

A Mini Project Report on
SAP E-zone: Online Gaming Store

T.E. - I.T Engineering

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Academic year : 2022-23

CERTIFICATE

This to certify that the Mini Project report on SAP E-Zone Gaming has been submitted by Suyash Jadhav (20104136), Ashish Mundhada (20104107) and Pratham Lotankar (20104025) who are a Bonafede students of A. P. Shah Institute of Technology, Thane, Mumbai, as a partial fulfilment of the requirement for the degree in **Information Technology**, during the academic year **2020-2021** in the satisfactory manner as per the curriculum laid down by University of Mumbai.

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- 1.**
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Place: A.P.Shah Institute of Technology, Thane

Date:

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ABSTRACT

This project is aimed at developing a website for online gaming. The Online Game Hub provides an easy interface that would let the users to the pool of gaming.

It provides the users more pleasure and gladdening his mind by playing these traditional games such as ludo, bingo, puzzle, dots, vanish and memory game. It also provides users to interact with other players who are login to the website, even while gaming.

Multiplayer option is also provided in Bingo, so that users can play this game in different computer systems. A registered user can directly enter to the website by login using username and password. Basically, the website consists of various games and equipments where Users can can buy them through our website.

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Chapter No: 1

INTRODUCTION

SAP E-zone is basically a Gaming library with numerous games and various gaming equipments available to purchase at discounted price by the Customer as per their use.

SAP E-zone also provides customers to know information about no.of esports org and players existing in Indian Gaming community.

People in India don't have a proper website to look up games and their equipments(Pc,console and mobile) on one site. There are sites which don't have mobile gaming equipments needed for streaming like El-gato and Gaming finger sleeves etc.

Purpose:

- The main purpose of this application is to provide access to buy new and up to date games and gaming equipment's for the users.
- It provides a simple and interactive way of searching products.
- Details within include games with details and equipment's with their details.
- The Main objective of this website is to It reduces manual work of going to Physical stores rather users can easily order them through our website online.

Problem Definition:

- A major Problem is that a physical gaming store don't have gaming, streaming equipment's and games altogether.
- One may buy the same and keep it in the web for as much time the account of buyer is valid .
- So Using this website will help users to easily purchase his favorite gaming product.

OBJECTIVES

- To provide hassle free services to the customers.
- To Make an easy to use environment for Administrator and buyer .
- To increase efficiency of purchase.
- To manage the payments for the customers.
- To generate reports on games, payments.
- To expand the knowledge of E-sports to area where there is insufficient knowledge of gaming.

SCOPE

- To pursue gaming as a profession/career in India.
- Instead of getting corrupted physical data disk from store ,customer will purchase our gaming products online which will be installed for lifetime access once it is purchased.
- This platform saves time and money as well with a very commendable price.
- To build a Customer friendly web based application.
- To provide customers with detailed information about availability of games and gaming gears.

Chapter No: 2

LITERATURE REVIEW

Given below are the research papers used for our analysis whilst considering various approaches.

[1] A Guideline for Game Development-Based Learning, Bian Wu and Alf Inge Wang Norwegian University of Science and Technology, 7491 Trondheim, Norway, published on 24 november 2012.

- This paper presents at reviewing the published scientific literature on the topics of a game development-based learning Computer games and video games have become very popular in children and adolescents' life and play a prominent role in the culture of young people [1]. Games can now be played everywhere in technology-rich environments equipped with laptops, smart phones, game consoles (mobile and stationary), set-top, boxes and other digital devices. From this phenomenon, it is believed that the intrinsic motivation that young people shows towards games can be combined with educational content and objectives into what Prensky calls “digital game based learning” .

[2] Internet-of-things-enabled serious games: A comprehensive survey Computer Engineering, Gachon University, Republic of Korean Department of IT Convergence Engineering, Gachon University, Republic of Korea, published by Shabir Ahmed and Taeg keun whangbo.

- Serious games have been effective in education and healthcare. Still, its true potential has yet to be unearthed, which can play a pivotal role in remedying mental health and maintaining quality education considering online mode. Serious games in which the focus is tilted towards a serious job rather than entertainment [\[1\]](#) is termed as serious games. Serious games have proven to be remarkably productive not only as a learning tool in many domains such as engineering, healthcare, physics, and history [\[2\]](#) but also in playfully achieving a particular job.

