

TIKKACHU NINTINDER Spring 2018

Overview

Our application takes the powerful matchmaking properties of the dating app *Tinder* and targets a whole new user base: gamers. Nintinder helps bring gamers together and make the most out of their gaming experience. Users will set up a profile that captures their primary interests and what they are looking for. Using this information, Nintinder will bring forward the best users who fit the description. Ultimately, users will be able to decide if they are interested in connecting with those suggested users or not. Nintinder will also feature a social feed where players can post status updates, share game results, post about gaming events, and much more. For all of your gaming needs, Nintinder is the one-stop solution for the optimal gaming experience.

Team Members

Johan Pereira, Raymond Liu, Daniel Zhang, Kush Patel, Oliver Pang, and Bhishma Pant

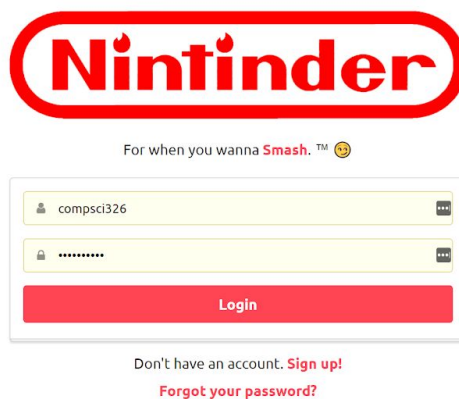
Github Repository

<https://github.com/Philosobyte/nintinder>

User Interface

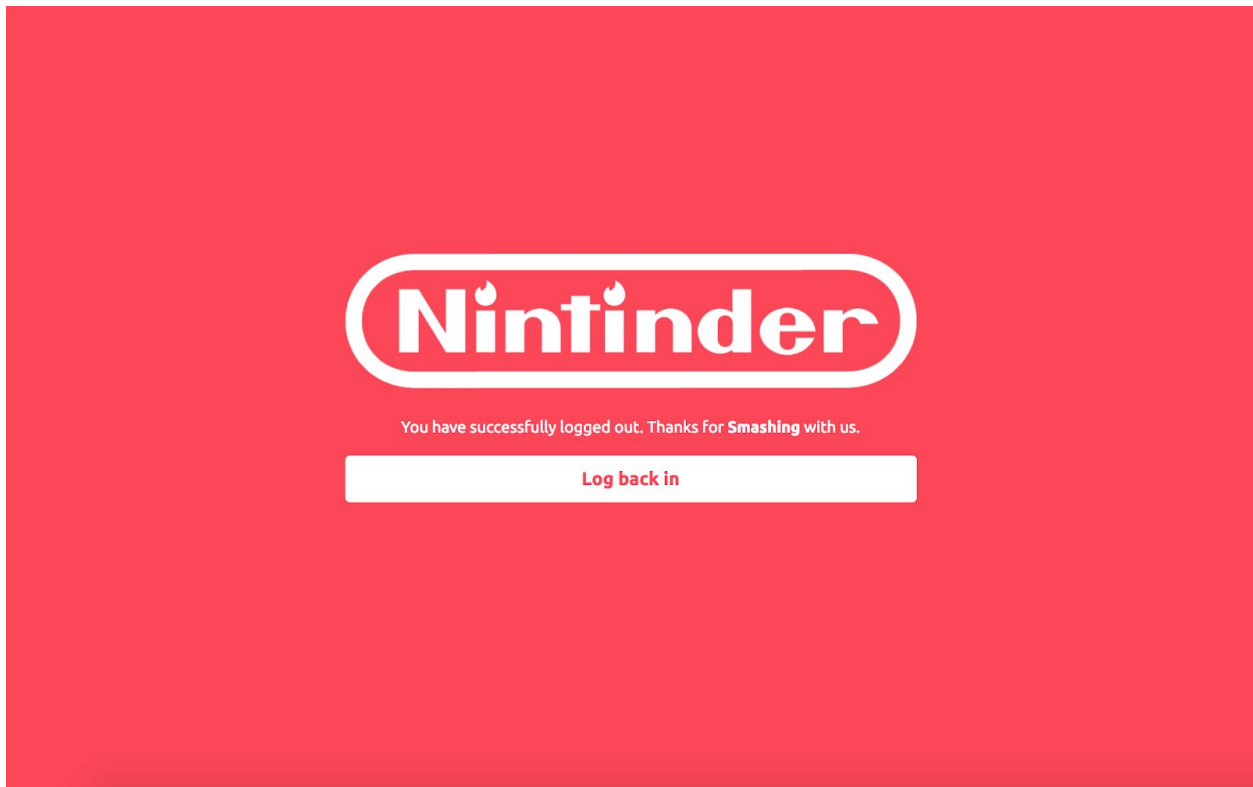
Overall, each view is broken into three sections: the header bar, the sidebar and the main-content. The header bar and sidebar HTML is all contained in `base_generic.html`. On the other hand, main-content contains the individual pages (e.g. `profile.html`, `achievements.html`, etc.) with the dynamically generated information.

