Visvesvaraya Technological University
Belagavi-590 018, Karnataka

A Mini Project Report on

"GAMING PORTAL DATABASE"

Mini Project Report submitted in partial fulfilment of the requirement for the Database Applications Lab [15CSL58]

Bachelor of Engineering
In
Information Science and Engineering

Submitted by
SWAROOP NADIGER [1JT15IS044]

Department of Computer Science and Engineering
Jyothy Institute of Technology
Tataguni, Bengaluru-560082

Jyothy Institute of Technology
Tataguni, Bengaluru-560082
Department of Computer Science and Engineering

CERTIFICATE

Certified that the mini project entitled **"GAMING PORTAL DATABASE"** carried out by **SWAROOP NADIGER [1JT15IS044]** bonafide student of Jyothy Institute of Technology, in partial fulfilment for Database Application Laboratory with Mini Project (15CSL58) of **Bachelor of Engineering** in **Information Science and Engineering** department of the **Visvesvaraya Technological University, Belagavi** during the year **2017.** It is certified that all corrections/suggestions indicated for Internal Assessment have been incorporated in the report deposited in the departmental library. The mini project report has been approved as it satisfies the academic requirements for the above said degree.

Mr. Abhishek K
Guide, Asst. Professor
Dept. Of ISE

Dr. Harshvardan Tiwari
Professor and HOD
Dept. Of ISE

External Viva Examiner

Signature with Date:

1.
2.

ACKNOWLEDGEMENT

Firstly, we are very grateful to this esteemed institution **"Jyothy Institute of Technology**" for providing us an opportunity to complete our project.

We express our sincere thanks to our Principal **Dr. Gopalakrishna K for** providing us with adequate facilities to undertake this project.

We would like to thank **Dr. Harshvardhan Tiwari Professor and Head** of Information Science and Engineering Department for providing for his valuable support.

We would like to thank our guide **Mr. Abhishek K, Asst. Prof** for his keen interest and guidance in preparing this work.

Finally, we would thank all our friends who have helped us directly or indirectly in this project.

SWAROOP NADIGER [1JT15IS044]

ABSTRACT

In Gaming Portal Database mini project we have created one application which is easy to access and user friendly. For this application we used the backend as SQL and PHPmyAdmin to store the data which is used in the application and for the user interface we have used HTML, CSS, JS, and PHP. This application is used by the users to know the details of the Games. This is the project which is used to access the details of games and products that are available to buy along with their features.

The Gaming Portal web application will service one users at a time. A user will be required to enter Gamer ID and Password which will be sent to database for validation as a part of each login. The user will then be able to perform navigation for the display of the database in the application. Also user will be able to perform some queries to the database through the application.

The gaming portal's application will communicate each login to the database and obtain verification that it was allowed by the database. If the database determines that the gamer id or password is invalid it will give an exception message.

Gamer ID and password is provided for the user with respect to application in which user holds the account. A user is provided unique Gamer ID and password. User can view details of the database contents. The user can also make changes to the database through respective buttons present in the application.

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CHAPTER 1
INTRODUCTION

1. INTRODUCTION

1.1 Introduction to DBMS

A database is simply an organized collection of related data, typically stored on disk, and accessible by possibly many concurrent users. Databases are generally separated into application areas. For example, one database may contain Human Resource (employee and payroll) data; another may contain sales data; another may contain accounting data; and so on. Databases are managed by a DBMS.

The choice of a database product is often influenced by factors such as:

- the computing platform (i.e., hardware, operating system)
- the volume of data to be managed
- the number of transactions required per second
- existing applications or interfaces that an organization may have
- support for heterogeneous and/or distributed computing
- cost
- vendor support

1.2 Introduction to SQL

Structured Query Language (SQL), is a language to request data from a database, to add, update, or remove data within a database, or to manipulate the metadata of the database.

SQL is a declarative language in which the expected result or operation is given without the specific details about how to accomplish the task. The steps required to execute SQL statements are handled transparently by the SQL database. Sometimes SQL is characterized as non-procedural because procedural languages generally require the details of the operations to be specified, such as opening and closing tables, loading and searching indexes, or flushing buffers and writing data to file systems. Therefore, SQL is considered to be designed at a higher conceptual level of operation than procedural languages because the lower level logical and physical operations aren't specified and are determined by the SQL engine or server process that executes it.

1.3 Introduction to Gaming Portal Database

The world in the 21st century is growing up in the technology in every field such as education, medicine, transport etc. there exists economic sector development, marketing and monetizing of games which is the computer game industry also referred to as interactive entertainment industry

New computer games are getting released every year worldwide. Prior to the 1970s, there was no significant commercial aspect of the video game industry, but many advances in computing world set the stage for the birth of the industry.

This project is created to provide the user with information regarding the games that have been released in the recent years. The data regarding the games are been stored in the gaming portal database along with the products released with them and a simple user interface is designed so as to the interaction between user and the database.

1.4 Scope and importance of work

The scope of the project is clear to give a simple and attractive application to simplify the work as well as to reduce the efforts while buying games or products.

In this web application we are able to save the database of all the information about the recent released videogames in the database, which enables the user ease of access to information regarding the games and also about the products released with them. It also has a buy feature which enables users to view details and buy things present in the database.

The global games market is at $100 billion at 2017 and expected to generate about $108 billion at the end of 2017. Nearly 42% market was claimed by mobile gaming, which has a wider economic outlook in the coming years of the global market.

1.5 System Requirements

Software Requirements:

Operating System: Windows

Programming Language: PHP, HTML, JS, CSS

Database: MySQL

Disk Space: 32GB or more

Hardware Requirements:

Processor: Any

RAM: 2 GB or More

Graphics: Any

CHAPTER 2
DESIGN

2. **DESIGN**

2.1 ER Diagram

An entity relationship diagram (ERD) shows the relationships of entity sets stored in a database. An entity in this context is a component of data. In other words, ER diagrams illustrate the logical structure of databases.

At first glance an entity relationship diagram looks very much like a flowchart. It is the specialized symbols, and the meanings of those symbols, that make it unique.

