

# ECE 421 Project 3 Design

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# 1 Server Backend

## 1.1 REST Endpoints

### 1.1.1 User Authentication

**POST** /api/v1/user/login/

**Description**

Logs in a user.

**Request Body Format**

Form Data

**Request Body Data**

user\_id = USER\_PROVIDED\_USERNAME

password = USER\_PROVIDED\_RAW\_PASSWORD

**Response Cookies**

ADD user\_auth\_token

**Response Status**

200 - If successful

401 - If user\_id and password do match an existing user

404 - If request body is malformed

**Known Issues**

Attempting to log in to another account when already logged will automatically log out the other user from the server's perspective. However this might pose a security concern (especially if user specific data gets cached in the future)

Currently accepts and processes requests without any method of form encryption (dangerously insecure)

**POST** /api/v1/user/logout/

**Description**

Logs out the currently logged in user.

**Request Cookies**

CONTAINS user\_auth\_token

**Response Cookies**

CLEAR user\_auth\_token

**Response Status**

200 - If successful

404 - If header doesn't contain cookie

**Known Issues**

Need to verify this removes the cookie in browser

**GET** /api/v1/user/verify/

**Description**

Verifies that the client's auth cookie matches a known user

**Request Cookies**

CONTAINS user\_auth\_token

**Response Status**

200 - If successful

404 - If header doesn't contain cookie

**Response Body Type**

JSON

**Response Body**

Username of authenticated user

**Known Issues**

Need to verify this removes the cookie in browser

**POST** /api/v1/user/register/

**Description**

Registers a new user.

**Request Body Format**

Form Data

**Request Body Data**

user\_id = USER\_PROVIDED\_USERNAME

password = USER\_PROVIDED\_RAW\_PASSWORD

**Response Cookies**

ADD user\_auth\_token

**Response Status**

200 - If user\_id and password match an existing user

401 - If user\_id and password do not match an existing user

404 - If request body is malformed

**Response Cookies**

ADD user\_auth\_token

**Response Status**

200 - If user\_id and password match an existing user

404 - If header doesn't contain cookie

**Known Issues**

Attempting to log in to another account when already logged will automatically log out the other user from the server's perspective. However this might pose a security concern (especially if user specific data gets cached in the future)

Currently accepts and processes requests without any method of form encryption (dangerously insecure)

Assumes client enforces proper password requirements

### 1.1.2 Match Records

**POST** /api/v1/user/records/add

**Description**

Registers match data for the current user

**Request Body Format**

JSON

**Request Body Data**

```
"start_time": START_TIME_IN_SECONDS_FROM_EPOCH_UTC_TIME,  
"game_id": {"Connect4", "OttoToot"},  
"cpu_level": {"Easy", "Medium", "Hard"},  
"duration": DURATION_IN_SECONDS,  
"result": {"Win", "Loss", "Tie"}
```

**Request Cookies**

CONTAINS user\_auth\_token

**Response Status**

200 - If successful

401 - If user\_auth\_token does match an existing user

404 - If request body is malformed

**Known Issues**

Does not verify "start\_time". Probably best to remove this field and use server time to log time upon recording.

**GET** /api/v1/user/records

**Description**

Retrieves all the match data from the current user sorted by most recent matches first

**Request Cookies**

CONTAINS user\_auth\_token

**Optional Request Query Parameters**

limit (default = 10)

Number of records to return at once

offset (default = 0)

Number of records to skip (for pagination)

before

Returns matches that happened before (UTC timestamp in seconds)

after

Returns matches that happened after (UTC timestamp in seconds)

sort\_by (default = starttime)

Value to sort by, can be either duration or starttime

**asc**  
Sort direction, defaults to false unless using **sort\_by=duration**

**filter**  
Only returns elements that match the filter specification (see examples for more info)

#### **Response Status**

200 - If successful  
404 - If header doesn't contain cookie

#### **Response Body Format**

JSON

#### **Response Body**

List of match records

#### **Known Issues**

Does not support any form of filtering or sorting other than listed  
Handles case where user doesn't exist by returning empty list instead of an error status  
Does not apply a maximum or minimum on limit values  
Should include a count of how many records there are in total

**GET** /api/v1/games/records

#### **Description**

Retrieves all the match data from the current user sorted by most recent matches first