Login - Login to Django auth and our website

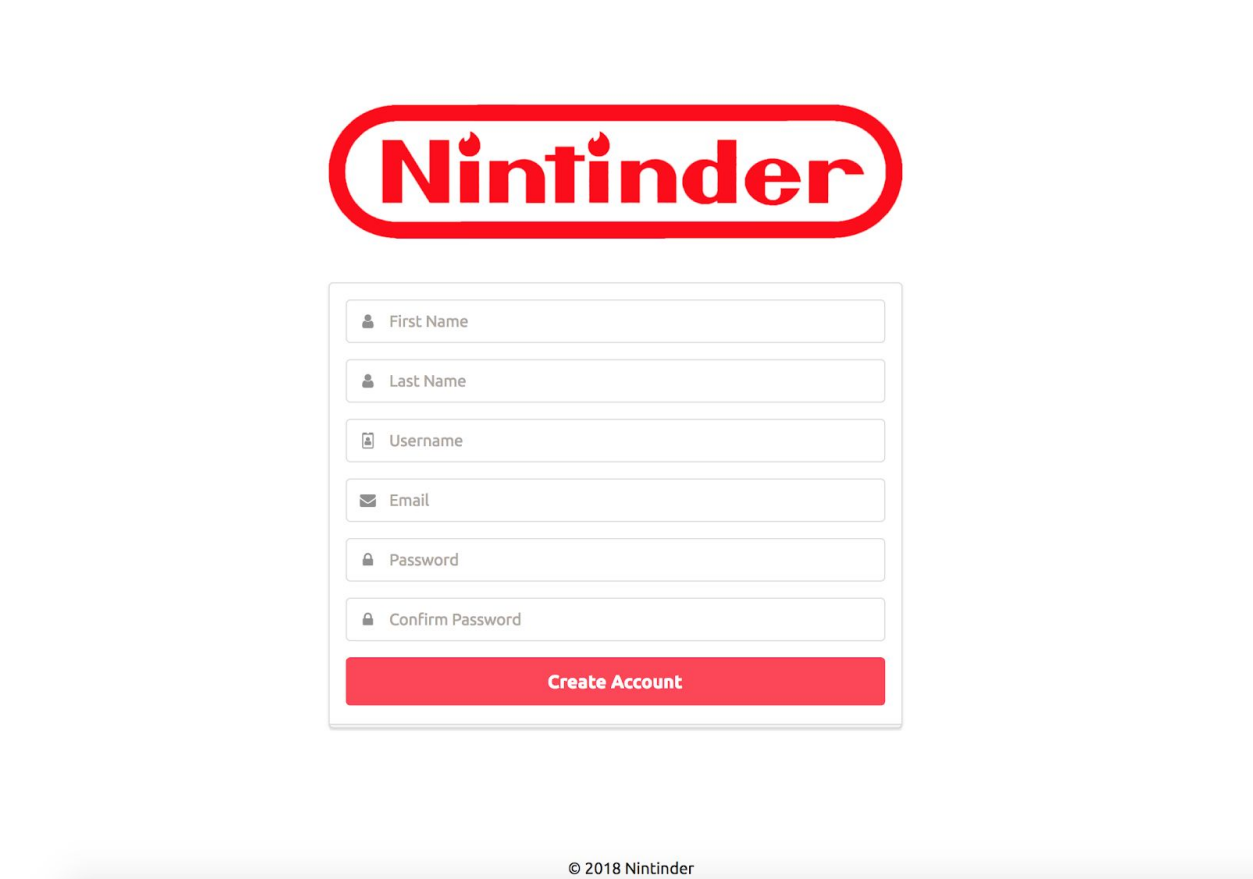


The image shows a login form for 'Nintinder'. At the top is the 'Nintinder' logo in red text inside a red rounded rectangle. Below the logo is the tagline 'For when you wanna Smash.™ 😄'. The login form itself is a white box with a yellow border. It contains two input fields: the first is for a username with the placeholder 'compsci326' and a user icon; the second is for a password with a lock icon and masked characters. Below these fields is a red 'Login' button. At the bottom of the form, there are two links: 'Don't have an account. Sign up!' and 'Forgot your password?'.

Logout - Logout of currently authenticated account



Sign-up - Create new account



Feed - Show events / updates from friends

Nintinder

Search...

Search

Gaurab Pant

The Latest Plug

See all the activities from your friends partaking in the gaming world.

Filter Posts

Face-Off

Game History

Gaurab Pant beat Raymond Liu 12 points to 4 in Chess.

Like

Challenge Dan

New Game

Friend Activity

Kush Patel just bought The Elder Scrolls V: Skyrim.

Like

Join Kush

Upcoming Event

Game Activity

Johan Pereira and three others are playing a game of Super Smash Bros. Brawl tomorrow.

Like

Request

Recent Match

Friend Activity

Johan Pereira just matched Ariana Grande.

Like

Request

Recent Achievement

Friend Activity

Johan Pereira just earned the Mario Trophy

Like

Request

Matches - Match with other users that share your interests

Nintinder

Search...

Search

Johan Pereira

Make Your Match

Pick the gamers you want to make your friends! Don't be mean.

Johan Pereira, 3 people would like to play you!

PREV

reater than yours!

Xavier Rodman

Games: | The Elder Scrolls V: Skyrim for Xbox 360 | The Elder Scrolls V: Skyrim for Xbox One | The Elder Scrolls V: Skyrim for PC | The Legend of Zelda: Breath of the Wild for Nintendo Switch | League of