Chapter No:3

PROPOSED SYSTEM

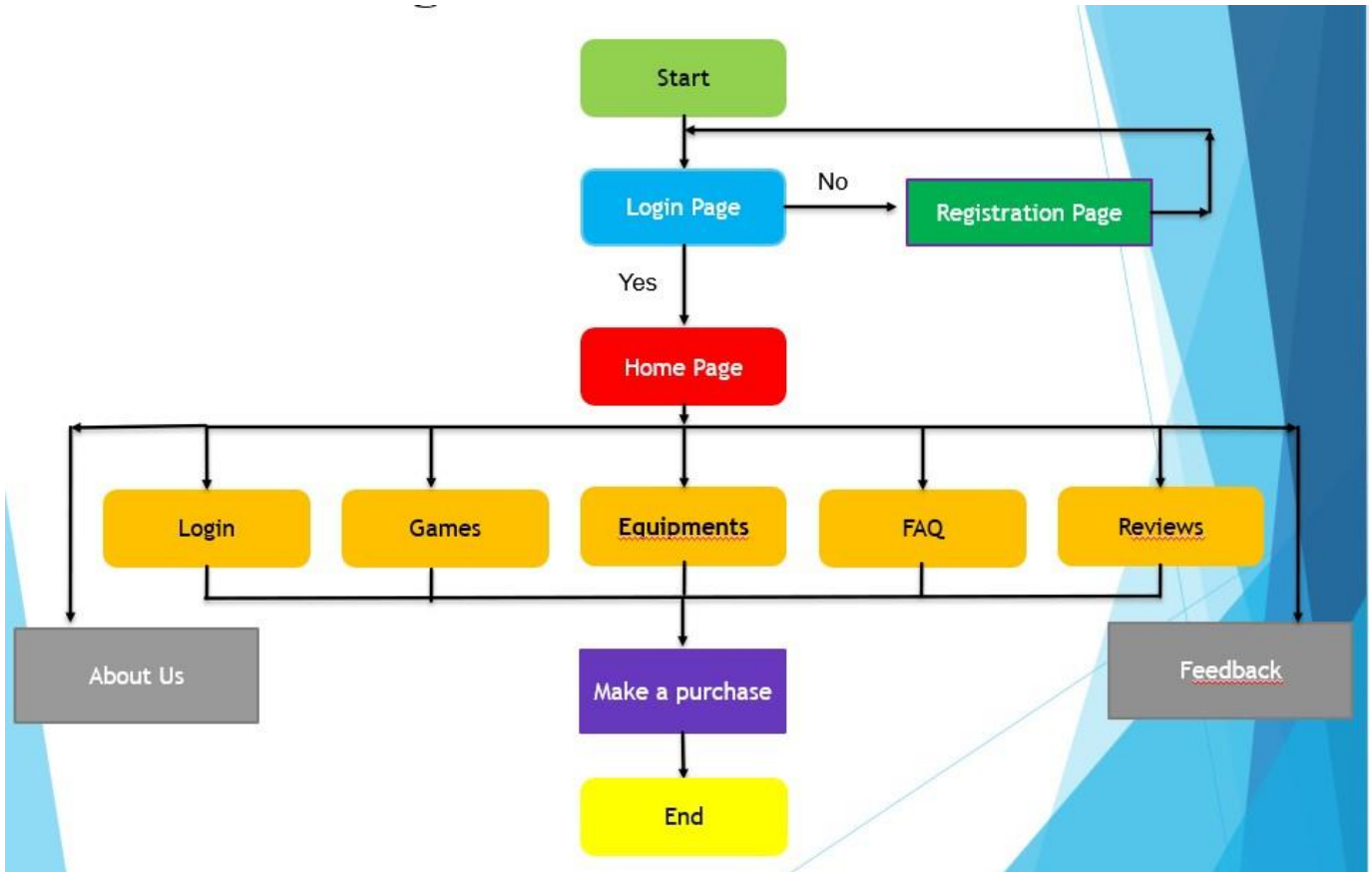
FEATURES AND FUNCTIONALITY:

- Feature 1: Creating the registration and login activities.
- Feature2: Connecting the database and storing the registration details in the database.
- Feature 3: Multiple users can register on the application and store details of various Users and access the same on login .
- Feature 4: Razorpay api is used as secured payment method for the user while purchasing.
- Feature 5: We will be providing more secure functions that will be verified and authenticated.

