

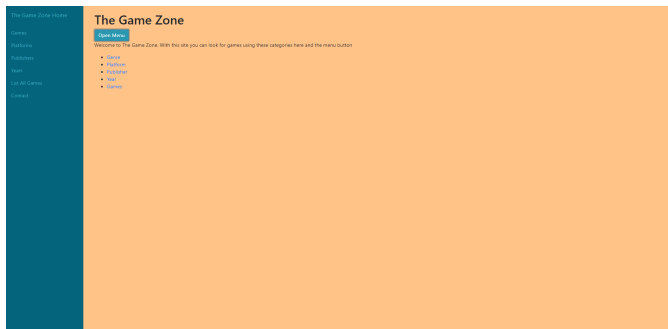


Figure 1: Home Screenshot - A screenshot of the home page showing the categories, with the sidebar open

3 Design

The website is linked together by a bootstrap side bar made by David Miller of the BlackrockDigital website. [1] The website has a menu button which links to the home, its sub-directories and the contact page(Figure 3). Every directory also has this menu button which opens the side bar, so the home page can be accessed anywhere on the site. From the home page, users go through each category. Selecting genre brings the user to where they can select first person shooter, strategy, platformer and role playing games. Year allows the user to look for games from a specific year. Platform lets

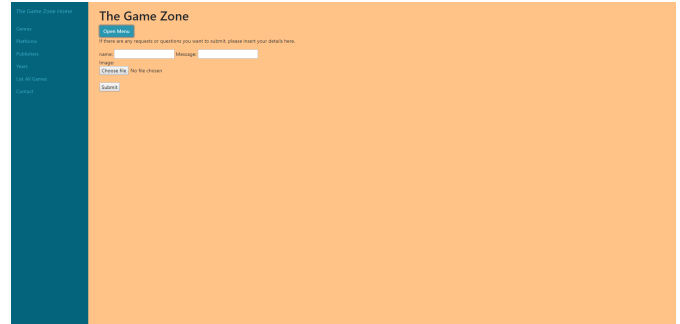


Figure 2: Contact Screenshot - A screenshot of the contact page showing the text boxes, image uploader and submit button, with the sidebar open

the user show games by what platform they were released on. Publishers shows games that were released by specific publishers. Games brings up all of the games stored on the website. When clicking on a game they are redirected to the game which is stored in the games directory, this was done so that there would not be a need for creating multiples of the same games for each category. Selecting a game would show its name, an image of the game [2], a list of the categories which the game fits in and a video related to the game [3] (Figure 4). Images for the games were collected from the website mobygames. The video were taken from Youtube. If the user tries to access a directory which does not exist they will be redirected to a custom 404 HTML page, which has the menu button allowing the user to go back to looking for games without clicking the go back button in their browser.

4 Enhancements

The website could be improved. If a login feature had been implemented, the users would be able to go through the process of creating an account. With these accounts, a way for logged in users to edit existing pages and create new entries and categories would have been created. Implementing this would have probably meant changing the website, so that it used JSON format files and there would be an edit mode which would probably use Javascript. To edit the user would click the button and the page would be editable and the changes would be sent to the python and saved on the JSON files. Doing this would be easier and safer than giving users access to the Python file directly though. Having a comment section at the bottom of each entry page would have allowed logged in visitors to have an area where they could discuss

References

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https://www.mobygames.com/game/alien-isolation/cover-art/gameCoverId,360468/
Videos were obtained from Youtube:
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7 Appendices

Images were obtain from MobyGames:

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https://www.mobygames.com/game/x-com-ufo-defense/cover-art/gameCoverId,166122/
https://www.mobygames.com/game/xcom-enemy-unknown/cover-art/gameCoverId,343300/
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https://www.mobygames.com/game/super-mario-bros/cover-art/gameCoverId,14507/
https://www.mobygames.com/game/super-mario-world/cover-art/gameCoverId,79892/
https://www.mobygames.com/game/sonic-the-hedgehog/cover-art/gameCoverId,12913/