Java Web Development Basics

Spring Workshop – Part One

Heroes

Heroes is an web application where you can find vvictorious opponents. Database Requirements

The **Database** of the application needs to support:

User

- Has a **Username - String**
- Has a **Password - String**
- Has an **Email - String**
- Has a **Hero** - **Entity**

Hero

- Has a **Username - String**
- Has a **Gender – (Male, Female)**
- Has a **Level - Integer**
- Has a **Stamina - Integer**
- Has a **Strength - Integer**
- Has an **Attack - Integer**
- Has a **Defence - Integer**
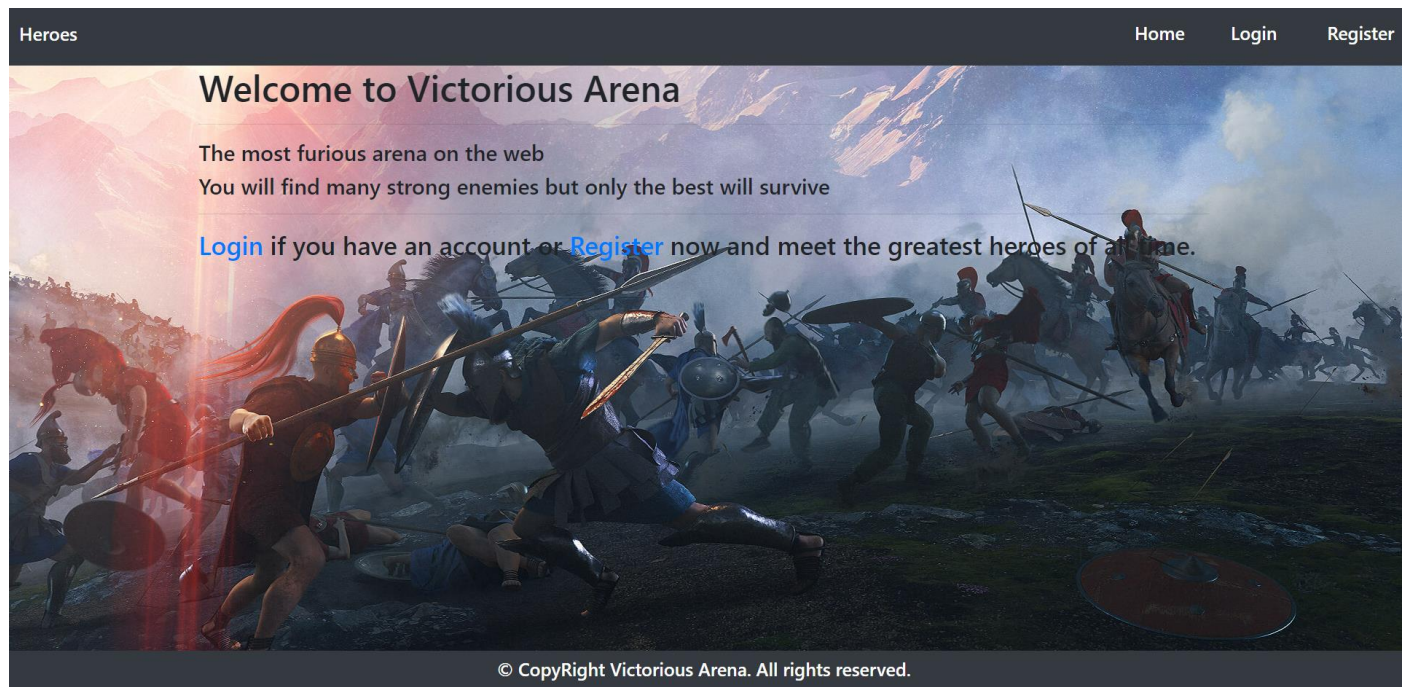- Has a **List<HeroItems>(Inventory)**
- Has **User - Entity**

