



**FPT ACADEMY INTERNATIONAL**  
**FPT – APTECH COMPUTER EDUCATION**

**PROJECT: Box Game**

**GROUP NO: 04**

**BATCH: T1.2112.E0**

## A. SYSTEM REQUIREMENTS:

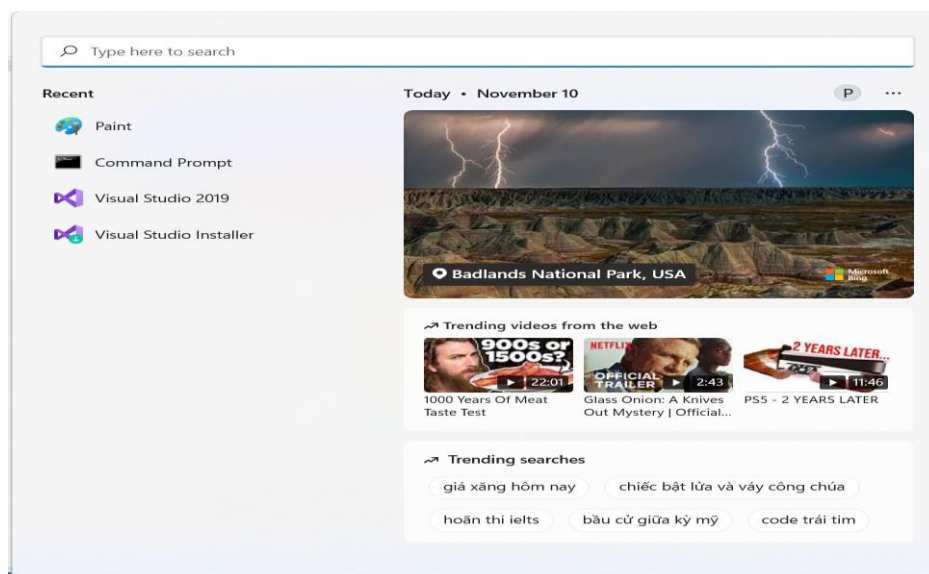
Sr.	Item	Description
1.	Operating system	Windows 7, 8, or higher
2.	Hardware	CPU Cores or better with 2 Gigabytes of RAM or better
3.	Web Browser	Version in later of: Edge, Firefox, Chrome, etc...
4.	Fonts	Standard font Unicode: Arial, Tahoma, Lucida Console, Times New Roman, etc...
5.	Other requirement	NodeJS, Git, XAMPP 7.3 or later   A working internet connection.

**Notes:** Do not install IDEs (Integrated Development Environment) on the system such as **MS Visual Code, Dreamweaver, Netbeans, etc.**

## B. Program Instrallation

### Step 1. Clone Project to Computer

- Open *Command Prompt (cmd)* – *Figure H1*



**Figure H1**

- (\*)
- Installation documentation is included with the installation disc, should follow the proper format which have clear and complete content for anyone to perform.
  - The Center performs the installation and give a notification of the protection list for successfully. Project not successfully installed is Fail.

- *Go to **htdocs** folder and Clone the Project with syntax as the figure H2*

***git clone https://github.com/MrLoc24/Box\_Game\_Store.git***

```
D:\New folder\htdocs>git clone https://github.com/MrLoc24/Box_Game_Store.git
Cloning into 'Box_Game_Store'...
remote: Enumerating objects: 5131, done.
remote: Counting objects: 100% (21/21), done.
remote: Compressing objects: 100% (19/19), done.
remote: Total 5131 (delta 4), reused 6 (delta 1), pack-reused 5110
Receiving objects: 100% (5131/5131), 79.23 MiB | 1.46 MiB/s, done.
Resolving deltas: 100% (2157/2157), done.
Updating files: 100% (2360/2360), done.

D:\New folder\htdocs>
```

Figure H2

## Step 2. Install Dependencies

- *In Visual Studio Code, open **BoxGame** Project Folder.*
- *Choose Terminal/New Terminal,*

