

COMP09020 Internet Scripting

Website Documentation

Title of the project: Soul Free

Banner ID: B00254067

Declaration of originality:

I declare that this is an original study based on my own work.

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1. Project Introduction

This project has diverged from the original project brief but has given an equivalence in technical in what is delivered compared to the original project brief.

The project is an early version of an online multiplayer role playing game and is built using MVC design principles.

2. Website Functions

Sessions

The website uses sessions to check if a user is already logged in. If the user tries to visit the homepage without first logging out they will be taken to the overview page instead.

Login In

User account is verified from a database and if the user account does not have a character they will instead be taken to a character selection screen.

Create New Account

Will check to ensure that the username does not already exist in the user accounts table before committing the new account.

Create new Character

Allows the user to choose a job for their character. At the moment only the 'Outdoor Enthusiast' is functional'

The user can choose a character name and upload a picture for their character.

Edit Character

User can edit the character name and change the uploaded picture.

3. Instructions for Administration Pages

Step 1: Set up database file

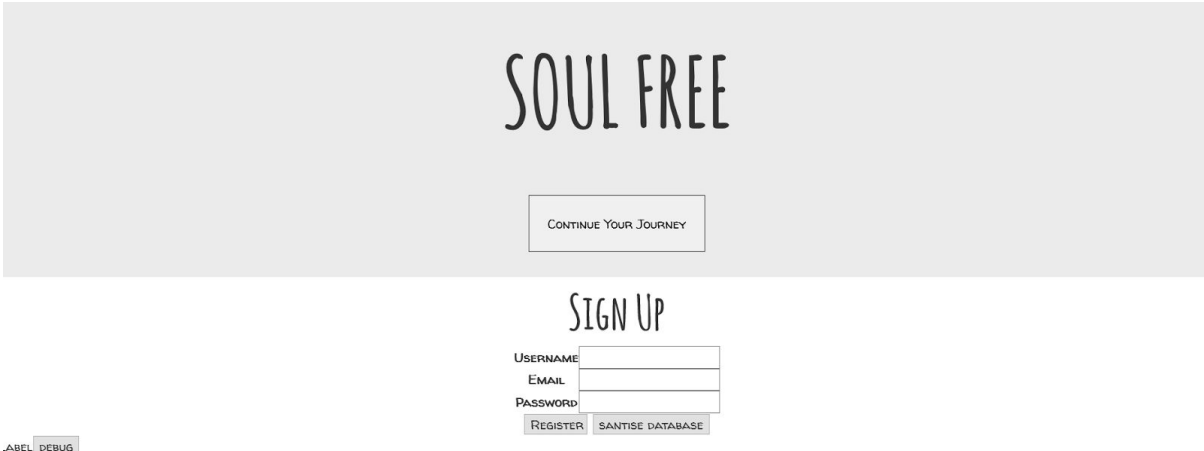
```
public class db
{
    public static string con()
    {
        string con = "Data Source=(LocalDB)\\MSSQLLocalDB;AttachDbFilename=D:\\project\\game-soul-free\\B00254067\\App_Data\\Database.mdf;Integrated Security = True";
        return con;
    }

    public static SqlCommand query(string query, SqlConnection con)
    {
        SqlCommand command = new SqlCommand(query, con);
        return command;
    }
}
```

the db.cs file needs to be changed to contain the local filepath for the database file.

Step 2: Log into the account

Create new Account



The screenshot shows the 'SOUL FREE' application interface. At the top, the text 'SOUL FREE' is displayed in a large, stylized font. Below it is a button labeled 'CONTINUE YOUR JOURNEY'. Further down, the text 'SIGN UP' is shown. Under 'SIGN UP', there are three input fields for 'USERNAME', 'EMAIL', and 'PASSWORD'. Below these fields are two buttons: 'REGISTER' and 'SANTISE DATABASE'. In the bottom left corner, there is a small label 'LABEL' next to a 'DEBUG' button.

Proceeding any testing of creating a new character the sanitise database button should be pressed to remove all the existing character data associated with any account. The DEBUG button was used for testing the output of functions to the LABEL and doesn't need any concern.

To create an account just enter a username, email and password. As long as the username does not already exist the account should be created.

To enter the game click Continue Your Journey button and input the details for the newly created account.