Item

- Has a **Name - String**
- Has a **Slot(Weapon, Helmet, Pauldron, Pads, Gauntlets)**
- Has a **Stamina - Integer**
- Has a **Strength - Integer**
- Has an **Attack - Integer**
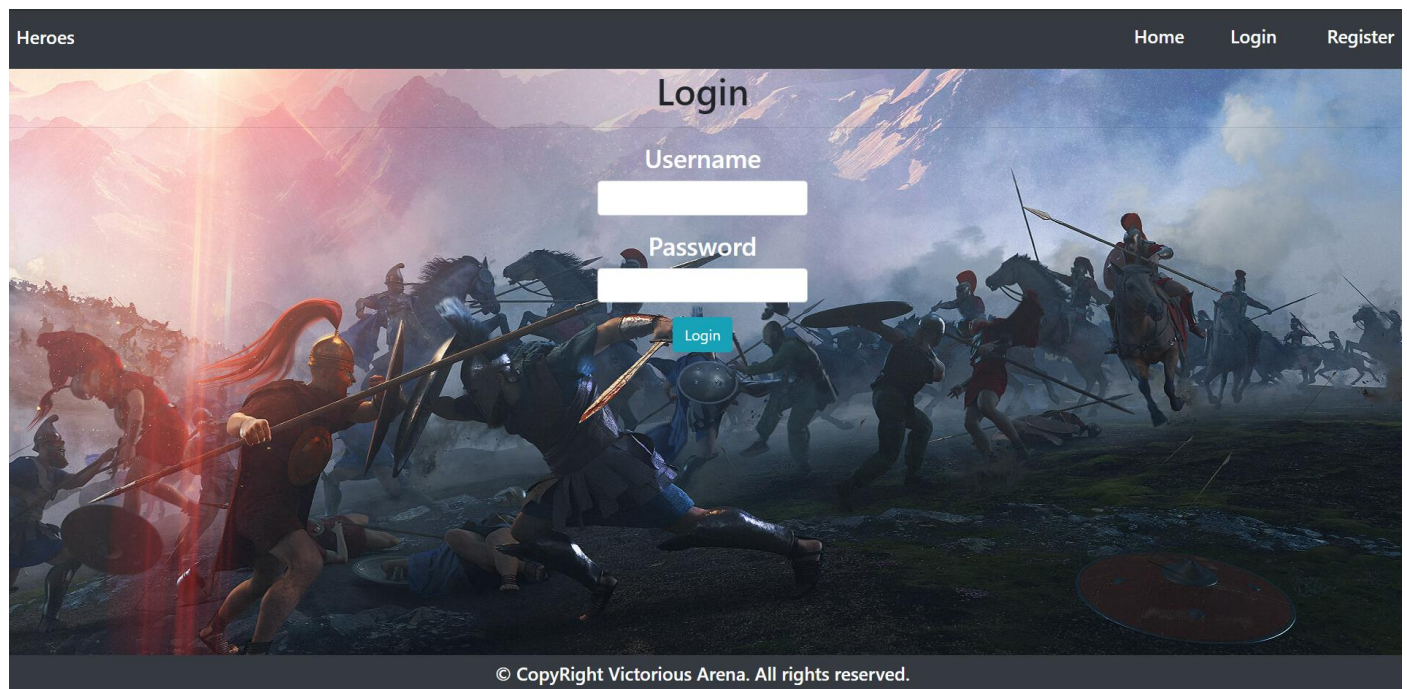- Has a **Defence - Integer**

Hero Items

- Has a **Hero - Entity**
- Has an **Item - Entity**

1. Templates

Index Template (route = "/") (logged out user)

Login Template (route = "/users/login") (logged out user)

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Register Template (route = "/users/register") (logged out user)

Home Template (route="/home") (logged in user)

Hero Create Template (route="/heroes/create") (logged in user)

Home Template (route="/home") (logged in user)

