

INFT3050

Web Programming

Assignment One

Documentation

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Site Description – Nostalgic Games

The goal the nostalgic games website is to give users a platform to buy old video games that are harder to find from an online site. For example, NES, Dreamcast, N64 games. This could also be expanded to the consoles themselves in the future.

Design Choices

First, we created the sites icon in photoshop. Here we used the design and colours of the Nintendo Entertainment System. It was from this icon we decided on the colour scheme for the entire website. From this stage we made every attempt to model all aspects of the site using the NES colours, including all buttons, text boxes and UI aspects.

Coding Choices

Our main goal was to design the site so that connecting it to the database in part 2 was as easier as possible. For that we have used ASP in any part of the site that will be drawing data from the database in the future. This will hopefully make assignment 2 much easier.

For validation we used the inbuilt Visual Studio and ASP functions. However, this made this asp/html code much harder to understand. If we were to do this again, we would do the validation in the C# as it would keep it separate and easier to understand.

For design we used Bootstrap and JQuery as this cut down on the time it takes to design a page. The CSS was all kept within the master CSS style sheet as this enabled us to use the same CSS across all the pages linked to the master page. While some pages have their own inline CSS to fix smaller changes. However, we tried to avoid this as much as possible.

SQL Code choices

Placing the payment ID as a foreign key inside customer:

I originally had paymentID as a FK inside orders, but realised I could have userID store their method of payment and use it as a functional dependency in the table, so if an admin wants to see what payment method a user has on an order, they are able to refer to the user table.

Table Creation:

The tables created were based off design choices for the website, so data stored in the admin table will reflect the data the user will need to enter on the site.

Changing Primary Keys from VARCHAR to INT:

I did this so I was able to make use of the SQL identity function and auto increment my primary keys with each new entry.

Site Pages

- About Page
- Add Buy Page (Unused)
- Admin Login
 - Page to allow admin to login into account that has admin site management
- Admin Management
 - Page to allow admin the ability to change and edit site content and users
- Admin add new product
 - Allow admin to add new products to store front
- Admin update Items
 - Allow admin to search and update current products on the storefront
- Admin view Items
 - Allow admin to find current items on storefront
- Admin Registration Page
 - Allows someone to create and admin account for the site. To do this they are granted and unique time limited code from the database when creating the account. This then flags the account as admin and grants them greater access to the site.
- Admin User Management
 - Allows admin to block, unblock and search for users and their history
- Base Nav bar (Unused)
- Card page
 - Cart page for users to collect multiple items before purchasing.
- Contact Page

- History page
 - Page of users purchase history.
 - Viewable by the user and site admin
- Log out page
- Login page
 - Page for users to log into site
- NostGamesHomePage
 - Home page for site and displays randomly generated items through cards
 - These cards are hardcoded for now but once connected to the database they will auto generate.
- Payment page
- Registration page
- Search page
 - Page for users to search for certain items.
 - Currently all hardcoded till connection to DB
- Payment Thankyou
- Postage Options
- Successful Login
 - Let's user know they have logged in.