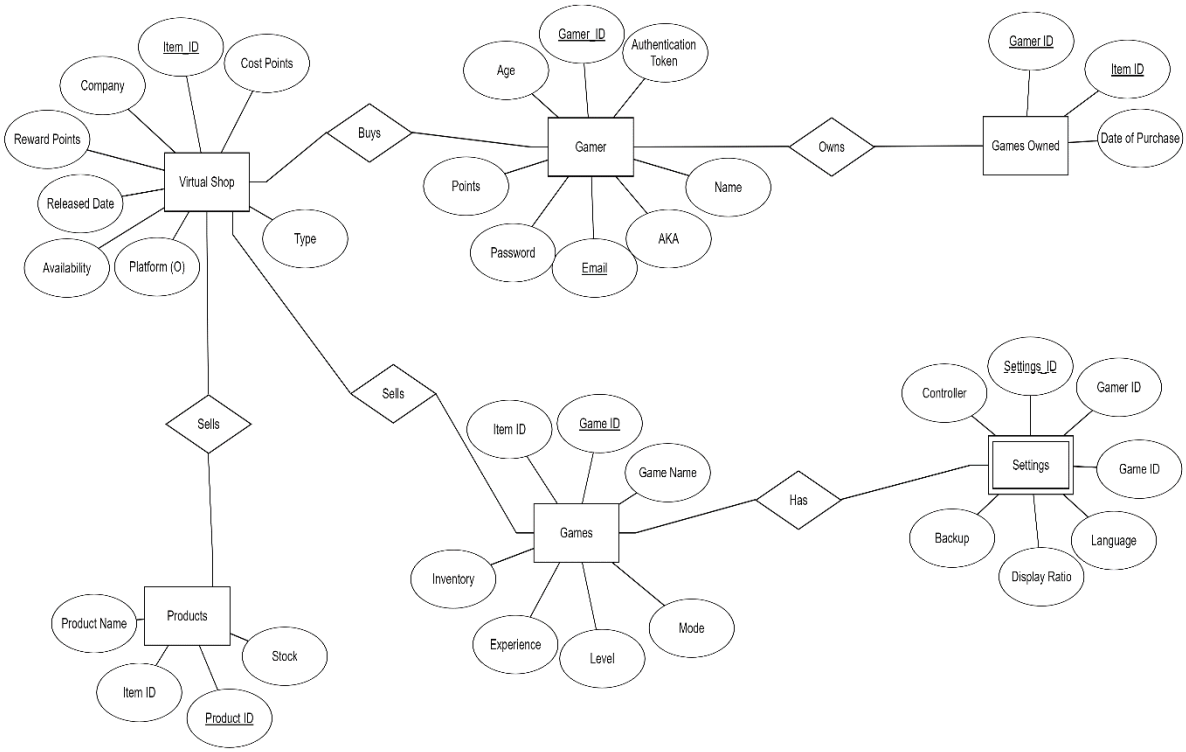


Fig2.1: ER Diagram.

2.2 SCHEMA DIAGRAM

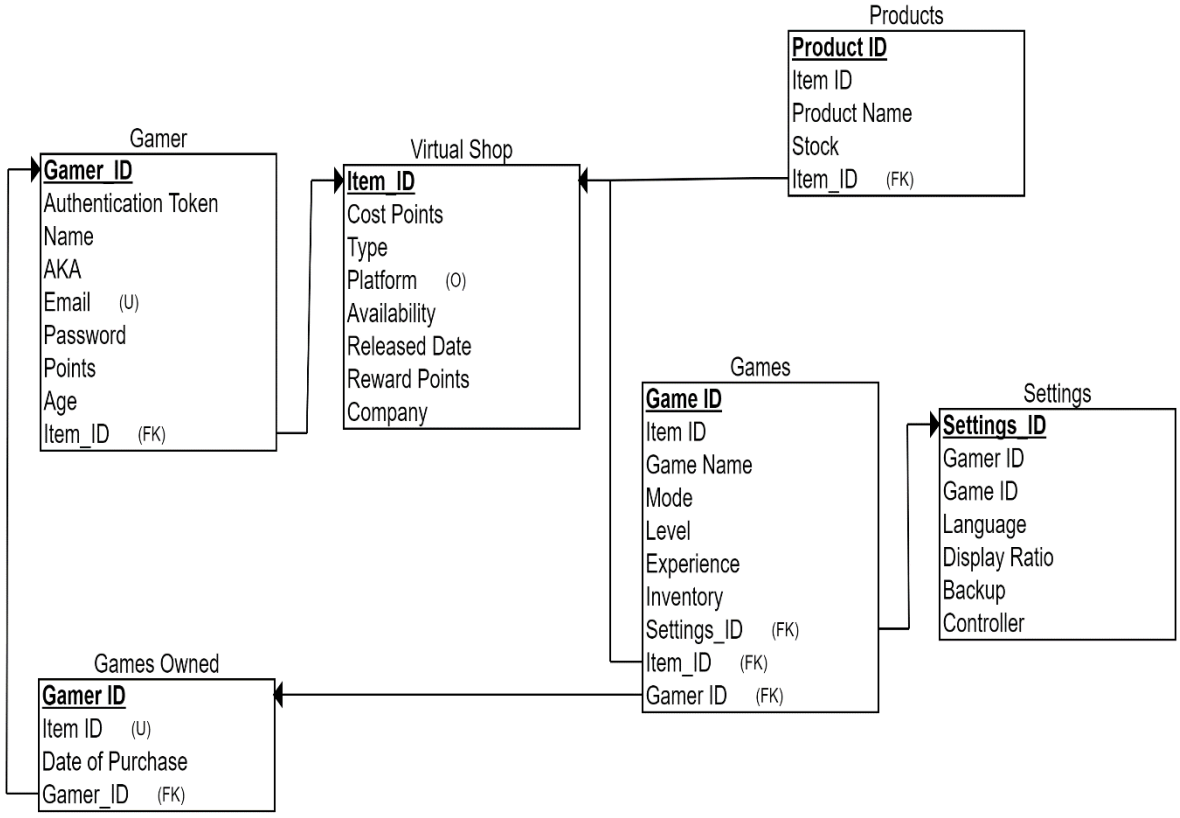


Fig2.2: Schema Diagram

2.3 Activity Diagram

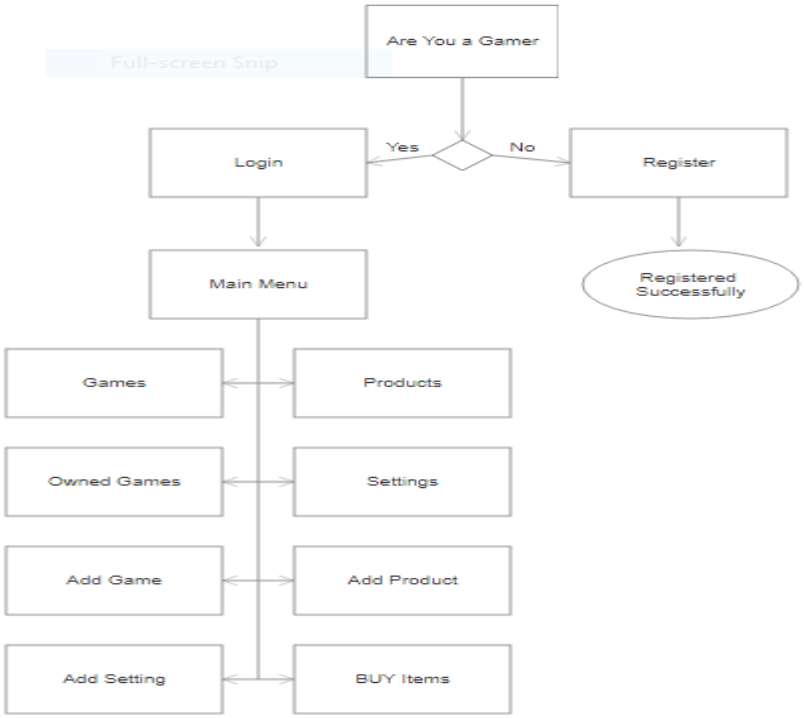


Fig2.3: Activity Diagram.

2.4 List of Tables

1. GAMER
2. GAMES
3. GAMES OWNED
4. PRODUCTS
5. SETTINGS
6. VIRTUAL SHOP

CHAPTER 3
IMPLEMENTATION

3. IMPLEMENTATION

3.1 To create Database tables

GAMER:

```
CREATE TABLE gamer (
Gamer_ID varchar(30) Primary key,
authToken varchar(50) DEFAULT NULL,
Name varchar(50) NOT NULL,
AKA varchar(30) NOT NULL,
Email varchar(50) NOT NULL,
password varchar(100) NOT NULL,
Points int(11) NOT NULL DEFAULT '0',
Age int(11) NOT NULL);
```

GAMES:

```
CREATE TABLE games (
Item_ID varchar(30) references from virtual_shop(Item_ID),
Game_ID varchar(30) Primary key,
Game_Name varchar(30) NOT NULL,
Mode varchar(2) NOT NULL,
Level int(11) NOT NULL,
Experience int(11) NOT NULL,
Inventory varchar(30) NOT NULL);
```

GAMES OWNED:

```
CREATE TABLE games_owned (
Gamer_ID varchar(30) references from gamer(Gamer_ID),
Item_ID varchar(30) references from virtual_shop(Item_ID),
Date_Of_Purchase date NOT NULL,
Primary key(Gamer_ID,Item_ID));
```