Raymond Liu

Games: | League of Legends f the Wild for Wii U |

Add Friend

Ignore

Profile - Displayed profile for both you and other users

The screenshot shows the profile page of 'Gaurab Pant' (@gerard) on the Nintinder website. The header is red with the Nintinder logo, a search bar, and the user's name. The profile banner features a space-themed image with a planet and nebula. The user's profile picture is a character in a green helmet. Below the profile picture, there are tabs for 'Friends' (0), 'Achievements' (3), and 'Games' (2). A list of achievements is displayed, including 'Mario Trophy' for Super Smash Bros. Brawl for Wii, 'Mario Finale Trophy' for Super Smash Bros. Brawl for Wii, and 'Mario Trophy' for Super Smash Bros. Melee for GameCube. Two game covers are shown at the bottom.

Settings - Change user information / other settings

The screenshot shows the 'Settings' page for the user 'Gaurab Pant'. The header is red with the Nintinder logo, a search bar, and the user's name. The main content area is white and contains a 'Settings' section with a user icon and the text 'Customize to your hearts content!'. Below this, there are input fields for 'Email' (gpant@gmail.com), 'First Name' (Gaurab), 'Last Name' (Pant), 'Date of Birth' (2018-04-17), and 'Password' (masked). A 'Change Password' button is located below the password field. There are also buttons for 'Save' and 'Discard'. To the right of the input fields, there is a profile picture of the user and a 'Gaurab Pant' label. Below the profile picture, there are buttons for 'Connect to Facebook' and 'Connect to Twitter'. At the bottom, there is an 'Application Settings' section with a gear icon and the text 'Manage your preferences'. Below this, there is a 'Theme' section.