Home after hero is created.
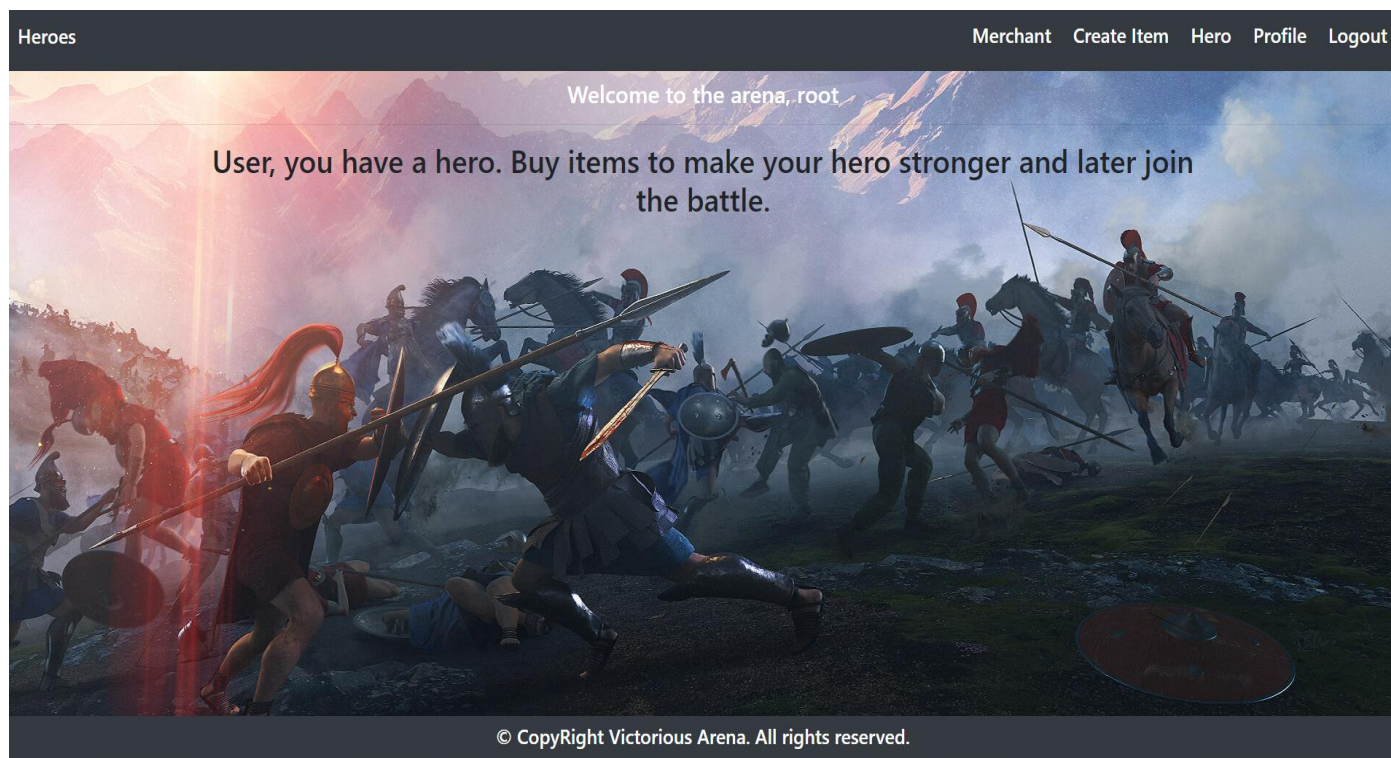