PRODUCTS:

```
CREATE TABLE products (
Item_ID varchar(30) references from virtual_shop(Item_ID),
Product_ID varchar(30) Primary key,
Product_Name varchar(30) NOT NULL,
Stock int(11) NOT NULL);
```

SETTINGS:

```
CREATE TABLE settings (
Settings_ID varchar(30) Primary Key,
Gamer_ID varchar(30) references from gamer(Gamer_ID),
Game_ID varchar(30) references from games(Game_ID),
Language varchar(5) NOT NULL,
Display_Ratio varchar(20) NOT NULL,
Backup varchar(2) NOT NULL,
Controller varchar(30) NOT NULL);
```

VIRTUAL SHOP:

```
CREATE TABLE virtual_shop (
Item_ID varchar(30) Primary Key,
Cost_Points int(11) NOT NULL,
Type varchar(30) NOT NULL,
Platform varchar(30) DEFAULT NULL,
Availability varchar(30) NOT NULL,
Released_Date date NOT NULL,
Reward_Points int(11) NOT NULL,
Company varchar(50) NOT NULL,
Thumbnail varchar(100) NOT NULL);
```

CREATION OF TRIGGER:

```
DELIMITER $$
CREATE TRIGGER `IncrementPoints` AFTER INSERT ON `games_owned` FOR EACH
ROW BEGIN
update gamer
SET Points = Points + 10
where Gamer_ID=NEW.Gamer_ID;
END
$$
DELIMITER ;
```

3.2 Description of Tables

Desc gamer;

```
MariaDB [games_portal]> desc gamer;
+-----------+--------------+------+-----+---------+-------+
| Field     | Type         | Null | Key | Default | Extra |
+-----------+--------------+------+-----+---------+-------+
| Gamer_ID  | varchar(30)  | NO   | PRI | NULL    |       |
| authToken | varchar(50)  | YES  |     | NULL    |       |
| Name      | varchar(50)  | NO   |     | NULL    |       |
| AKA       | varchar(30)  | NO   |     | NULL    |       |
| Email     | varchar(50)  | NO   | UNI | NULL    |       |
| password  | varchar(100) | NO   |     | NULL    |       |
| Points    | int(11)      | NO   |     | 0       |       |
| Age       | int(11)      | NO   |     | NULL    |       |
+-----------+--------------+------+-----+---------+-------+
8 rows in set (0.01 sec)
```

Figure 3.1: DESCRIPTION OF gamer

Desc games;

```
MariaDB [games_portal]> desc games;
+------------+-------------+------+-----+---------+-------+
| Field      | Type        | Null | Key | Default | Extra |
+------------+-------------+------+-----+---------+-------+
| Item_ID    | varchar(30) | NO   | MUL | NULL    |       |
| Game_ID    | varchar(30) | NO   | PRI | NULL    |       |
| Game_Name  | varchar(30) | NO   |     | NULL    |       |
| Mode       | varchar(2)  | NO   |     | NULL    |       |
| Level      | int(11)     | NO   |     | NULL    |       |
| Experience | int(11)     | NO   |     | NULL    |       |
| Inventory  | varchar(30) | NO   |     | NULL    |       |
| Platform   | varchar(10) | NO   |     | NULL    |       |
+------------+-------------+------+-----+---------+-------+
8 rows in set (0.05 sec)
```

Figure 3.2: DESCRIPTION OF games

Desc games_owned;

```
MariaDB [games_portal]> desc games_owned;
+------------------+-------------+------+-----+---------+-------+
| Field            | Type        | Null | Key | Default | Extra |
+------------------+-------------+------+-----+---------+-------+
| Gamer_ID         | varchar(30) | NO   | PRI | NULL    |       |
| Item_ID          | varchar(30) | NO   | PRI | NULL    |       |
| Date_Of_Purchase | date        | NO   |     | NULL    |       |
+------------------+-------------+------+-----+---------+-------+
3 rows in set (0.06 sec)
```

Figure 3.3: DESCRIPTION OF games_owned

Desc products;

	#	Name	Type	Collation	Attributes	Null	Default
☐	1	Item_ID	varchar(30)	latin1_swedish_ci		No	*None*
☐	2	Product_ID	varchar(30)	latin1_swedish_ci		No	*None*
☐	3	Product_Name	varchar(30)	latin1_swedish_ci		No	*None*
☐	4	Stock	int(11)			No	*None*

Figure 3.4: DESCRIPTION OF products

Desc settings;

```
MariaDB [games_portal]> desc settings;
+---------------+-------------+------+-----+---------+-------+
| Field         | Type        | Null | Key | Default | Extra |
+---------------+-------------+------+-----+---------+-------+
| Gamer_ID      | varchar(30) | NO   | MUL | NULL    |       |
| Game_ID       | varchar(30) | NO   | MUL | NULL    |       |
| Language      | varchar(5)  | NO   |     | NULL    |       |
| Display_Ratio | varchar(20) | NO   |     | NULL    |       |
| Backup        | varchar(2)  | NO   |     | NULL    |       |
| Controller    | varchar(30) | NO   |     | NULL    |       |
+---------------+-------------+------+-----+---------+-------+
6 rows in set (0.03 sec)
```

Figure 3.5: DESCRIPTION OF settings

Desc virtual_shop;

```
MariaDB [games_portal]> desc virtual_shop;
+---------------+--------------+------+-----+---------+-------+
| Field         | Type         | Null | Key | Default | Extra |
+---------------+--------------+------+-----+---------+-------+
| Item_ID       | varchar(30)  | NO   | PRI | NULL    |       |
| Cost_Points   | int(11)      | NO   |     | NULL    |       |
| Type          | varchar(30)  | NO   |     | NULL    |       |
| Platform      | varchar(30)  | YES  |     | NULL    |       |
| Availability  | varchar(30)  | NO   |     | NULL    |       |
| Released_Date | date         | NO   |     | NULL    |       |
| Reward_Points | int(11)      | NO   |     | NULL    |       |
| Company       | varchar(50)  | NO   |     | NULL    |       |
| Thumbnail     | varchar(100) | NO   |     | NULL    |       |
+---------------+--------------+------+-----+---------+-------+
9 rows in set (0.03 sec)
```

Figure 3.6: DESCRIPTION OF virtual_shop

3.2 Loading values to the Database

GAMER:

```
INSERT INTO `gamer`
 (`Gamer_ID`, `authToken`, `Name`, `AKA`, `Email`, `password`, `Points`, `Age`)
VALUES
('GAMER1', 'b33a013b', 'Vallabh', 'VAL', 'vallabhvrao@live.com',
'$2y$10$2.AgCcZGAE5uTbEXuUcHSuFWJwhA8uA6IuAAsne7K//bfeSVVfqn6', 0, 20),
('GAMER2', '6f40b078', 'Varuna', 'WARLOCK', 'varuna1997@gmail.com',
'$2y$10$qjcKcqZGbzN8DROmVfB5SeNwTTeXOfaHcKmckFEp9oSQZMdwyv7MW', 10,
20),
('GAMER3', '9e0bd1ca', 'Swaroop', 'SHADOWS@PLAY',
'swaroop25.nadiger@gmail.com',
'$2y$10$oj1CRkFiKxfBYrDvxHI/gOnuEE43ck11Q9GX1Kb8gC7Lp2cqXc9KK', 0, 20);
```