Step 3: Create a new character

SELECT	LOCAL CELEBRITY	YOU HAVE MANY FANS EVERYWHERE SO SOME ENEMIES WILL NOT ATTACK YOU BUT YOU CAN CHOOSE TO ATTACK THEM. YOU CAN CHOOSE TO TRY TO CHARM SOME ENEMIES INTO JOINING YOU AS FOLLOWERS BUT YOU MAY ONLY USE ONE ENEMY FOLLOWER AT A TIME TO HELP YOU IN BATTLE. YOU CAN SOMETIMES CONVINCE OTHER PLAYERS FOLLOWERS TO JOIN YOU INSTEAD.	GOOD
SELECT	MARTIAL ARTS TEACHER	YOU HAVE DEDICATED YOUR LIFE TO THE MARTIAL ARTS. YOU HAVE TWICE THE DAMAGE POTENTIAL WHEN ATTACKING USING STRENGTH AND YOU CAN WIELD TWO WEAPONS AT THE SAME TIME.	NEUTRAL
SELECT	OUTDOOR ENTHUSIAST	YOU HAVE SPENT YOUR LIFE INDULGING IN DANGEROUS SPORTS AND HAVE SUPERB FITNESS. YOU ARE ABLE TO TRAVERSE COLLAPSED BUILDINGS, DEBRIS, MOUNTAINS AND CAVES AND WITHOUT MUCH DIFFICULTY. YOU CANNOT BE ATTACKED BY OTHER PLAYERS AND YOU CAN CHOOSE TO AVOID NON PLAYER ENEMIES WHEN YOU ARE IN A COLLAPSE BUILDING.	NEUTRAL
SELECT	PACIFIST	YOU HAVE ALWAYS AVOIDED FIGHTING SO YOU WHEN YOU ARE FIGHTING YOU CAN ADD YOUR CRAFT AND STRENGTH TOGETHER. WHEN YOU VISIT THE CHAPEL YOU HAVE A HIGHER CHANCE OF GETTING A POSITIVE EFFECT. BECAUSE OF YOUR UNWILLINGNESS TO HURT PEOPLE YOU MAY NOT USE WEAPONS OR ARMOUR.	GOOD
SELECT	PHILANTHROPIST	YOU WERE BORN INTO A RICH FAMILY. YOU HAVE REGULARLY GIVEN YOUR WEALTH AND POSSESSIONS TO A CHAPEL AND SO YOU BEGIN WITH GAME WITH ONE RANDOM FAVOUR. WHEN YOU VISIT THE CHAPEL YOU WILL HAVE A HIGHER CHANCE AT GAINING A BENEFIT. WHEN YOU ARE CONFRONTED BY A BAD CIRCUMSTANCE WHICH REQUIRES YOUR CRAFT TO DEFEAT YOU MAY CHOOSE TO INSTANTLY OVERCOME THIS EVENT BY USING YOUR FAMILY CONNECTIONS, WHEN YOU DO THIS YOU WILL NOT GAIN EXPERIENCE BUT YOU WILL GAIN A FAVOUR FROM A PASSER WHO WITNESSED YOU DO THIS. YOU HAD AN EASY LIFE AND BECAUSE OF THIS YOU CANNOT USE A WEAPON DURING COMBAT.	GOOD
SELECT	SERIAL KILLER	WHEN YOU ATTACK ANOTHER PLAYER YOU MAY CHOOSE TO USE YOUR EXPERTISE IN KILLING WHEN ATTACKING ANOTHER PLAYER. DOING SO WILL SEVERLY LOWER THE OTHER PLAYERS ABILITY TO DEFEND THEMSELVES. IF YOU ATTACK USING THIS METHOD YOU CANNOT ROB THE OTHER PERSON.	EVIL
SELECT	THEIF	YOU CAN STEAL 1 UNIT OF CURRENCY OR ITEM FROM A PLAYER. WHENEVER YOU VISIT A STORE YOU MAY STEAL SOMETHING.	NEUTRAL

CHARACTER NAME

UPLOAD A CHARACTER IMAGE ~15A0DE6F0B0BAB6794D5F0B46E9B78498E4CDAF576243835E1*pimgpsh_fullsize_disttr.jpg


Scroll down this page and Select the Outdoor Enthusiast.

input a character name and choose a picture for the character and submit.

Step 4: Overview

CHARACTER
PLAY
LOG OUT

HEH



LVL 1 OUTDOOR
ENTHUSIAST: HENRY
STRENGTH: 3
CRAFT: 3
LUCK: 5
LIFE: 5
ALIGNMENT: NEUTRAL
LOCATION: DEBRIS


Much of the game has not been completed so not much exists on this page. On the left side there is a menu to perform specific functions.

Step 5: Character Page

UPDATE CHARACTER INFO

CHARACTER NAME

UPLOAD A CHARACTER IMAGE NO FILE SELECTED.



LVL 1 OUTDOOR
ENTHUSIAST: HENRY
STRENGTH: 3

Write a New character name in here to change the characters name click the change chracter name.

UPDATE CHARACTER INFO

CHARACTER NAME


CHANGE CHARACTER NAME

UPLOAD A CHARACTER IMAGE

Browse...

