

**TRANSPORT AND TELECOMMUNICATION INSTITUTE**



**Engineering Faculty**

Course: Technical writing

Topic: “Object-Oriented Development”

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**Riga**

# Introduction

Storing information about your board games campaigns on the notes can be a very inconvenient task, it takes a lot of time and if you lose your notes, your information is also lost. To avoid these cases and make your life easier, the Campaign Web Archive Notebook was designed. The system can store information about your campaigns, players, pilots, mechs, matches and allows you to manage them anytime you want. It significantly fastens all the processes and makes your life easier.

Key features of the Campaign Web Archive:

- Creating, updating, deleting records.
- Sorting records.
- Filtering records.
- Summarizing key characteristics.
- Database connection.
- User authentication.
- User Friendly interface.

# Requirements

## Instructions for installing the software product:

Installation requirements are provided for Windows system.

To run the Campaign Web Archive Notebook on your system, you will need to install different components and IDE.

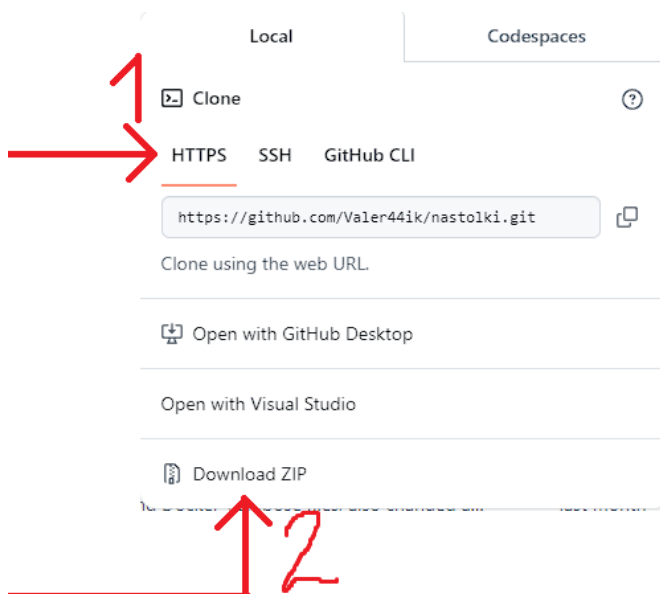
Follow these steps to set up and run your project in a containerized environment (docker container) on a localhost using IntelliJ IDEA.

### 1. IntelliJ IDEA.

- Download IntelliJ IDEA Community edition from [JetBrains website](#) (select mac os and the select dmg (intel) or dmg (apple silicon) depending on your processor.
- Follow installation steps.
- Enter the directory path: C:\Program Files\JetBrains\IntelliJ IDEA 2024.1.2
- Choose .java and .pom association.
- Install software.

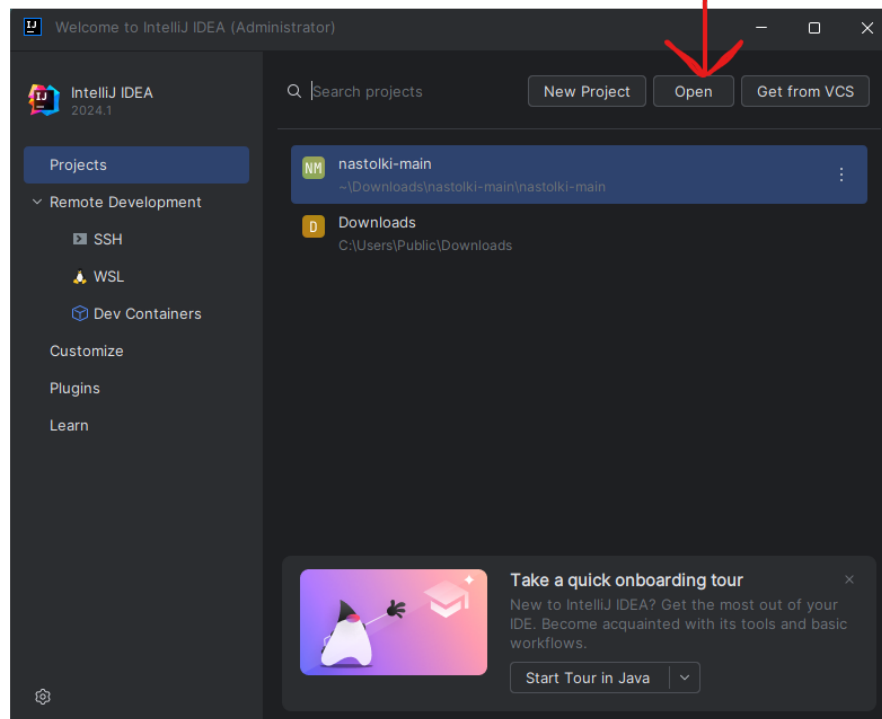
### 2. Download Spring project from Github.