GAMES:

```
INSERT INTO `games`
(`Item_ID`, `Game_ID`, `Game_Name`, `Mode`, `Level`, `Experience`, `Inventory`)
VALUES
('ITEM16', 'GAME1', 'ASSASSIN'S CREED', 'SP', 10, 100000, 'HIDDEN BLADE'),
('ITEM10', 'GAME10', 'CALL OF DUTY', 'SP', 10, 100000, 'MACHINE GUN'),
('ITEM1 ', 'GAME2', 'GRAND THEFT AUTO', 'MP', 10, 100000, 'GUN'),
('ITEM2', 'GAME3', 'COUNTER STRIKE', 'MP', 10, 100000, 'SEMI AUTO RIFLE'),
('ITEM3', 'GAME4', 'THE ELDER SEROLLS', 'MP', 10, 100000, 'SPELLS'),
('ITEM4', 'GAME5', 'FAR CRY 4', 'SP', 10, 100000, 'KNIFE'),
('ITEM5', 'GAME6', 'NEED FOR SPEED:MOST WANTED', 'SP', 10, 100000, 'SPORTS
CAR'),
('ITEM6', 'GAME7', 'WITCHER 3', 'SP', 10, 100000, 'SWORD'),
('ITEM7', 'GAME8', 'FIFA 16', 'MP', 10, 100000, 'FOOTBALL'),
('ITEM9', 'GAME9', 'FALLOUT 4', 'MP', 10, 100000, 'RIFLE');
```

GAMES OWNED:

```
INSERT INTO `games_owned`
(`Gamer_ID`, `Item_ID`, `Date_Of_Purchase`)
VALUES
('GAMER2', 'ITEM1 ', '2017-11-20'),
('GAMER1', 'ITEM16', '2017-11-16'),
('GAMER1', 'ITEM2', '2017-11-15'),
('GAMER2', 'ITEM3', '2017-11-30'),
('GAMER3', 'ITEM3', '2017-11-26'),
('GAMER2', 'ITEM4', '2017-11-13');
```

PRODUCTS

```
INSERT INTO `products`
(`Item_ID`, `Product_ID`, `Product_Name`, `Stock`)
VALUES
('ITEM11', 'PROD1', 'HOOD OF POWER', 10),
('ITEM12', 'PROD2', 'DARKNESS TSHIRT', 20),
('ITEM13', 'PROD3', 'INVISIBLE WATCH', 10),
('ITEM14', 'PROD4', 'TECH BRACELET', 20),
('ITEM15', 'PROD5', 'FIRE PENDENT', 20);
```

GAME ENGINES

```
INSERT INTO `settings`
(`Settings_ID`, `Gamer_ID`, `Game_ID`, `Language`, `Display_Ratio`, `Backup`,
`Controller`)
VALUES
('SET1', 'GAMER1', 'GAME1', 'EN', '16:10', 'Y', 'KEYBOARD+MOUSE'),
('SET2', 'GAMER2', 'GAME2', 'EN', '16:9', 'Y', 'JOYSTICK'),
('SET3', 'GAMER3', 'GAME3', 'EN', '10:9', 'Y', 'KEYBOARD+MOUSE'),
('SET4', 'GAMER3', 'GAME2', 'EN', '10:8', 'N', 'JOYSTICK');
```

PLATFORMS

```
INSERT INTO `virtual_shop`
(`Item_ID`, `Cost_Points`, `Type`, `Platform`, `Availability`, `Released_Date`,
`Reward_Points`, `Company`, `Thumbnail`)
VALUES
('ITEM1 ', 200, 'GAME', 'PC', 'Y', '2017-11-10', 10, 'UBISOFT', ''),
('ITEM10', 200, 'GAME', 'PSP', 'N', '2017-11-01', 10, 'UBISOFT', ''),
('ITEM11', 100, 'HOOD', NULL, 'Y', '2017-08-02', 10, 'UBISOFT', ''),
('ITEM12', 200, 'TSHIRT', NULL, 'Y', '2017-08-09', 10, 'BLIZZARD ENTERTAINMENT',
''),
('ITEM13', 100, 'WATCH', NULL, 'Y', '2017-11-08', 10, 'BETHESDA GAME', ''),
('ITEM14', 100, 'PENDENT', NULL, 'N', '2017-11-02', 10, 'ROCKSTAR GAMES', ''),
('ITEM15', 100, 'BRACELET', NULL, 'N', '2017-11-02', 10, 'BLIZZARD
ENTERTAINMENT', ''),
('ITEM16', 100, 'GAME', 'PC', 'Y', '2017-11-01', 10, 'UBISOFT', ''),
('ITEM2', 100, 'GAME', 'PSP', 'Y', '2017-11-15', 10, 'SUPERCELL', ''),
('ITEM3', 300, 'GAME', 'PS2', 'Y', '2017-10-03', 10, 'INFINITY WARD', ''),
('ITEM4', 400, 'GAME', 'PC', 'N', '2017-03-02', 10, 'ACTIVISION', ''),
('ITEM5', 300, 'GAME', 'PS2', 'N', '2017-09-13', 10, 'ELECTRONIC ARTS', ''),
('ITEM6', 200, 'GAME', 'PSP', 'Y', '2017-09-05', 10, 'BETHESDA GAMES', ''),
('ITEM7', 300, 'GAME', 'PC', 'Y', '2017-10-03', 10, 'BLIZZARD ENTERTAINMENT', ''),
('ITEM8', 400, 'GAME', 'PC', 'Y', '2017-09-19', 10, 'UBISOFT', ''),
('ITEM9', 300, 'GAME', 'PC', 'Y', '2017-10-25', 10, 'UBISOFT', '');
```

3.4: Displaying Of Tables:

Select * from gamer;

Gamer_ID	authToken	Name	AKA	Email	password	Points	Age
GAMER1	b33a013b	Vallabh	VAL	vallabhvrao@live.com	$2y$10$2.AgCcZGAE5uTbEXuUcHSuFWJwhA8uA6IuAAsne7K//...	9220	20
GAMER2	6f40b078	Varuna	WARLOCK	varuna1997@gmail.com	$2y$10$qjcKcqZGbzN8DROmVfB5SeNwTTeXOfaHcKmckFEp9oS...	10	20
GAMER3	9e0bd1ca	Swaroop	SHADOWS@PLAY	swaroop25.nadiger@gmail.com	$2y$10$oj1CRkFiKxfBYrDvxHI/gOnuEE43ck11Q9GX1Kb8gC7...	0	20

Figure 3.10: Gamer Table

Select * from games;

Item_ID	Game_ID	Game_Name	Mode	Level	Experience	Inventory
ITEM16	GAME1	ASSASSIN'S CREED	SP	10	100000	HIDDEN BLADE
ITEM10	GAME10	CALL OF DUTY	SP	10	100000	MACHINE GUN
ITEM1	GAME2	GRAND THEFT AUTO	MP	10	100000	GUN
ITEM2	GAME3	COUNTER STRIKE	MP	10	100000	SEMI AUTO RIFLE
ITEM3	GAME4	THE ELDER SEROLLS	MP	10	100000	SPELLS
ITEM4	GAME5	FAR CRY 4	SP	10	100000	KNIFE
ITEM5	GAME6	NEED FOR SPEED:MOST WANTED	SP	10	100000	SPORTS CAR
ITEM6	GAME7	WITCHER 3	SP	10	100000	SWORD
ITEM7	GAME8	FIFA 16	MP	10	100000	FOOTBALL
ITEM9	GAME9	FALLOUT 4	MP	10	100000	RIFLE

Figure 3.11: Games Table

Select * from items_owned;

Gamer_ID	Item_ID	Date_Of_Purchase
GAMER1	ITEM1	2017-12-02
GAMER2	ITEM1	2017-11-20
GAMER1	ITEM16	2017-11-16
GAMER1	ITEM2	2017-11-15
GAMER1	ITEM3	2017-12-02
GAMER2	ITEM3	2017-11-30
GAMER3	ITEM3	2017-11-26
GAMER2	ITEM4	2017-11-13

Figure 3.12: Items Owned Table

Select * from products;