Profile Template (route="/users/profile") (logged in user)
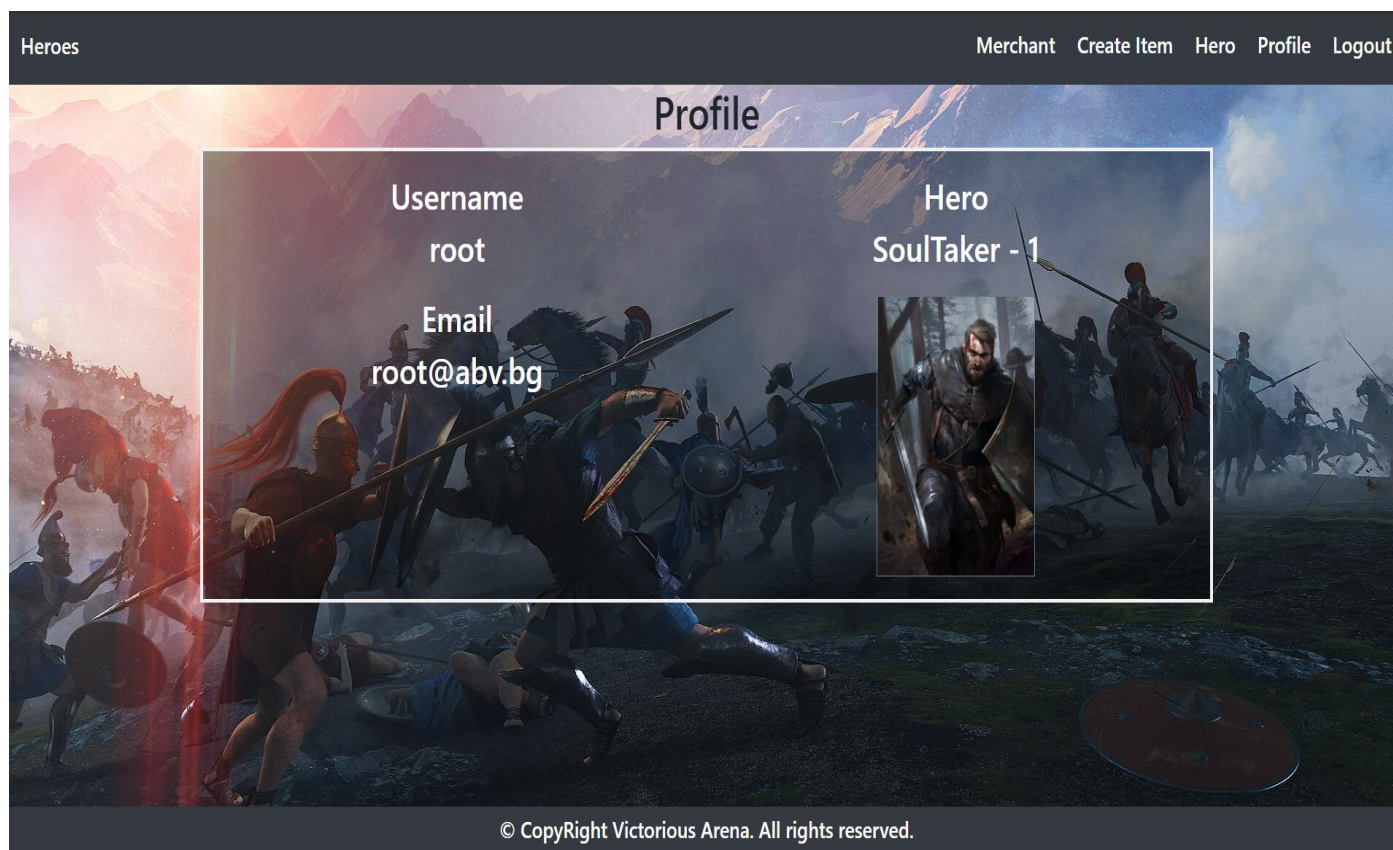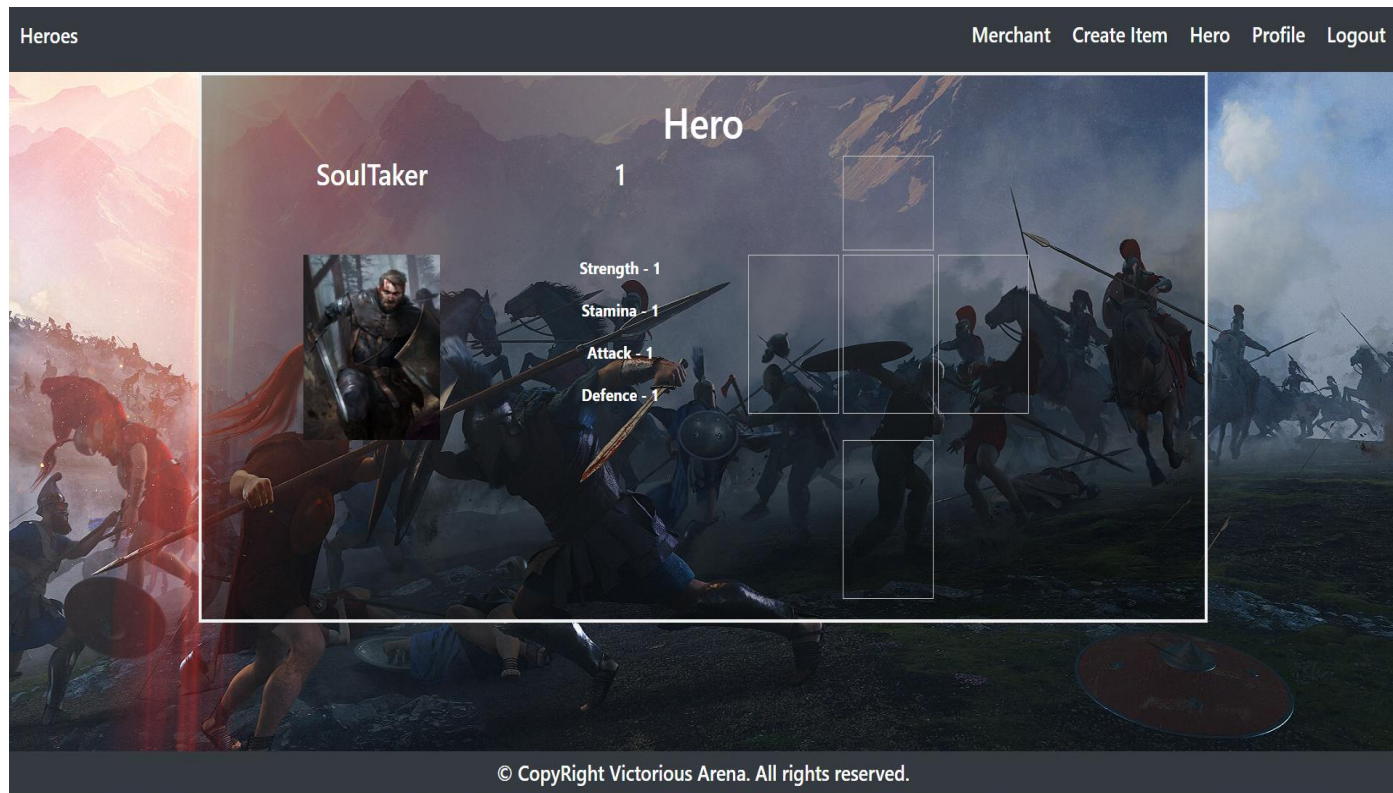

