

ITP 303 Final Project Summary

INSTRUCTIONS: Type out your answer directly below each question. If a question does not apply to your project, type in N/A. When finished, save this file as a PDF and upload it to the itpwebdev server via FileZilla. Then, add a link to this PDF in your student_page.html. Label it "Final Project Summary."

BASICS

Your name?

Ryan Chernus

What is the topic of your final project?

My project is intended to be a trading platform for sports teams as if they were stocks.

Who is the intended audience?

The intended audience is anyone who is interested in investing and in sports. The end goal is to build out a reliable platform that can serve as a form of investment within sports instead of being deemed gambling.

Provide a brief summary of the functionalities of your project.

My project allows for the creation and deletion of user accounts. When logged in you can view all of your current holdings on the home page as well as your remaining cash balance. The trade page allows for users to select a team and the number of shares in which they would like to purchase. If there is enough cash available, then users can add those shares to their portfolio. The Records page uses an API to get current up to date standings and statistics within the NBA. Prices is a page which simply displays the price of each team from the database that users are allowed to trade within the trade page. The about page is a summary of the platform with bios of the people involved with this project with links to their respective LinkedIn pages.

FRONT-END

What is the total page count?

There are 8 major pages if you include the separate login page, delete user page, and create user page. This does not include any confirmation pages such as the trade confirmation or the created user confirmation.

List the names of any external stylesheet used in this project below.

Login.css

List any CSS libraries/frameworks used in this project (e.g. Bootstrap) below.

Bootstrap

List any JavaScript libraries/frameworks used in this project below.

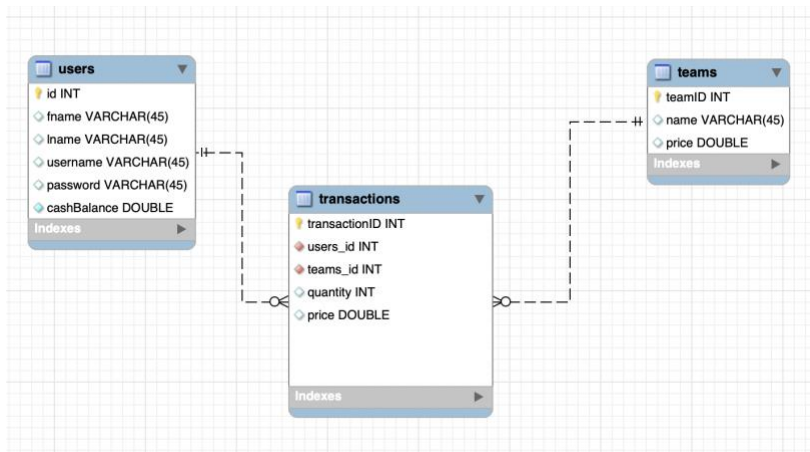
N/A

How does your project meet the Interactivity requirement?

The trade page has multiple things that fit the interactivity requirement. There is an alert if the user tries to overspend in addition to the team price and transaction totals changing based on user selection.

BACK-END

Attach a screenshot of the final database diagram (just the diagram, do not include any records) below.



Where in your project do you insert a record to the database (the 'C' in CRUD)?

1. User creation – signUpConfirm.php
2. Executing a trade – tradeConfirm.php

Where in your project do you search and display record(s) from the database (the 'R' in CRUD)?

- There is no search, but current holdings are retrieved from the database on the home page. – home.php
- Prices page retrieves all of the teams and their respective prices – prices.php

Where in your project do you update and existing record(s) the database (the 'U' in CRUD)?

- Trade confirmation page updates the users current cash balance in the database – tradeConfirm.php

Where in your project do you delete existing record(s) from the database (the 'D' in CRUD)?

- Delete users - deleteConfirm.php

MISC

What two “extra” requirements did you implement and where can they be found?

- API is used to display current rankings of the NBA
 - rankings.php
 - curl.php
 - rankings.js
- Sessions are used for user login and specific data needed throughout project.
 - Found on login page and used within trade confirmation.
 - Cannot access main pages without being logged in

If you used any APIs or JS plugins/frameworks as one of the extra requirements, list the name and a link to their documentation.

- Sportsdata.io
- <https://sportsdata.io/developers/api-documentation/nba#>
- <https://api.sportsdata.io/v3/nba/scores/json/Standings/2020?key=5175b50e6d214e01a89cb02d7a27a9e1>

If your project requires any admin credentials (i.e. only admin users can access a certain page), list the credentials below.

N/A

Provide any other information that you think the grader/instructor should know when grading your final project below.

I wanted to implement the ability to sell teams as well as buying with fluctuating prices, but it became too complicated. However, it would have been difficult to implement the fluctuating prices as my friend who is providing the prices does not have a way to constantly update them especially if they are only in my database. I worked very hard on this project and hope I was able to satisfy all of the requirements.