Item_ID	Product_ID	Product_Name	Stock
ITEM11	PROD1	HOOD OF POWER	10
ITEM12	PROD2	DARKNESS TSHIRT	20
ITEM13	PROD3	INVISIBLE WATCH	10
ITEM14	PROD4	TECH BRACELET	20
ITEM15	PROD5	FIRE PENDENT	20

Figure 3.13: Products Table

Select * from settings;

Settings_ID	Gamer_ID	Game_ID	Language	Display_Ratio	Backup	Controller
SET1	GAMER1	GAME1	EN	16:10	Y	KEYBOARD+MOUSE
SET2	GAMER2	GAME2	EN	16:9	Y	JOYSTICK
SET3	GAMER3	GAME3	EN	10:9	Y	KEYBOARD+MOUSE
SET4	GAMER3	GAME2	EN	10:8	N	JOYSTICK

Figure 3.14: Settings Table

Select * from virtual_shop;

Item_ID	Cost_Points	Type	Platform	Availability	Released_Date	Reward_Points	Company	Thumbnail
ITEM1	200	GAME	PC	Y	2017-11-10	10	UBISOFT	
ITEM10	200	GAME	PSP	N	2017-11-01	10	UBISOFT	
ITEM11	100	HOOD	*NULL*	Y	2017-08-02	10	UBISOFT	
ITEM12	200	TSHIRT	*NULL*	Y	2017-08-09	10	BLIZZARD ENTERTAINMENT	
ITEM13	100	WATCH	*NULL*	Y	2017-11-08	10	BETHESDA GAME	
ITEM14	100	PENDENT	*NULL*	N	2017-11-02	10	ROCKSTAR GAMES	
ITEM15	100	BRACELET	*NULL*	N	2017-11-02	10	BLIZZARD ENTERTAINMENT	
ITEM16	100	GAME	PC	Y	2017-11-01	10	UBISOFT	
ITEM2	100	GAME	PSP	Y	2017-11-15	10	SUPERCELL	
ITEM3	300	GAME	PS2	Y	2017-10-03	10	INFINITY WARD	
ITEM4	400	GAME	PC	N	2017-03-02	10	ACTIVISION	
ITEM5	300	GAME	PS2	N	2017-09-13	10	ELECTRONIC ARTS	
ITEM6	200	GAME	PSP	Y	2017-09-05	10	BETHESDA GAMES	
ITEM7	300	GAME	PC	Y	2017-10-03	10	BLIZZARD ENTERTAINMENT	
ITEM8	400	GAME	PC	Y	2017-09-19	10	UBISOFT	
ITEM9	300	GAME	PC	Y	2017-10-25	10	UBISOFT	

Figure 3.15: Virtual Shop Table

CHAPTER 4
RESULTS AND SNAPSHOTS

4. RESULTS AND SNAPSHOTS

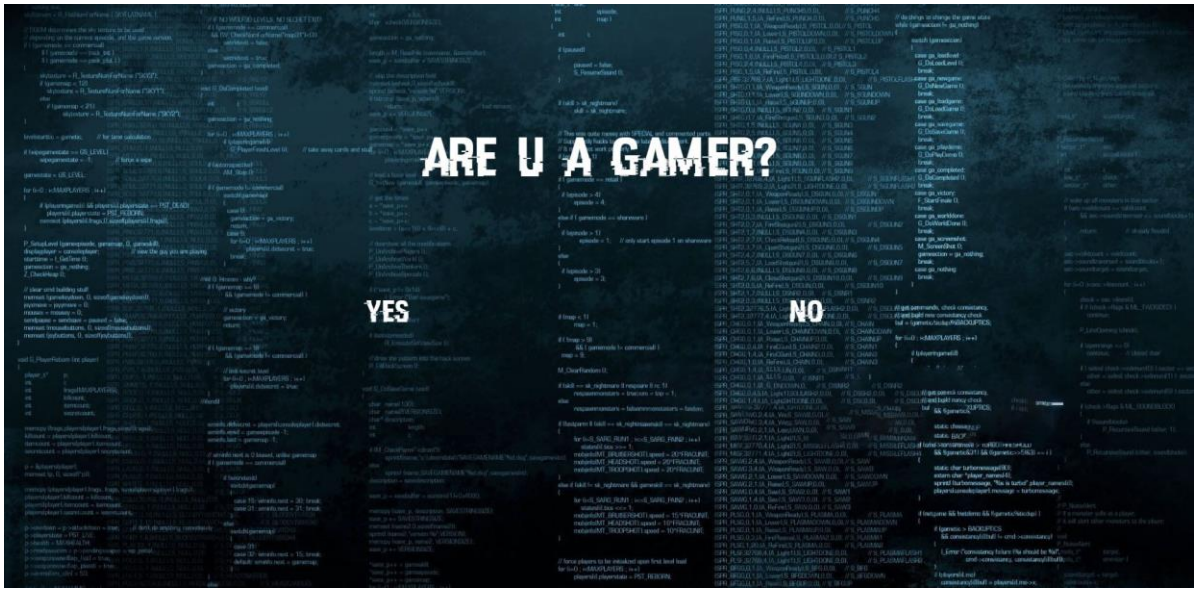


Figure 4.1: First page.

Figure 4.2: Login page.