### 2.1. Install **Composer** with syntax as the figure H3

***composer install***

```
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL

Windows PowerShell
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PS D:\New folder\htdocs\Box_Game_Store> composer install
Installing dependencies from lock file (including require-dev)
Verifying lock file contents can be installed on current platform.
Package operations: 110 installs, 0 updates, 0 removals
- Installing symfony/translation-contracts (v3.1.1): Extracting archive
- Installing symfony/polyfill-mbstring (v1.26.0): Extracting archive
- Installing symfony/translation (v6.1.6): Extracting archive
- Installing symfony/polyfill-php80 (v1.26.0): Extracting archive
- Installing nesbot/carbon (2.62.1): Extracting archive
- Installing voku/portable-ascii (2.0.1): Extracting archive
- Installing symfony/polyfill-ctype (v1.26.0): Extracting archive
- Installing phpoption/phpoption (1.9.0): Extracting archive
- Installing graham-campbell/result-type (v1.1.0): Extracting archive
- Installing vlucas/phpdotenv (v5.5.0): Extracting archive
- Installing symfony/css-selector (v6.1.3): Extracting archive
```

Figure H3

### 2.2. Install **npm** with syntax as the figure H4

***npm install***

```
PS D:\New folder\htdocs\Box_Game_Store> npm install

added 26 packages, and audited 27 packages in 4s

6 packages are looking for funding
  run 'npm fund' for details

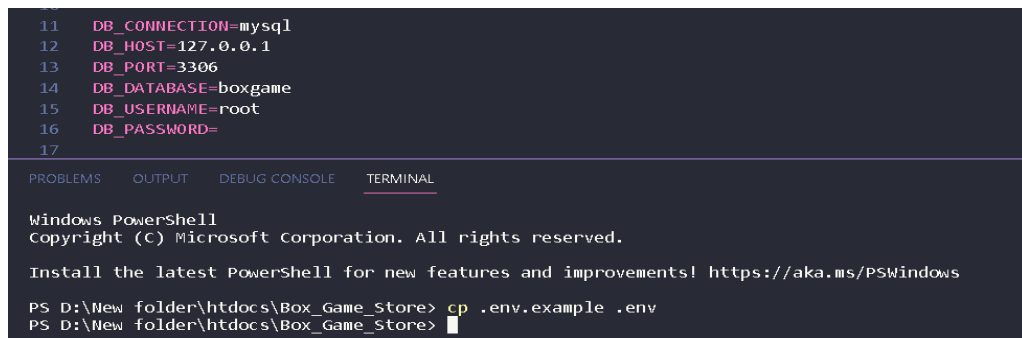
found 0 vulnerabilities
PS D:\New folder\htdocs\Box_Game_Store>
```

Figure H4

### Step 3. Setup `.env` file and `Model.php` file

#### 3.1. Syntax as the figure H6

`cp .env.example .env`



```

11 DB_CONNECTION=mysql
12 DB_HOST=127.0.0.1
13 DB_PORT=3306
14 DB_DATABASE=boxgame
15 DB_USERNAME=root
16 DB_PASSWORD=
17
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL
Windows PowerShell
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PS D:\New folder\htdocs\Box_Game_Store> cp .env.example .env
PS D:\New folder\htdocs\Box_Game_Store>