Achievements - Shows completed achievements and those to be completed for user's interests

Gaurab Pant

GAURAB'S ACHIEVEMENTS

All your trophies and medals, all in one place

Completed

Mario Trophy
Super Smash Bros. Brawl on Wii

Mario Finale Trophy
Super Smash Bros. Brawl on Wii

Mario Trophy
Super Smash Bros. Melee on GameCube

Incomplete

Games - Shows a user's games and other games available to add

Johan Pereira

JOHAN'S GAMES

All your games, all in one place

Your Games

The Elder Scrolls V: Skyrim
Xbox One
Released: Oct. 28, 2016
Publisher: Bethesda Softworks

The Elder Scrolls V: Skyrim
PC
Released: Nov. 11, 2011
Publisher: Bethesda Softworks

The Legend of Zelda: Breath of the Wild
Nintendo Switch
Released: March 3, 2017
Publisher: Nintendo


League of Legends
PC
Released: Oct. 27, 2009
Publisher: Riot Games

Other Games

Password Reset - Email submission screen for the user requesting a reset



Password Reset

 example@gmail.com

Send Email

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Password Reset Done - Confirmation screen that an email has been sent



We've emailed you instructions for setting your password, if an account exists with the email you entered. You should receive them shortly.

If you don't receive an email, please make sure you've entered the address you registered with, and check your spam folder.

[Back to Login](#)

© 2018 Nintinder

Password Reset Confirm - Field to enter new password



Change Password

Submit

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Password Reset Complete - Confirmation screen that password has been reset