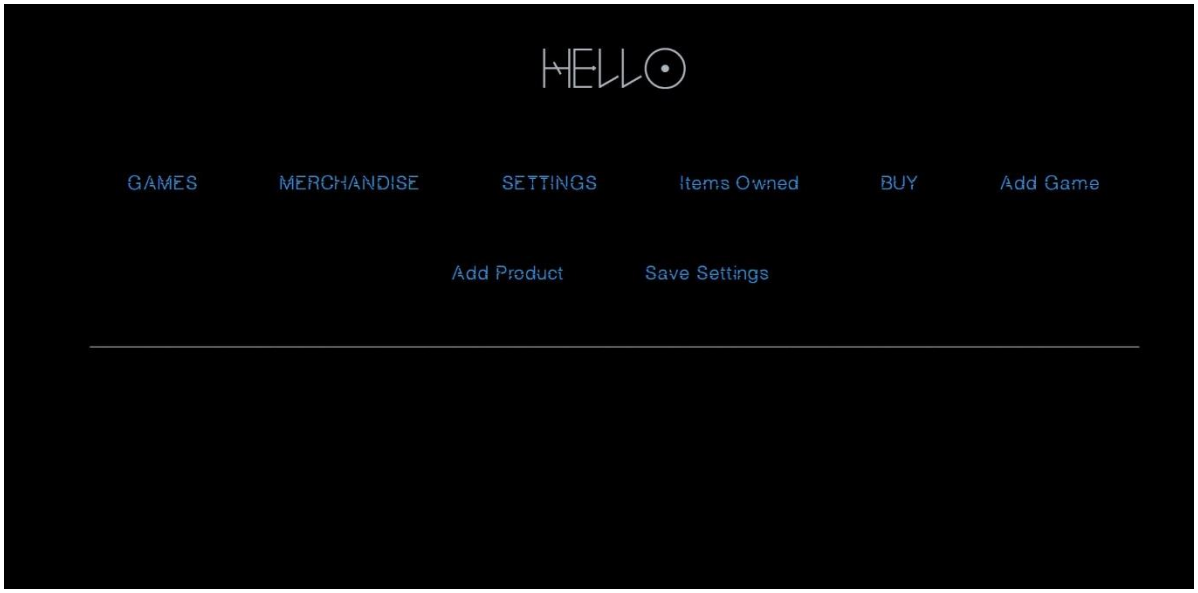
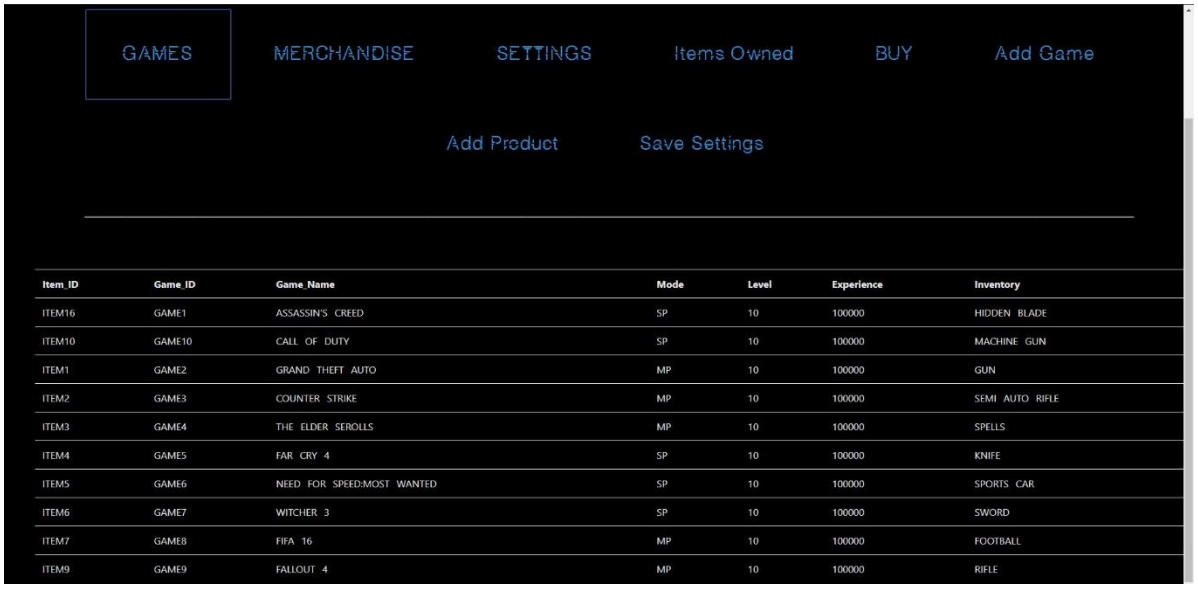
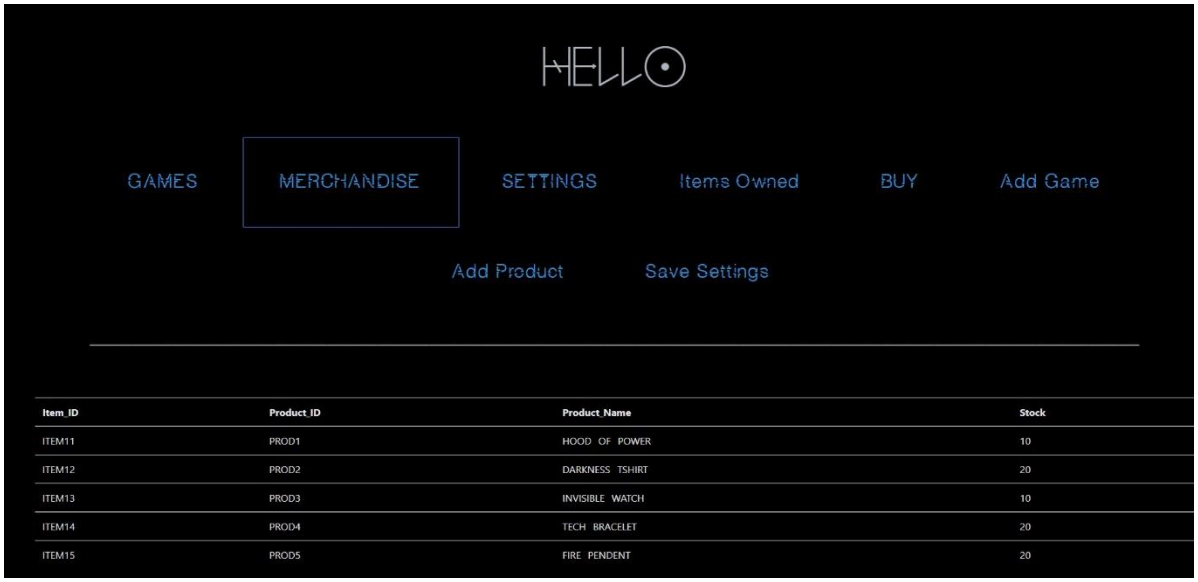


Figure 4.3: Table menu.



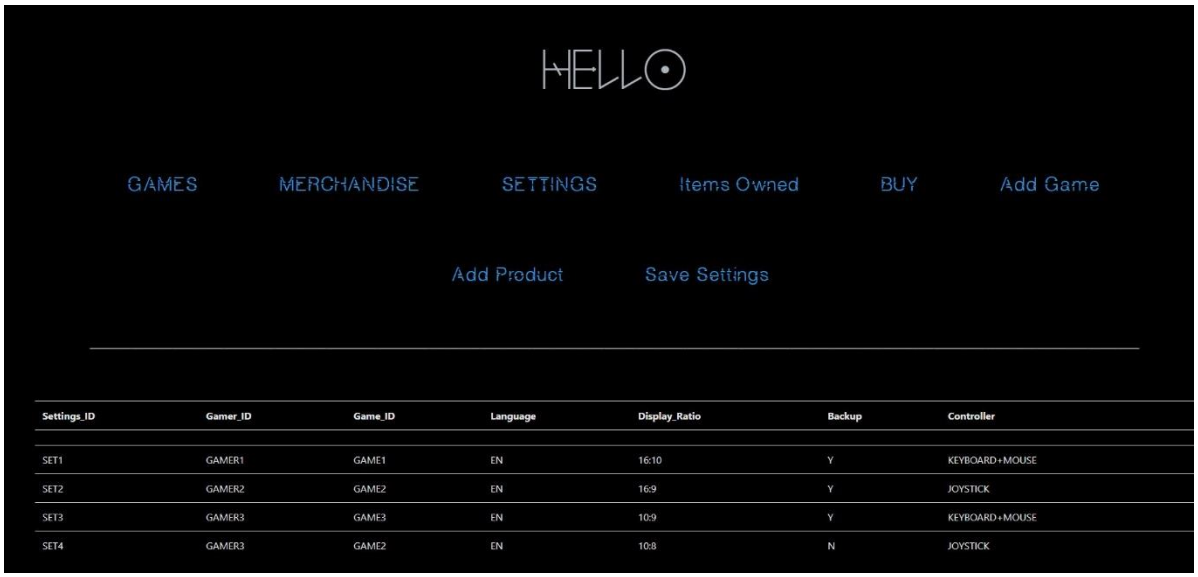
Item_ID	Game_ID	Game_Name	Mode	Level	Experience	Inventory
ITEM16	GAME1	ASSASSIN'S CREED	SP	10	100000	HIDDEN BLADE
ITEM10	GAME10	CALL OF DUTY	SP	10	100000	MACHINE GUN
ITEM1	GAME2	GRAND THEFT AUTO	MP	10	100000	GUN
ITEM2	GAME3	COUNTER STRIKE	MP	10	100000	SEMI AUTO RIFLE
ITEM3	GAME4	THE ELDER SEROLLS	MP	10	100000	SPELLS
ITEM4	GAME5	FAR CRY 4	SP	10	100000	KNIFE
ITEM5	GAME6	NEED FOR SPEED:MOST WANTED	SP	10	100000	SPORTS CAR
ITEM6	GAME7	WITCHER 3	SP	10	100000	SWORD
ITEM7	GAME8	FIFA 16	MP	10	100000	FOOTBALL
ITEM9	GAME9	FALLOUT 4	MP	10	100000	RIFLE

Figure 4.4: Games table.



