**Web and Database Group Project Milestone 3**

Features that need to work between refreshes:

* Hotels favourited
  + Either client or server
  + Stored in the form of a hotel object
  + Client needs to send a request to view the favourites page if on the server
  + Information is not sent to the server if the client has it, instead the favourites page will link to the respective hotel’s overview page
  + None of the information *needs* to be on the server, the client can take the name as cookies. The only thing that could be (though not necessary for a simple favourite page) is the hotel booking prices.
* Language selected
  + Either client or server
  + Stored in a variable
  + Client sends a parameter to the server detailing what language they should receive
  + Server processes the language to send back to client to make it useful
* Currency selected
  + Stored in client
  + Stored in a variable
  + Clients sends a parameter to the server detailing what currency the web page should display
  + Server processes all the costs and converts it to the currency selected
* Bookings made on account
  + Stored on the server
  + It should take the form of a booking object
  + The client needs to send a request to book a hotel and save this booking on the server, to view the booking the client must make a request to manage their bookings
  + All the information should be stored on the server so that the booking cannot be lost due to switching machines or other local issues
  + The server needs to process the authentication of the user and match it with the bookings they have made
* Hotels managed on account
  + Stored on the server
  + Take the form of a hotel object
  + The client should send a request to manage their hotels (or create a hotel listing) and the server will send back the list of hotels they currently manage
  + This information should be stored on the server so that the hotel information is not lost due to a local fault
  + The server needs to process the authentication of the user and match it with the hotels they can manage to make the data useful
* Login session
  + Stored on the client
  + Take the form of a unique ID that identifies the login session
  + It will send this ID to the server to determine the login session and thus all the things they have access to
  + The information stored on the server should be the account details to login
  + The server needs to process a login by the client by crosschecking the authentication with details stored on the server. Once this has been done, the web page should store a cookie containing the login session so that the client doesn’t need to login each time they want to access a new page.
* Account information
  + Stored on the server
  + Takes the form of an account object
  + The client needs to send correct login details to get access to the account
  + All the information should be stored on the server to prevent any mismatch between account details
* Reviews/comments made on overview page
  + Stored on the server
  + Takes the form of a review object
  + The clients need to send a request to view a hotel overview page to retrieve that data
  + All this information should be stored on the server since multiple clients need to be able to see the reviews
  + The review object should be parsed and put onto the overview web page as a review to make it useful
* Search parameters
  + Stored on the client
  + Takes the form of many variables
  + It is sent to the server on a form after clicking the search button
  + To make the data useful, the server should process the data and filter out any results from the search that do not match those parameters