Chapter No:4

REQUIREMENT ANALYSIS

Block Diagram: A block diagram is a visual representation of a system that uses simple, labeled blocks that represent single or multiple items, entities or concepts, connected by lines to show relationships between them.



Chapter No:5

PROJECT DESIGN

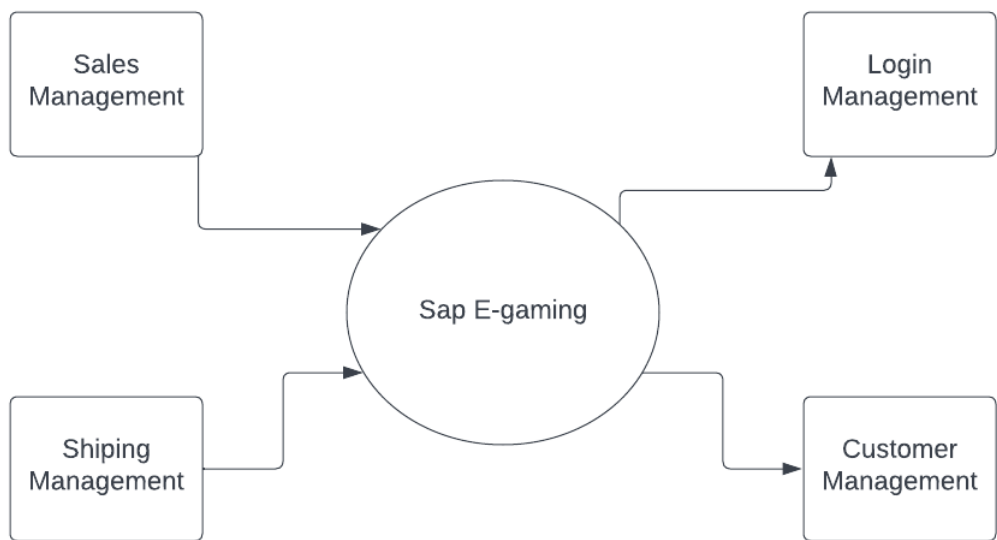
- Use Case Diagram

Visual Paradigm Online Free Edition

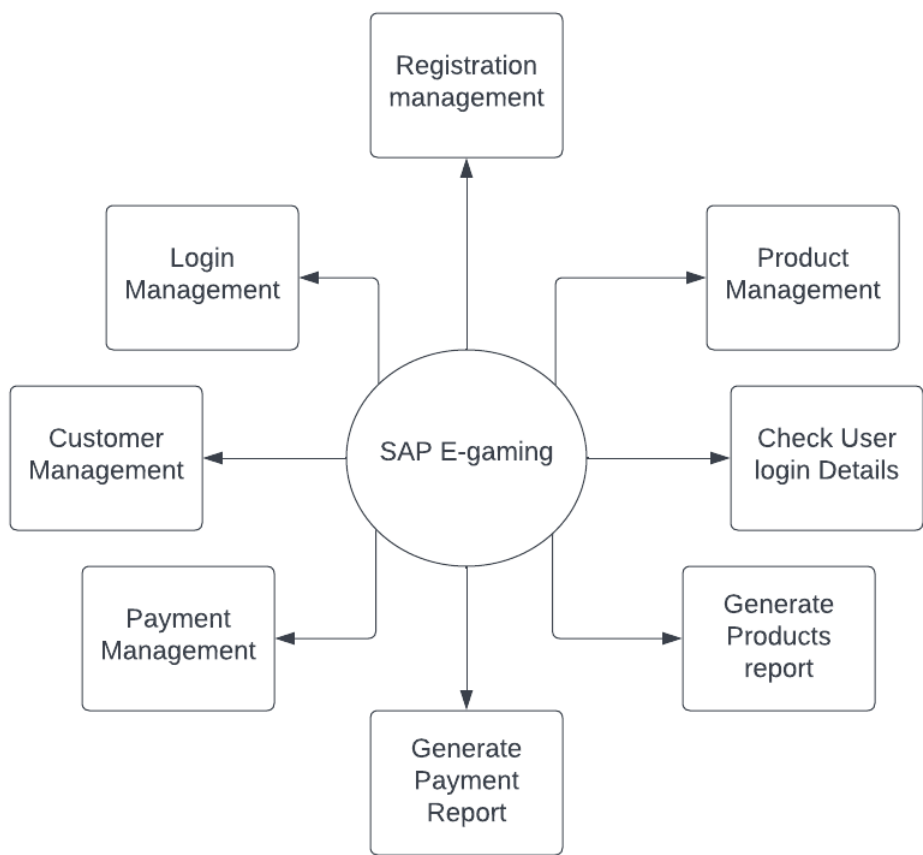


Figure 1: Use case diagram

Zero level DFD:

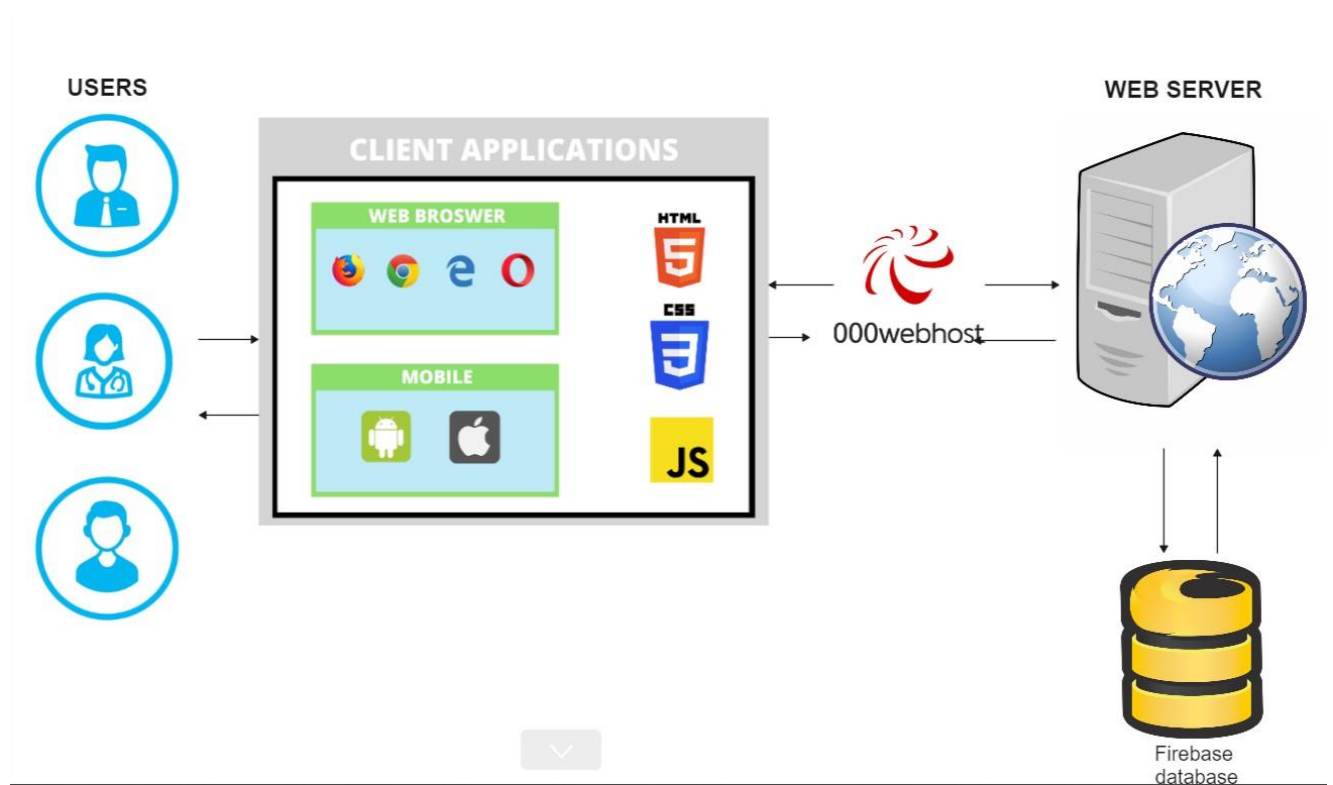


First level DFD:



SYSTEM ARCHITECTURE

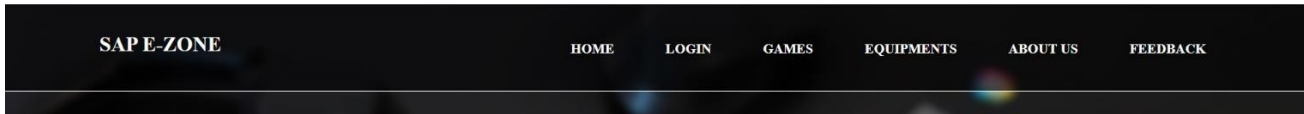
The system architecture diagram is a visual representation of the system architecture. It shows the connections between the various components of the system and indicates what functions each component performs. The general system representation shows the major functions of the system and the relationships between the various system components.



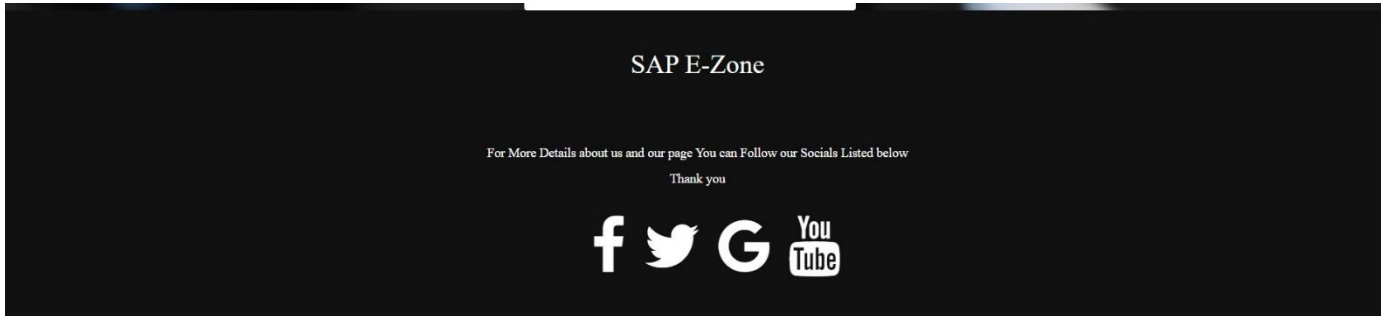
Chapter no:6

RESULTS AND DISCUSSION

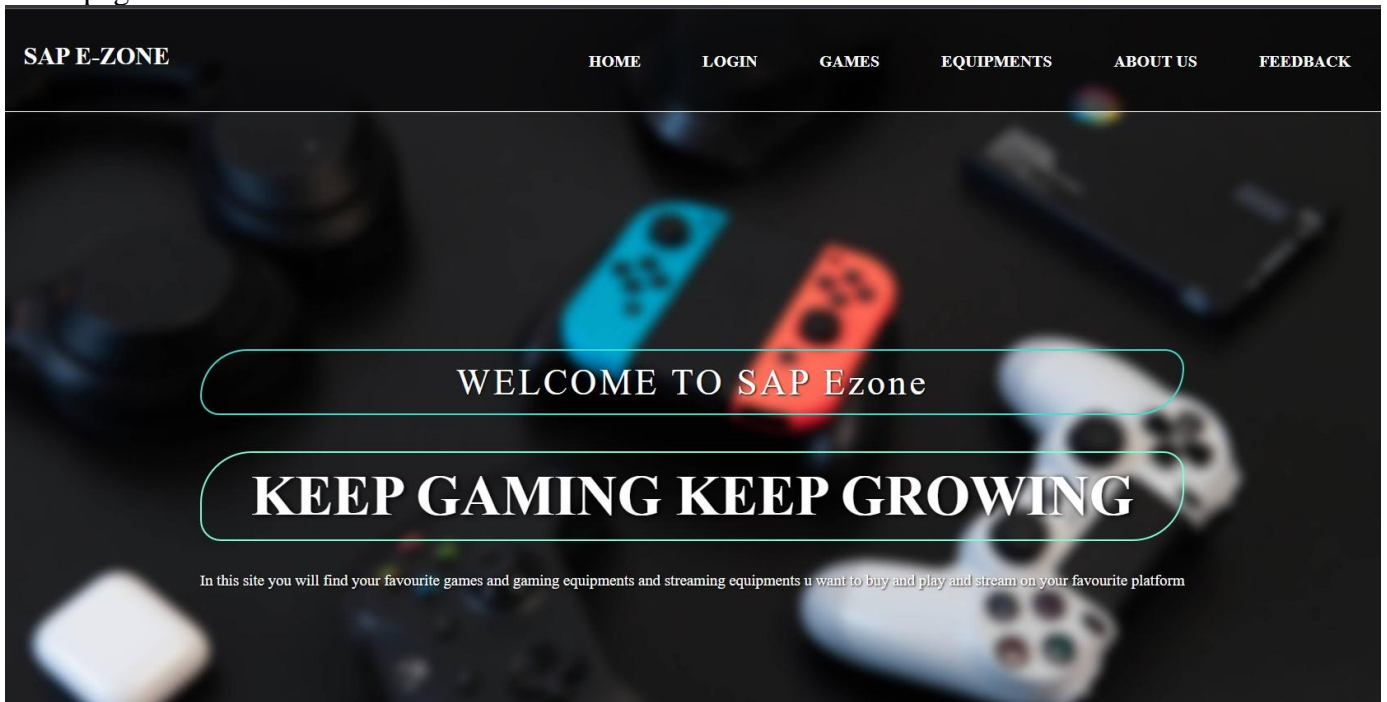
Navbar header:



Navbar footer:



Homepage:



Signup and Login :

Sign up

It's free and only takes a minute

First name

Last name

Email

Password

Confirm password

submit

Already have an account? [Login Here](#) >

Login

Email


Password

submit

Not have an account? [Sign up Here](#)

Games Page:


Gaming keyboard



Best Gaming keyboard in best colours

Buy Now


E-zone CPU Cover



Product Description

Buy Now


E-zone gaming mouse



Product Description

Buy Now


E-zone Xbox Controller



Product Description

Buy Now


E-zone PS5 Controller



Product Description

Buy Now

E-zone Mobile Controller




Product Description

Buy Now

Equipments page:


Gaming keyboard



Best Gaming keyboard in best colours

Buy Now


E-zone CPU Cover



Product Description

Buy Now


E-zone gaming mouse




Product Description

Buy Now


E-zone Xbox Controller




E-zone PS5 Controller



E-zone Mobile Controller





E-Keyboard

Gaming Keyboard with a Sprinkle of Classic Cartoon Doraemon


₹8,250

Pay Now

PROFTM

Keyboard

Product image(s)



Product Description

Mechanical Gaming Keyboard - Chikita Theme (3.0)

Ships in X days (if physical prod

We've received your SAP store order! We'll be the way home.

Average delivery time

Show More

PROFTM

English

Preferred Payment Methods

UPI - PhonePe

UPI - PayTM

Cards, UPI & More

Card

Visa, MasterCard, RuPay, and Maestro

UPI / QR

& More

Netbanking

All Indian banks

Wallet

Mobikwik & More

EMI

₹ 8,250

View Details

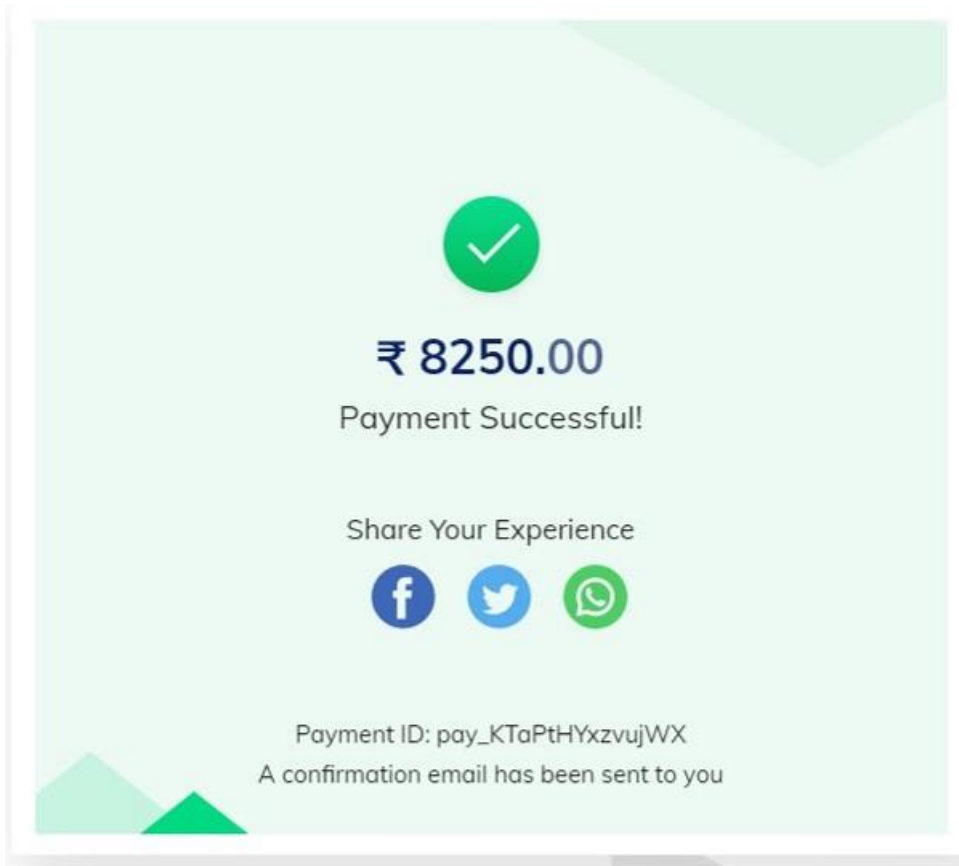
Pay Now

₹8,250.00

ashishmishra2002@gmail.com

8888888888

Pay ₹8,250.00



Backend:

<https://signup-form-d6307-default-rtdb.firebaseio.com>

- ▶ -NEtL7kxKSivrLCizpzP
- ▶ -NEtLprgDqZj-LXPGdf2
- ▶ -NEtLvCtHKMMDeSblhRz
- ▶ -NEtLvr1IWK_1V_rhceh
- ▼ -NEthdpC0npabXVUHdZK
 - confirmpassword: "Suyash@399"
 - email: "Suyashj@399"
 - firstname: "Suyash"
 - lastname: "Jadhav"
 - password: "Suyash@399"

Chapter No: 7

TECHNICAL SPECIFICATIONS

Development: VS Code