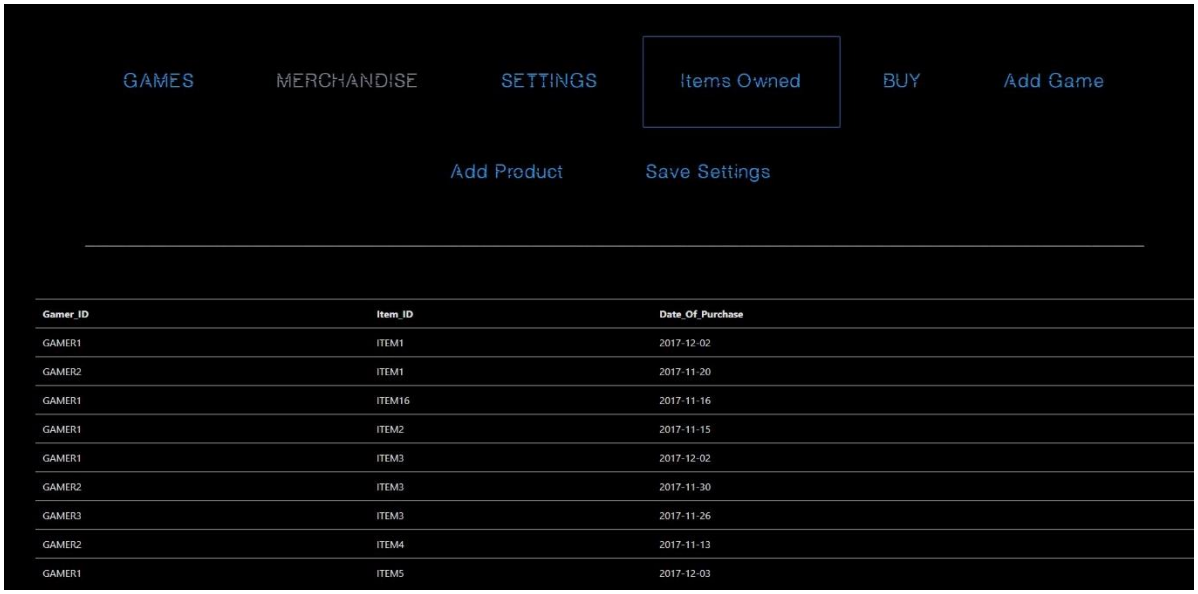
Item_ID	Product_ID	Product_Name	Stock
ITEM11	PROD1	HOOD OF POWER	10
ITEM12	PROD2	DARKNESS TSHIRT	20
ITEM13	PROD3	INVISIBLE WATCH	10
ITEM14	PROD4	TECH BRACELET	20
ITEM15	PROD5	FIRE PENDENT	20

Figure 4.5: Merchandise table.



Settings_ID	Gamer_ID	Game_ID	Language	Display_Ratio	Backup	Controller
SET1	GAMER1	GAME1	EN	16:10	Y	KEYBOARD+MOUSE
SET2	GAMER2	GAME2	EN	16:9	Y	JOYSTICK
SET3	GAMER3	GAME3	EN	10:9	Y	KEYBOARD+MOUSE
SET4	GAMER3	GAME2	EN	10:8	N	JOYSTICK

Figure 4.6: Settings table.



Gamer_ID	Item_ID	Date_Of_Purchase
GAMER1	ITEM1	2017-12-02
GAMER2	ITEM1	2017-11-20
GAMER1	ITEM16	2017-11-16
GAMER1	ITEM2	2017-11-15
GAMER1	ITEM3	2017-12-02
GAMER2	ITEM3	2017-11-30
GAMER3	ITEM3	2017-11-26
GAMER2	ITEM4	2017-11-13
GAMER1	ITEM5	2017-12-03

Figure 4.7: Items Owned table.

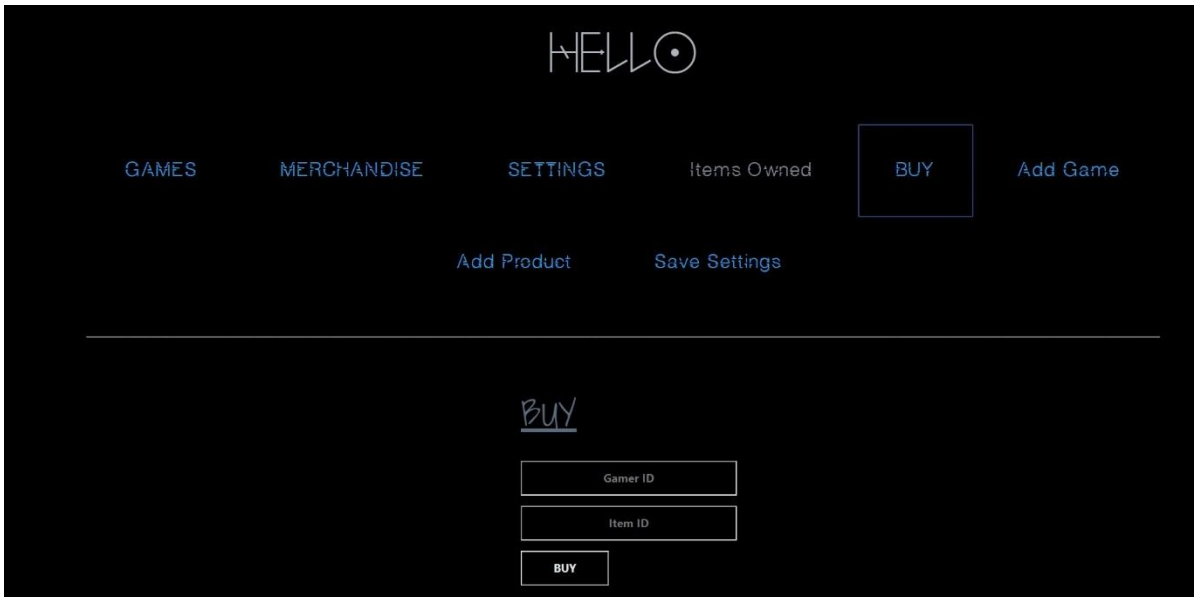


Figure 4.8: Buy Button.