- Open the project repository from [Github](#).
- Download it, choosing code, HTTPS, Download ZIP.

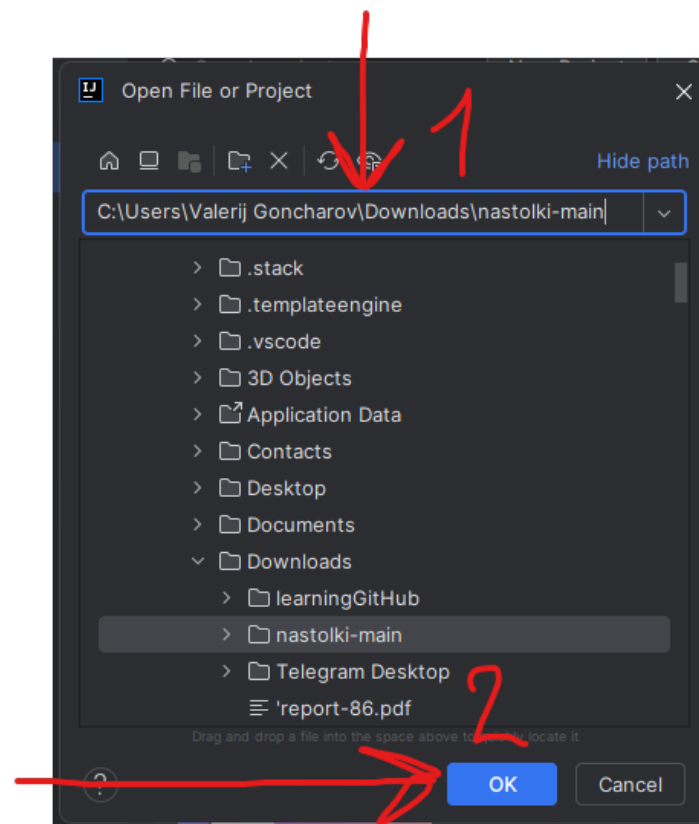


- Once installed, unarchive it in any directory you want.

- Open IntelliJ Idea and choose open project.



- Enter your project's directory and press ok.