VS Code also known as Visual Studio Code is a source code editor made by Microsoft for Windows, Linux, MacOS. It has various features such as Debugging, Syntax highlighting, extension, intelligent code completion.

Frontend - HTML (Hyper text markup language) and CSS, JAVASCRIPT:

As a web developer, the three main languages we use to build websites are HTML, CSS, and JavaScript. JavaScript is the programming language, we use HTML to structure the site, and we use CSS to design and layout the web page.

Backend -Firebase:

Realtime Database – the Firebase Realtime Database is a cloud-hosted NoSQL database that enables data to be stored and synced between users in real time. The data is synced across all clients in real time and is still available when an app goes offline



Chapter No:8

PROJECT SCHEDULING

1	Suyash Jadhav	2 nd and 3 rd week of July	Collected information for the topic and had discussion with guide. Implementing Home page and description page and testing the code to find possible bugs
2	Pratham Lotankar	1 st and 2 nd Week of July	Worked on the base of project. Studied Algorithms and started with the development of UI.
3	Ashish Mundhada	3 rd and 4 th Week of August	Login and registration page with firebase database connection and API.

Chapter No:9

CONCLUSION AND FUTURE SCOPE

- To conclude, SAP E = GAMING works like a component which will access all the available facilities and performs various functions.
- Admin Panel: -
- Admin will be included in future to manage products, manage payment, manage sales and Manage User login Details.
- The project has a very vast scope in future.
- It will be implemented in various fields in future.
- It will also be updated in the future as and when requirement for the same arises, as it is very flexible.

Chapter No:10

REFERENCES

- [1] https://www.ijeit.com/Vol%203/Issue%209/IJEIT1412201403_42.pdf.
- [2] <https://ieeexplore.ieee.org/document/6040828/authors#authors>.
- [3] <https://www.slideteam.net/tag/contact-management-system-powerpoint-templates-ppt-slides-images-graphics-and-themes>.
- [4] <https://www.slideserve.com/inara/contact-management-system-powerpoint-ppt-presentation>.