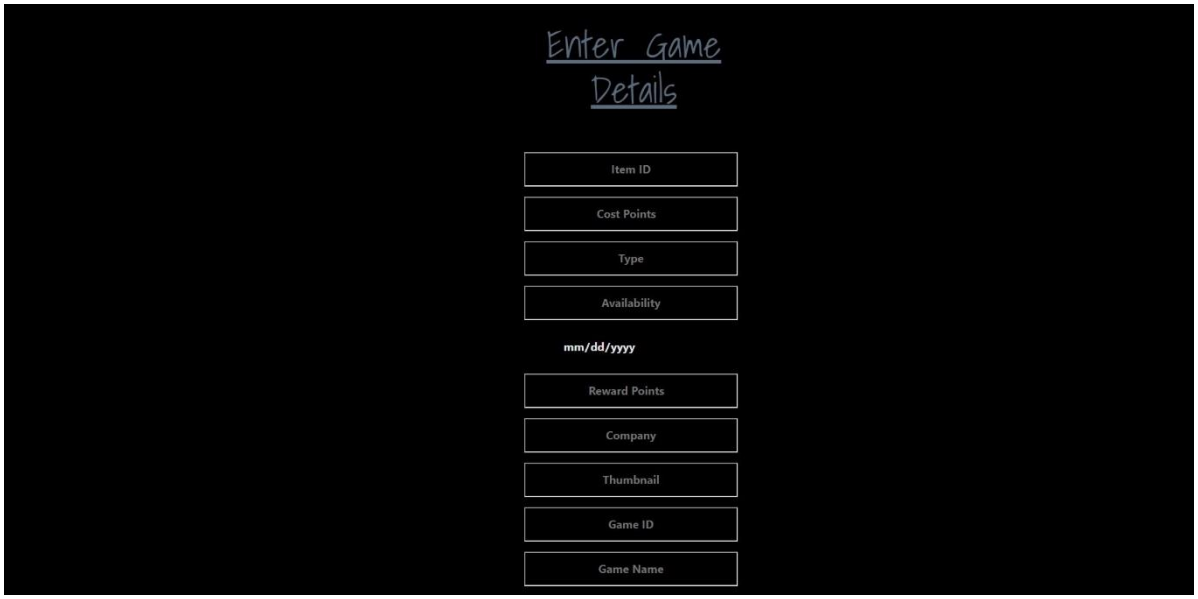


Figure 4.9: ADD Games

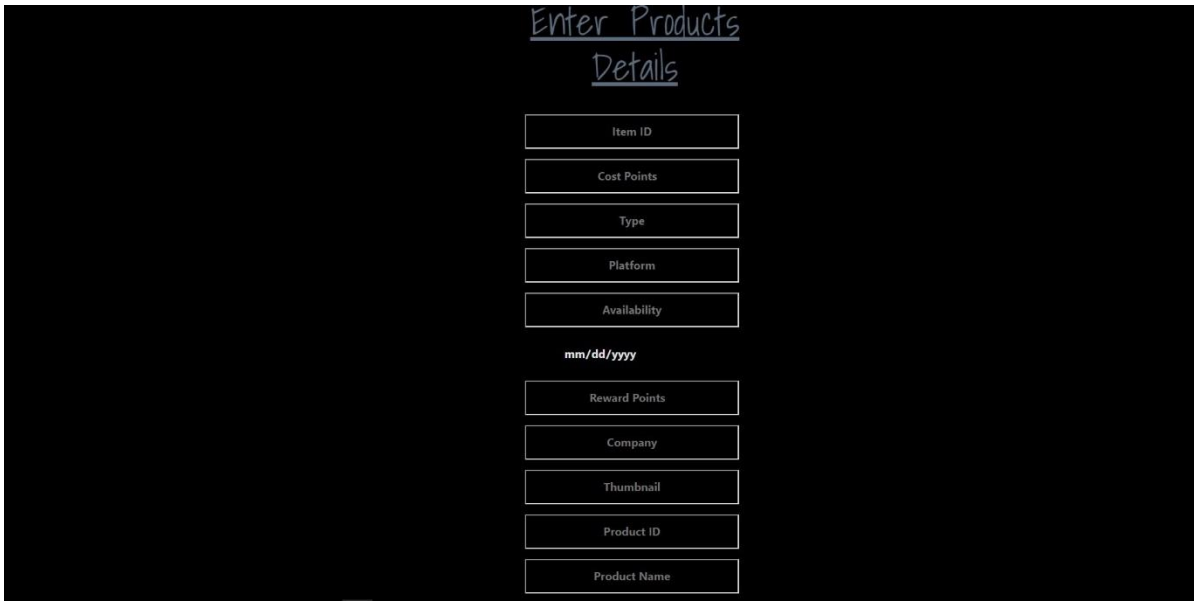


Figure 4.10: Add Products

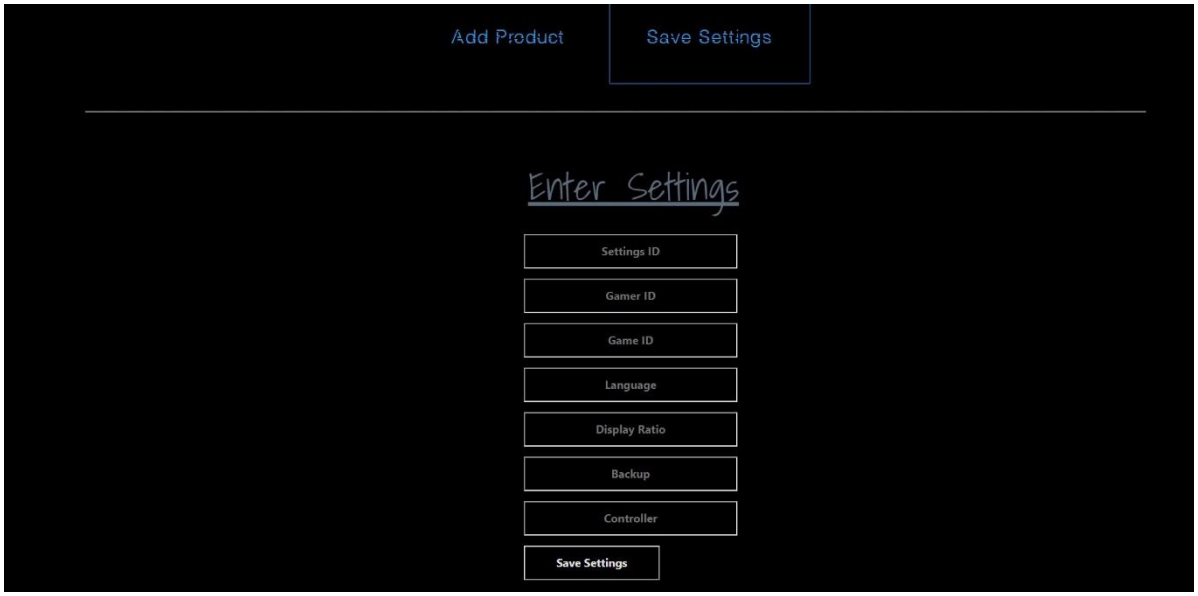


Figure 4.11: Add Settings

4.2 QUERIES:

Buy function:

```
public function buy($Gamer_ID,$Item_ID) {


    try{

        $query = "select Points from gamer where Gamer_ID = :Gamer_ID";
        $rs = $this->game_portal->prepare($query);
        $rs->bindValue(":Gamer_ID", $Gamer_ID);
        $rs->execute();

        $rs_row = $rs->fetch(PDO::FETCH_ASSOC);
        $user_Points = $rs_row['Points'];

        $query = "select Cost_Points from virtual_shop where Item_ID = :Item_ID ";
        $rs = $this->game_portal->prepare($query);
        $rs->bindValue(":Item_ID", $Item_ID);
        $rs->execute();

        $rs_row = $rs->fetch(PDO::FETCH_ASSOC);
        $Cost_Points = $rs_row['Cost_Points'];


        if ($user_Points<$Cost_Points){
            return '[{"status" : "error", "message" :  "You dont have enough Points to buy" }]';
        }
        $user_Points-=$Cost_Points;

        $query = "update gamer set Points = :Points where Gamer_ID = :Gamer_ID";
        $rs=$this->game_portal->prepare($query);
        $rs->bindValue(":Points", $user_Points);
        $rs->bindValue(":Gamer_ID", $Gamer_ID);
        $rs->execute();

        $values_list=":Item_ID,:Gamer_ID, CURRENT_DATE()";
        $fields_list="Item_ID,Gamer_ID,Date_Of_Purchase";
        $query = "insert into games_owned ($fields_list) values ($values_list)";
        $rs = $this->game_portal->prepare($query);
        $rs->bindValue(":Gamer_ID",$Gamer_ID);
        $rs->bindValue(":Item_ID",$Item_ID);
        $rs->execute();

    return '[{"status" : "success", "message" :  "Brought Successfully" }]';
    } catch (PDOException $e) {
        return '[{"status":"error","message":"' . preg_replace("/[\r\n]+/", " ", $e->getMessage()) . '"}]';
    }


}
```

CONCLUSIONS AND FUTURE WORK

This work is an initial effort to store videogame and merchandise related information into a database and provide with a simple user interface, which helps us in maintaining and administrating the data of videogames. New upcoming titles of videogames are being released every season ,this database helps to keep data of the new titles .View tables are used to display all the components at once so that user can see all the components of a Particular type at once. One can just select, modify and remove the components through the front-end.