Hero Details Template (route="/heroes/details/(name)") (logged in user)

Create Item (route="/items/create") (logged in user)

Create Item

Name

WEAPON   HELMET   PAULDRON   PADS   GAUNTLETS

Stamina 0   Strength 0   Attack 0   Defence 0

Create Item

Merchant (route="/items/merchant") (logged in user)

Merchant

Name	Slot	Stamina	Strength	Attack	Defence	
Relentless	PADS	25	22	0	60	Buy
DragonScale	HELMET	15	10	0	40	Buy
Wrathfull	PAULDRON	45	30	0	80	Buy
Furious	GAUNTLETS	15	20	0	30	Buy
Glorenzelg	WEAPON	40	60	80	0	Buy

Hero Details (route="/heroes/details/(name)") (logged in user)

Hero details after we buy items.
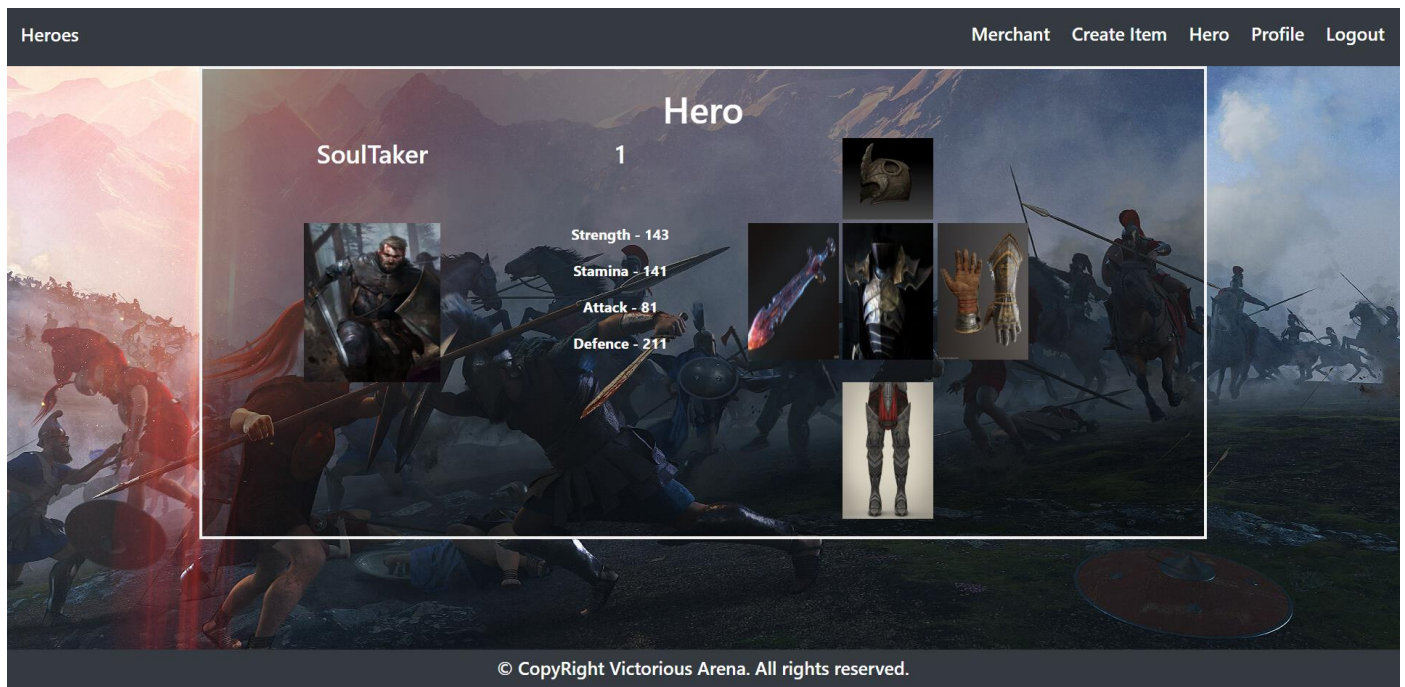
1. Functional Requirements

The **Functionality Requirements** describe the functionality that the **Application** must support.

The **application** should provide **Guest** (not logged in) users with the functionality to:

- **Login**
- **Register**
- **View** the **Index** page.

The **application** should provide **Users** (logged in) with the functionality to:

- **Logout**
- **Home**
- **Create Hero**
- **Create Item**
- **Profile**
- **Hero Details**
- **Merchant**

The **application** should **store** its **data** into a **MySQL** database, using **Hibernate** native.

User can have can only one Hero. When user has created a hero, he can access Merchant and Profile functionality.

On profile page you should see User – username and email, Hero – name, level and gender(appropriate picture).

After you create a item, it should appear in Merchant page. Each item needs to be shown in table like in the photo. When hero buys a item it will be added to his inventory. Hero can have only one weapon, helmet, pauldron, gauntlets or pads. After he buys a item, the item buy button should be hidden. When a hero buys a item his stats need to be updated with the item stats.

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