Sub-Team Repo Submission

1. Decision Summary and Component Considerations

Our sub team is responsible for handling the backend development of the game using Node.js. For this particular deliverable, our focus has been on implementing crucial functionalities, including user registration and login, as well as features for creating, deleting, and managing inventory quantities. The core user story we aim to fulfill with this deliverable is as follows: "Users should have the capability to place or remove objects from the game map using items stored in their inventory. To facilitate this, we've provided the means to alter the quantity of inventory items, making it possible to increase or decrease these quantities, with user-specific identifiers provided from client side.

2. Individual Contributions

Krystal: I am responsible for the sub-project repository setup, server implementation, MongoDB integration, user schema design, and the development of registration, login, and user profile display features, utilizing axios requests.

Tommy: I am responsible for developing the item inventory system, encompassing item models, controllers, and routes. These routes link to functions I've designed, which allow for the creation and deletion of items, adjustment of parameters (both incrementing and decrementing), and displaying all items associated with a specific user.

3. Documentation for TA Verification

To ensure a seamless verification process by your TA, it is imperative that we provide comprehensive details and instructions. The documentation is intended to confirm two key aspects:

a. Functionality Verification

User Actions:

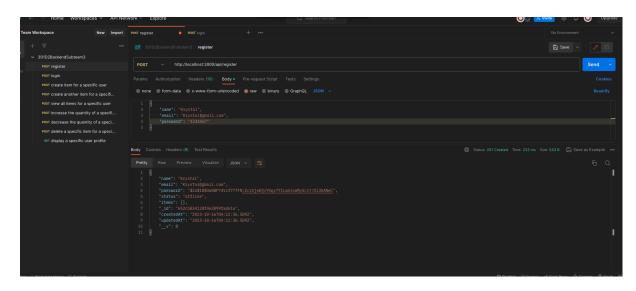
- User Registration: Users can register by providing required credentials and receive a confirmation message upon successful registration.
- User Login: Users can log in securely with their registered credentials.
- User Profile Display: The system displays user profiles with relevant information.

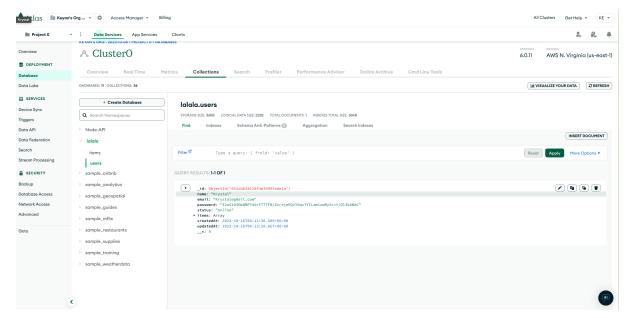
Item Management:

- Create Item: The ability to create new items, with all requisite details.
- Delete Item: Users can delete items from their inventory.
- Increase Parameter: Items' parameters can be incremented as needed.
- Decrease Parameter: Parameters can also be decreased.
- Show All Items: All items associated with a user are displayed.

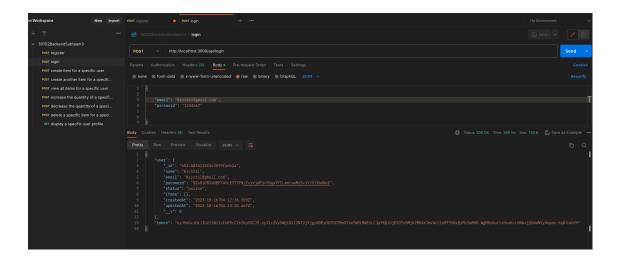
b. Repository and Server Confirmation

1. User registration request:

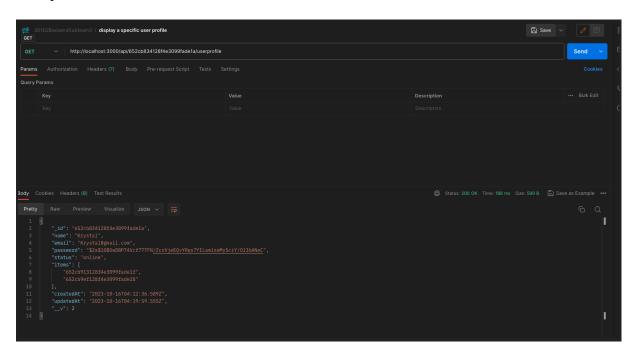




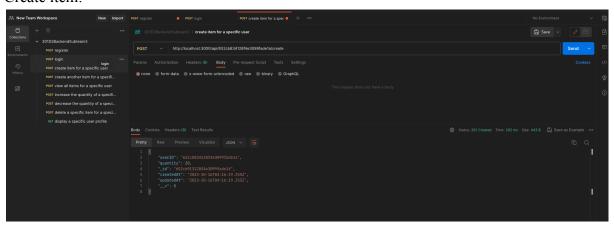
2. User login:

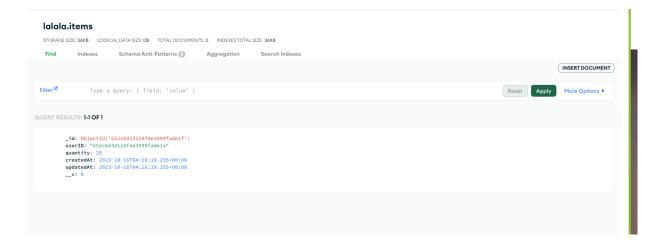


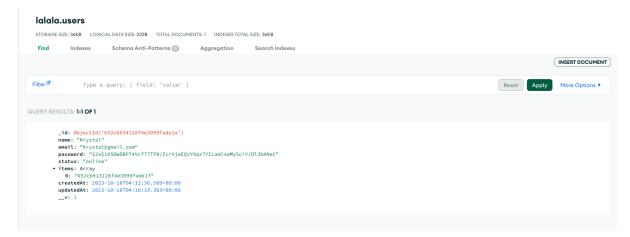
3. User profile:



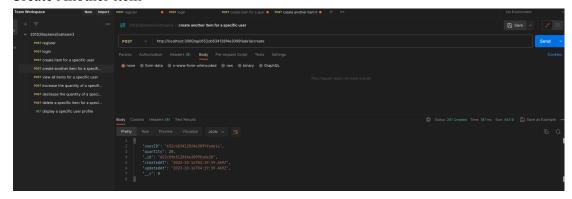
4. Create item:

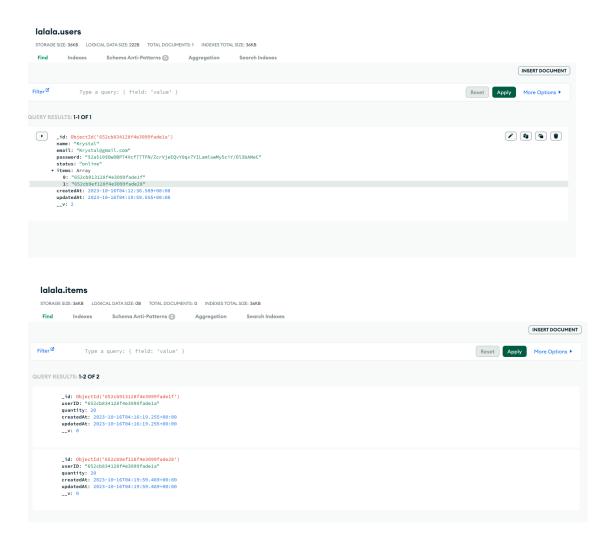




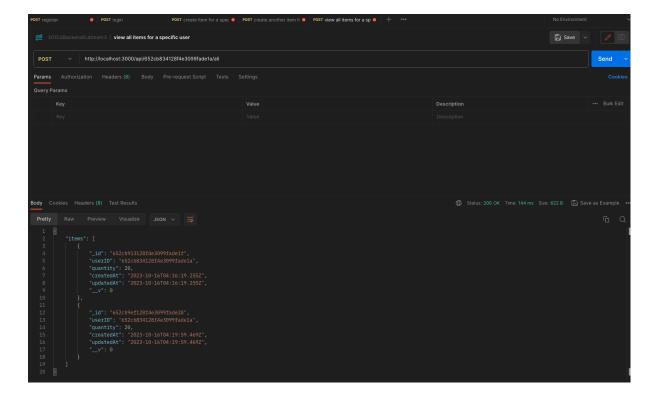


5. Create Another item

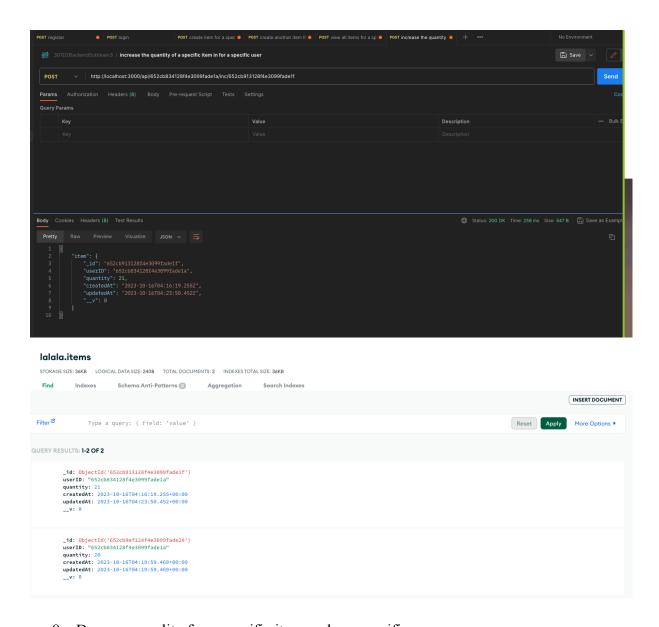




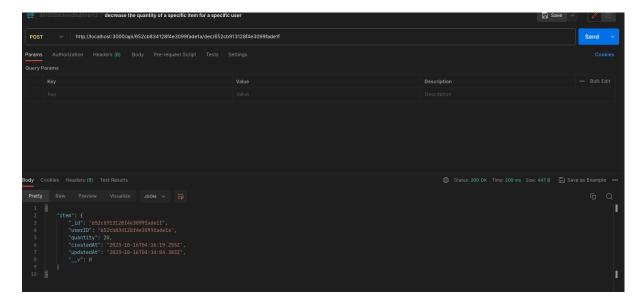
6. Show all items for a specific user

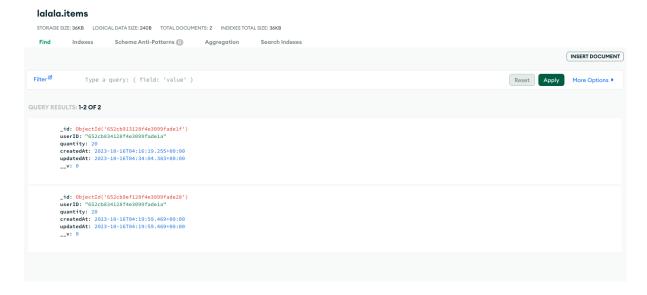


7. Increase quantity for a specific item under a specific user

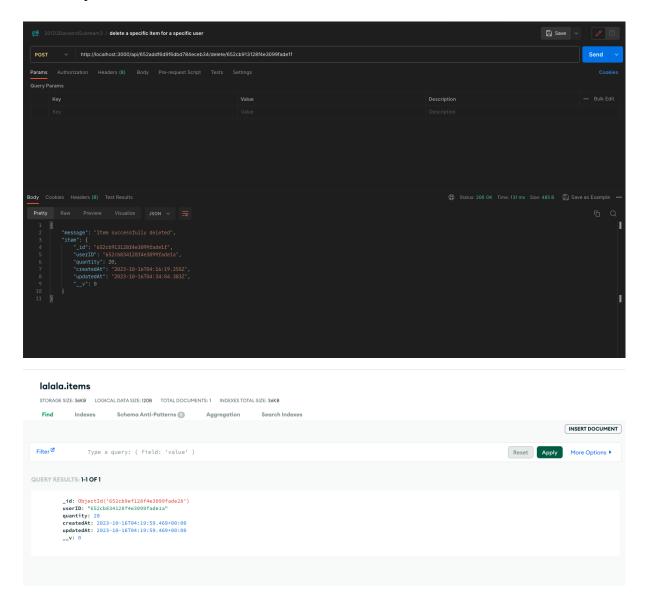


8. Decrease quality for a specific item under a specific user





9. Delete a specific item under a user



4. Your application (see deployment section below for details)

- 1. Clone the Repository:
- Go to the GitHub repository for your sub-project: https://github.com/csc301-2023-fall/deliverable-2-31-3-miaokey2-gongke.
- Click on the "Code" button and copy the repository URL: https://github.com/csc301-2023-fall/deliverable-2-31-3-miaokey2-gongke.git.
- Open your terminal and navigate to the directory where you want to clone the project.
- Run the following command to clone the repository: git clone https://github.com/csc301-2023-fall/deliverable-2-31-3-miaokey2-gongke.git
- 2. Connect to MongoDB Atlas:
- Visit https://account.mongodb.com/account/login in your web browser.
- Provide your email and accept the invitation to access the database. This will establish a connection to your MongoDB Atlas database.
- 3. Initialize and Run the Project:
- Open your terminal and navigate to the project folder (the one you cloned).
- Run the following commands to set up the project:
 npm install
 npm start
- You should see messages indicating that the server is running on port 3000 and that the database connection has been established.
- 4. Testing the Project:
- To test the project, your group uses Postman. You can access the Postman request collection for testing by providing your email.
- By following these steps, you'll have the project up and running on your local machine, and you'll be able to use Postman for testing the backend functionalities.