```

Figure H6

#### 3.2. Change and Add



```

Box_Game_Store > .env
1 APP_NAME=BoxGame
2 APP_ENV=local
3 APP_KEY=
4 APP_DEBUG=true
5 APP_URL=http://localhost
6

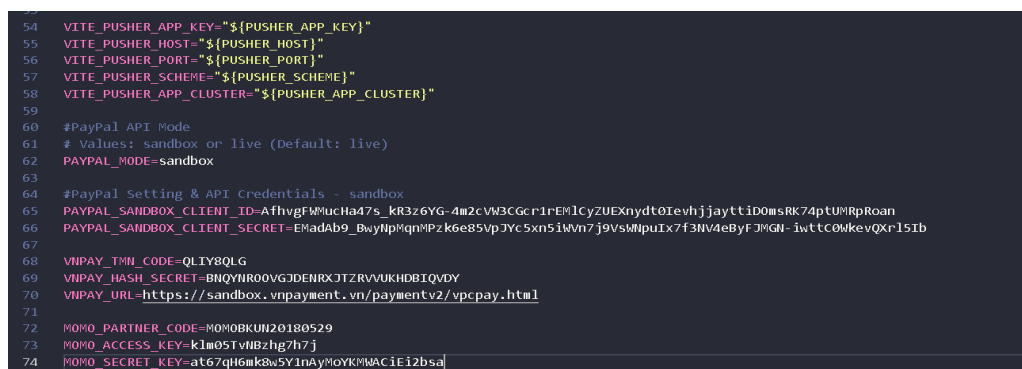
```



```

31 MAIL_MAILER=smtp
32 MAIL_HOST=smtp.gmail.com
33 MAIL_PORT=465
34 MAIL_USERNAME=xboxgamert12112e0@gmail.com
35 MAIL_PASSWORD=pibnsbkuzrgyvqbX
36 MAIL_ENCRYPTION=null
37 MAIL_FROM_ADDRESS="xboxgamert12112e0@gmail.com"
38 MAIL_FROM_NAME="${APP_NAME}"

```



```

54 VITE_PUSHER_APP_KEY="${PUSHER_APP_KEY}"
55 VITE_PUSHER_HOST="${PUSHER_HOST}"
56 VITE_PUSHER_PORT="${PUSHER_PORT}"
57 VITE_PUSHER_SCHEME="${PUSHER_SCHEME}"
58 VITE_PUSHER_APP_CLUSTER="${PUSHER_APP_CLUSTER}"
59
60 #PayPal API Mode
61 # Values: sandbox or live (Default: live)
62 PAYPAL_MODE=sandbox
63
64 #PayPal Setting & API Credentials - sandbox
65 PAYPAL_SANDBOX_CLIENT_ID=AfhvgFWmucHa47s_kR3z6YG-4m2cVM3CGcr1rEM1CyZUEXnydt0IevhjJayttiD0msRK74ptUMRpRoan
66 PAYPAL_SANDBOX_CLIENT_SECRET=EMadAb9_BwyNpMqnMPzK6e85VpJYc5Xn5iWVn7j9VsMlpuIx7f3NV4eByfJMGn- iwttcOMkevQXr15Ib
67
68 VNMPAY_TMN_CODE=QLTY8QLG
69 VNMPAY_HASH_SECRET=BNQVNIRO0VG3DENRXJTZRVVUKHDBIQVDY
70 VNMPAY_URL=https://sandbox.vnpayment.vn/paymentv2/vpcpay.html
71
72 MOMO_PARTNER_CODE=MOMOBKUN20180529
73 MOMO_ACCESS_KEY=k1m0STvNBzhg7h7j
74 MOMO_SECRET_KEY=at67qH6mk8w5Y1nAyMoYKMMACiEi2bsa

```

### 3.3. *Open file Vendor/Laravel/Framework/Src/Illuminate/Database/Eloquent/Model.php and Change*

```

53
54 * @var string
55 */
56 protected $primaryKey = 'userID';
57 /**
58  * The "type" of the primary key ID.
59  *
60  * @var string
61  */
62 protected $keyType = 'string';
63
64 /**
65  * Indicates if the IDs are auto-incrementing.
66  *
67  * @var bool
68  */
69 public $incrementing = false;
70

```

#### Step 4. Setup Database

- In **XAMPP Control Panel**, click **start** button Apache and MySQL as the **figure H7**
- Click **Admin** button to open **MySQL**