#### **Request Cookies**

CONTAINS **user\_auth\_token**

#### **Optional Request Query Parameters**

**limit** (default = 10)  
Number of records to return at once

**offset** (default = 0)  
Number of records to skip (for pagination)

**before**  
Returns matches that happened before (UTC timestamp in seconds)

**after**  
Returns matches that happened after (UTC timestamp in seconds)

**sort\_by** (default = **starttime**)  
Value to sort by, can be either **duration** or **starttime**

**asc**  
Sort direction, defaults to false unless using **sort\_by=duration**

**filter**

Only returns elements that match the filter specification (see examples for more info)

**Response Status**

200 - If successful

**Response Body Format**

JSON

**Response Body**

List of match records

**Known Issues**

Does not have max and min values for `limit`

Should include a count of how many records there are in total

## 1.2 Backend Stack

The backend is implemented using `rocket(v0.5.0)` for the backend server framework. Through `rocket`'s database connection pool library we used `diesel` as the backend database library which interfaces with a `sqlite3` database.

The original design was to use `rocket(v0.4.4)` with a `mongodb` database through `rocket`'s database connection pool library. This would allow us to carry over the prior project's database with minimal issue. However we found that some of the dependencies had been removed from `crates.io` and therefore were not able to use `mongodb` with `rocket(v0.4.4)`. Sadly `rocket(v0.5.0)` does not support `mongodb` and we decided it was best to not homebrew a solution together. That is what led us to using `diesel` with a `sqlite3` database. We felt `diesel` was a better option than `rusqlite` with its CLI app to be able to create and run database migrations, embed migrations into the app so that the database could be built on first run as well as the compile time query checking saving a lot of potential headaches during development and for future development and saved on boilerplate code.

## 1.3 Admin CLI

A local database can be investigated and altered directly using `prj3_cli`. To use, run the CLI and when prompted specify a path for the database you wish to alter. If no database exists at the given path one will be created. Then use the next menu to perform various actions on the database.

# 2 Web Client

## 2.1 Pages

In `main.rs`, we defined routes to the following pages:

- `<Homepage/>`: The component for the homepage that routes to `/`
- `<Login/>`: The component for the login page that routes to `/login`. Users are able to create an account or log in to their account.
- `<Leaderboard/>`: The component for the leaderboard page that routes to `/leaderboard`. Users are able to view the top ten records for each of the games.
- `<Connect4/>`: The component for connect 4 that routes to `/games/connect4`. It also contains all the initial This page uses the components `<PlayScreen/>` and `<GameSetup/>`.
- `<Toot/>`: The component for TOOT and OTTO that routes to `/games/toototto`. This page also uses the components `<PlayScreen/>` and `<GameSetup/>`

## 2.2 Components

- `<GameSetup/>`: The component for the game setup screen for both `<Connect4/>` and `<Toot/>`. It uses the component `<RadioGroup/>`. This component displays the details of the game and explains how to play. It also gives you that ability to select a difficulty, board size, and disc color.
- `<RadioGroup/>`: A components for radio groups such as the radio groups used in `<GameSetup/>` where we have the radio groups difficulty, board size, and disc color.
- `<PlayScreen/>`: A component for the game. This generates the board and and handles input for the game.

# 3 Local Setup

## 3.1 Notice

The tutorial assumes you have the Rust toolchain installed on your system. Also, the install SQLite3 step is not necessary since `sqlite3` is compiled using

the library bundled with the `libsqlite3-sys` package, however this does increase the download size for the dependency but for environment consistency is recommended. Database initialization can be completed by running the CLI or running the server with the features mentioned in the tutorial.

## 3.2 Default Config

The default database path is `$PROJ_ROOT$/localdev.db`

The default port that the local web server serves on is 8080

The default port that the backend API server serves on is 8000

IMPORTANT: a proxy is set up for the API calls (see [Trunk.toml](#)) for the local web server that expects the backend API server to be running on the same machine on the port mentioned above. If you wish to change the port or host the backend API server on a different device you will need to update the proxy address in the mentioned config file.

## 3.3 Instructions

See the [readme](#) for information on setting up the environment and running the server backend and web client.

# 4 Key Design Considerations

## 4.1 Computerized Board

Using a computerized board provides several key advantages over a physical board. It allows a player to play against a computerized opponent meaning a player can play and have fun by themselves. It also allows the tracking of games and statistics, allowing players to compare themselves to other players. Using a computerized board also removes the need to manually check if a player has won or lost. A computerized board also prevents cheating.