^B8BA62FB39ACC481FDE5AEOD360371851021BCDBD61058322B~pimgpsh_fullsize_distr.jpg

UPLOAD NEW CHARACTER PICTURE



LVL 1 OUTDOOR
ENTHUSIAST: STEPHEN
STRENGTH: 3
CRAFT: 3
LUCK: 5

Select a file to change the image and click upload new Character Picture

Step 5: Play

CHARACTER
PLAY
LOG OUT

DEBRIS


THIS AREA ONCE WAS A MAJOR CITY AREA BUT BECAUSE OF EARTHQUAKES SEVERAL BUILDINGS HAVE COLLAPSED TOGETHER TO CREATE A GIGANTIC FIELD OF DEBRIS.

YOUR OUTDOOR ABILITIES AND EXPERIENCE ALLOW YOU TO TRAVERSE AN EASY PATH OVER THE TOP OF THE DEBRIS.

BYPASS THE DEBRIS AND TRAVEL TO THE NEXT DESINATION

TRAVELLING UNDER THE DEBRIS WILL BE DANGEROUS AND THERE ARE MANY CHANCES TO GET LOST.

GO INTO THE DEBRIS



LVL 1 OUTDOOR
ENTHUSIAST: STEPHEN
STRENGTH: 3
CRAFT: 3
LUCK: 5
LIFE: 5
ALIGNMENT: NEUTRAL

The Outdoor enthusiast character class begins in the debris and because they have a special ability they can choose to skip this area. Only one area exists in this game and so clicking this button will only direct the player back to this page. So instead click 'Go Into the debris' to play this section of the game

DEBRIS

THIS AREA ONCE WAS A MAJOR CITY AREA BUT BECAUSE OF EARTHQUAKES SEVERAL BUILDINGS HAVE COLLAPSED TOGETHER TO CREATE A GIGANTIC FIELD OF DEBRIS.

YOU MANAGE TO ESCAPE THE DEBRIS.

TRAVEL TO THE NEXT DESINATION

This time I was lucky but there can be some other results from this.

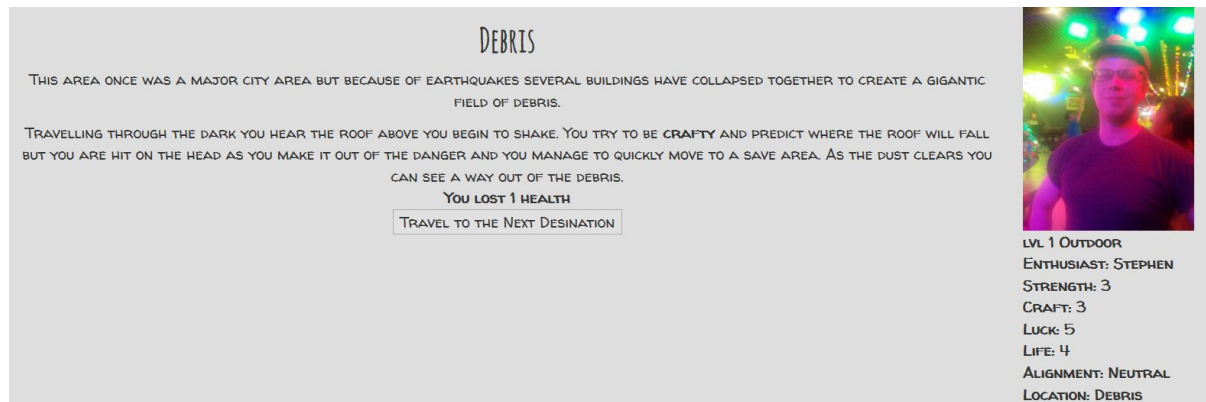
DEBRIS

THIS AREA ONCE WAS A MAJOR CITY AREA BUT BECAUSE OF EARTHQUAKES SEVERAL BUILDINGS HAVE COLLAPSED TOGETHER TO CREATE A GIGANTIC FIELD OF DEBRIS.

YOU ARE LOST IN THE DEBRIS. KEEP TRYING TO FIND A WAY OUT.

KEEP SEARCHING FOR A WAY OUT

The character can get lost inside.



The character can escape but get hurt - the characters health will also update in the database to reflect their current health.

4. Project Conclusion

This project will continue to be developed as it is a personal hobby of mine. Using the MVC design philosophy although allowing for future scalability actually inhibited the speed at which this application could be developed.

5. Outstanding issues

The debris play area never allows the user to win the encounter which would allow them to prevent themselves from being hurt. Also another encounter which would give the user a strength point also didn't appear in the testing. Either I was very unlucky with the random number generator or there is a flaw in the logic which rolls the dice or determines the results.