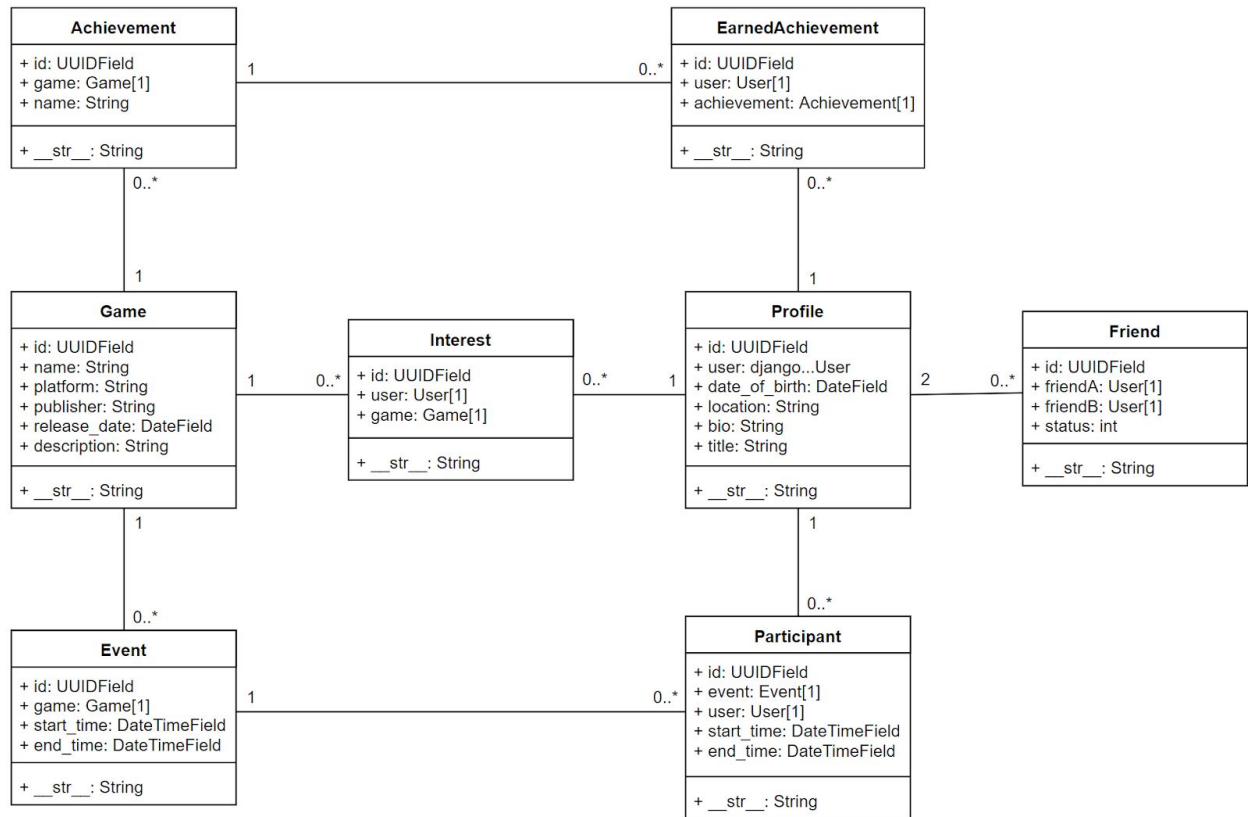


Your password has been successfully reset. Please use the button and try logging in below.

Back to Login

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Data Model



Profile	Each profile corresponds to a Nintinder user, with attributes like date of birth, bio. Some fields, like first_name, last_name, and username, are handed off to the corresponding Django User object owned by the Profile.
Friend	This table serves as the intermediary table for Profile's many-to-many field representing a user's friends. It is created manually because our many-to-many relationship includes an extra field. Each Friend object records two Profiles (as a normal junction table would), and their associated status. 0 indicates friendship, 1 indicates pending friendship (one user requested friendship and the other has not approved), and 2 indicates blacklist, e.g. they do not want to show up in each other's potential matches list.
Game	Game records the details of individual games such as the game's platform, name, and publisher.
Interest	A user is interested/plays games. These interests are captured in this table.
Achievement	Each game has a set of achievements that a user can earn. This table holds all those possible achievements.
EarnedAchievement	This table associates user's Profiles with achievements from the Achievement table. It was originally a junction table created manually by us, but now it is a table that is created and interfaced with via many-to-many field in Profile that is managed by Django itself.
Event	Each Event is a record of an event such as a LAN party or tournament, with details including the main attraction game and the start and end times.
Participant	Each Participant defines a user who is going to a certain event and what times that user will be there.

URL Routes/Mappings

“”	Index- The feed and the first page the user will see after login
“”	Django.contrib.auth.urls - Django's built in login/logout/password reset urls
profile/<user_profile>	Profile - Displayed profiles of other users
profile/	Profile - Displayed profile of current user
settings/	Settings - Change settings for current user
games/	Games - View/add games for current user
achievements/	Achievements - Completed and todo achievements of current user's games
signup/	Signup - Sign up and register the user
achievements/earn	Achievements - Used for implementing add achievements

Authentication/Authorization

We are using Django's default authentication system. Our website has a login/logout page as well as a page to sign up and reset a user's password. Users of the website are also part of the "Nintinderer" group.

Team Choice

Our team choice comprised of a password reset by email functionality. Through the main login page you are able to follow a link to initiate the process. After submitting an email address of a registered user, the registered official gmail nintinder account will send them a unique reset email where they can then reset their password. The urls required were covered under `django.contrib.auth.urls`, four views were used, and a text file for the email content. No modifications to the model were required.

Conclusion

Team TIKKACHU is a team that represents strength, unity, friendship, love. Through our great teamwork, we were able to develop our website at a great pace, capitalizing on each member's skills and spreading the knowledge around. A lot of our successes on the website came from people in the group being ambitious to implement a feature and doing all the research necessary to do that. Any time someone faltered though, others were available to help. Our team developed many collaboration skills over the course of this semester, including using the Git version control software.. Our use of branches in git (no more committing directly to master!) helped immensely in this process, as anyone with changes to propose used the pull-request facility to get the attention of the rest of the group for approval. Something we feel like we would have all liked to know before working on the project was the Django default User model, because it definitely cost us a night of head-scratching and model magic if we had never made a User model in the first place.