In our program, the board state is represented as a vector with length `rows * columns`. We then provide methods that abstract access to the board state as if it were a matrix: for example, to access the slot at row 3 and column 5, we can calculate the index in the vector as `3 * columns + 5`.

## 4.2 Computerized Opponents

A computerized opponent is essentially code that tries to make smart decisions in order to win (i.e. beat the other player). This is done by attempting to determine the best move from the set of possible moves. This is done by giving each possible move a score by using an algorithm.



We use alpha-beta pruning to efficiently evaluate the score of a move (more on this [here](#)). We allow the user to select from 3 difficulties. To vary the difficulty, the algorithm performs less or more recursive calls before terminating.

### 4.3 Interface Components

There are many choices that exist for interface components:

- Color: an important design choice especially when designing for color vision deficiency. By choosing colors carefully and with contrast, we can accommodate for users with color vision deficiency. For example, a common color combination that is difficult for people who experience color blindness is red and green, so designers should avoid using them side by side.
- Font: having a readable font is essential, but tactfully using font sizes can be equally important. For example, having headers that are larger and more bold helps the reader recognize the text as being more important to read. Thinner or more small font can be used for descriptions or less important text.
- Dimension of windows: users should be able to use our website on monitors of all different sizes and devices of all kinds. For the design to still look appealing across devices, each component should be designed with the variation of dimensions in mind.
- Input types: there are a variety of different ways to take in user input and some are more intuitive in certain situations than others. We chose to make choosing the difficulty, board size, and disc color use radio buttons. Radio groups are a good design choice for this situation because only one of the radio buttons should be selected at a time. Similarly, getting text input for the log in/sign up information is a method that is intuitive and familiar to most users. Another input type we used was for the game. When selecting a column to place your piece, the entire column is highlighted when you hover on any cell in that column. This helps indicate to the user that you only have choice over the column and not the specific cell.

### 4.4 Exception Handling

In a GUI app exception handling must be taken with care. In a CLI app or script it might be acceptable to simply print out an error message and move on, or just panic on those rare slightly inconvenient to safely handle errors. However, for a GUI app this is much different because we always want to ensuring the app remains responsive and that the user has enough feedback from our app to determine what the next rational step should be. Since panicking in a GUI app might cause the app to freeze (especially a web app) this should be avoided and any errors that cannot be fixed (such as failed logout attempts) should be

reported to the user, so they are aware that something went wrong and can safely determine what the next step should be.

## 4.5 Development Tools

Development tools are important to have to be able to debug and verify a system outside of the server and client. We developed an Admin CLI tool to allow for us to create test data or find data in the database to verify the functionality of the server and web app. The CLI does NOT have support for directly testing the server APIs directly, instead other tools such as [Postman](#) were used to verify the API endpoints against test data.

## 4.6 UI Design Patterns

MVC and MVVM are UI application design patterns that help abstract the roles of the View (what the player sees/code that is rendered to screen), the Controller or ViewModel (the code that controls handling input from the view and updating the view when necessary) and the Model (the actual data the view represents, contains the business logic). These patterns are relevant because they help to determine where the abstractions should occur when creating the application so the application can be more readily changed/extended without much concern of impacting the entire application (ex: an update to a model's business logic is less likely to impact view code and view code changes are less likely to impact model code).

# 5 Known Issues

## 5.1 User Authentication

**UI: MISSING** No input validation is performed on the login/register forms. Empty forms can be submitted. Has not be found to cause any crashes, just possible security vulnerability.

**AUTH: MISSING** Username matching is case sensitive.

**AUTH: MISSING** No validation for usernames or passwords implemented on server.

**AUTH: MISSING** No validation made to verify when logging in the client doesn't already represent a valid user on server. However this has no impact right now, it is a potential future security vulnerability.

## 5.2 General UI

**UI: BUG** General UI issues such as unaligned text, dropdown menus not closing, etc

**UI: MISSING** No animations for game

### **5.3 Leaderboards**

**UI: MISSING** No way to filter CPU level or board size (filtering CPU level is implemented server-side though)

### **5.4 Match Record Database**

**DATABASE: MISSING** Way to classify board sizes for a match

**DATABASE: MISSING** Handling when a user account is deleted