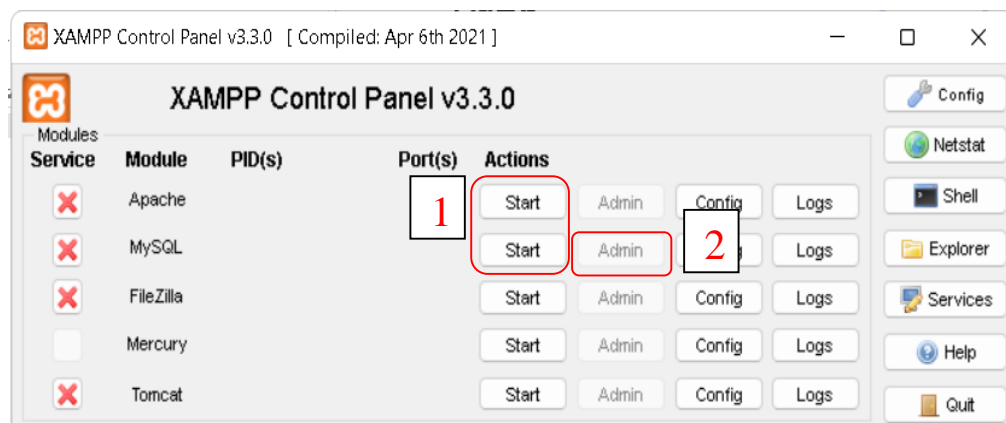


Figure H7

#### 4.1. *Import BoxGame\_Group04\_DB.sql file in phpMyAdmin as the figure H8*

- In **phpMyAdmin**
- Click **Import** toolbar, choose **Choose File** button,
- Select **BoxGame\_Group04\_DB.sql** in **Box\_Game\_Store** folder click **Open**.
- Click **Import** button at the end of the screen to finish.

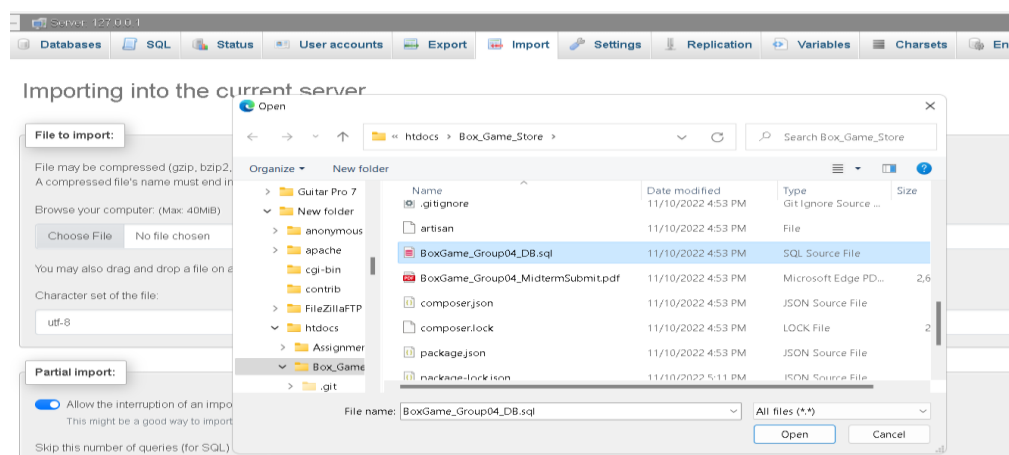


Figure H8

#### 4.2. Import *button* at the the end of the screen as the *figure H9*



Format-specific options:

SQL compatibility mode:

NONE

☒ Do not use AUTO\_INCREMENT for zero values

Import

Figure H

#### Step 5. Generate a key

- Return Visual Studio Code,
- Click View/Terminal
- Generate a key with *syntax* as the *figure H10*

**php artisan key:generate**

```
PS D:\New folder\htdocs\Box_Game_Store> php artisan key:generate
INFO Application key set successfully.
PS D:\New folder\htdocs\Box_Game_Store> |
```

Figure H10

#### Step 6. Execute the SASTutorial

- Start server with *syntax* as the *figure H11*

```
PS D:\New folder\htdocs\Box_Game_Store> php artisan serve
INFO Server running on [http://127.0.0.1:8000].
Press Ctrl+C to stop the server
|
```

Figure H11

## C. Successful test

- *Open Web Browser, type Laravel development server (Username: **loc**, Password: **12345678**).*
- *Homepage should be displayed as described in the documentation.*