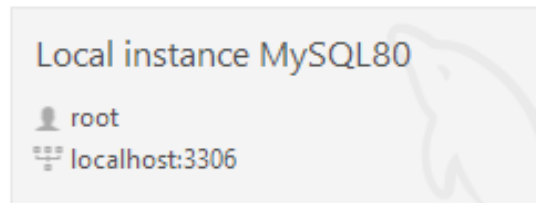


- Load Maven Script

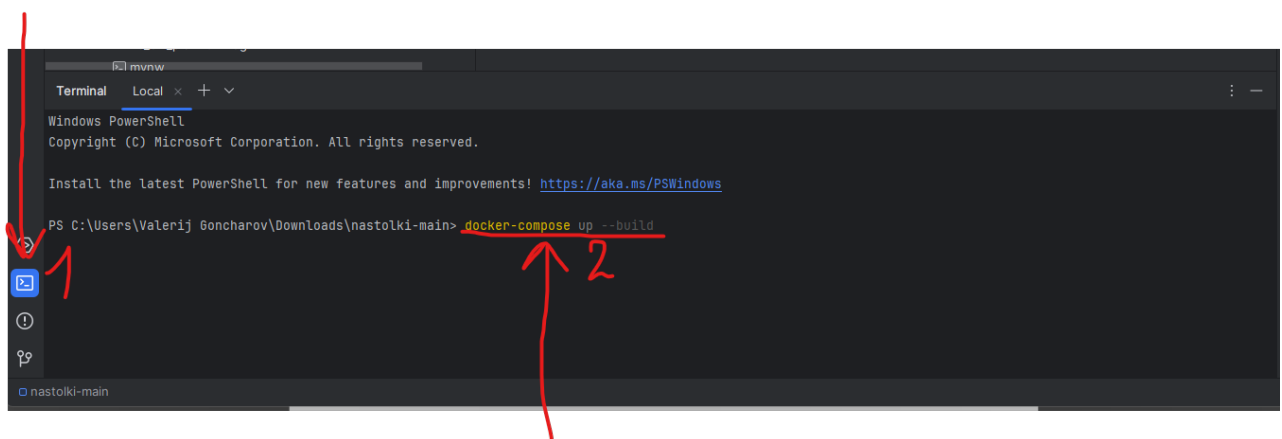
### 3. MySQL

- Download MySQL from the official website
- Follow the installation steps and make sure to install to install Java connector (Connector/J) and a Workbench for a convenient interface.
- Create a password for the account and after the server has been installed you should see the available connection.

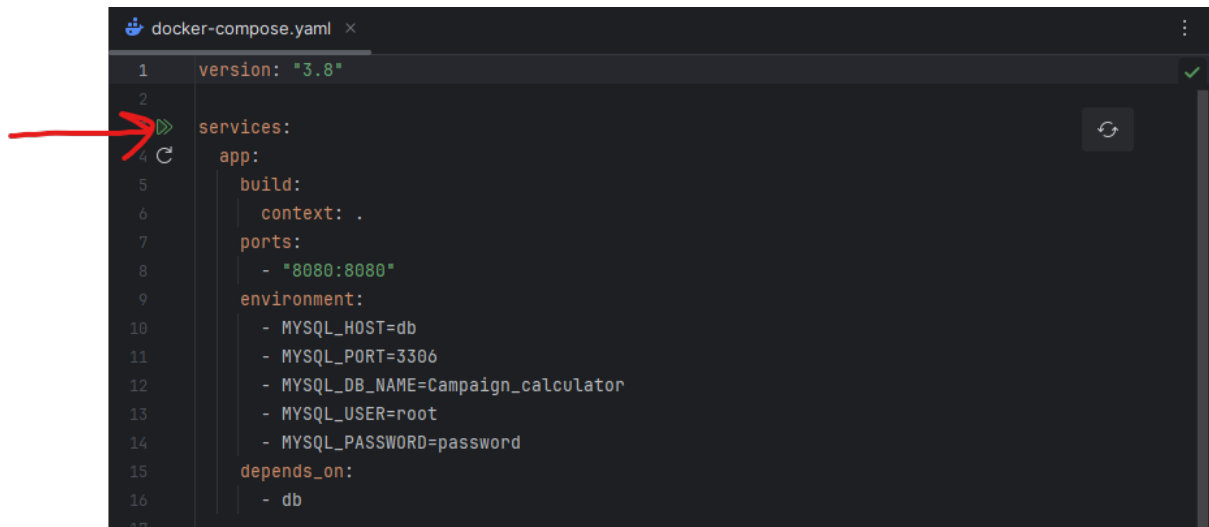
## MySQL Connections



- You may now open this connection by entering your password to verify that everything works properly.
4. Docker desktop.
    - Download docker from the official website and follow installation instructions.
    - Download mySQL image from DockerHub.
    - Download maven image from DockerHub.
  5. Run the project in a docker container.
    - Open the terminal in your project and run command “docker-compose up – build”.



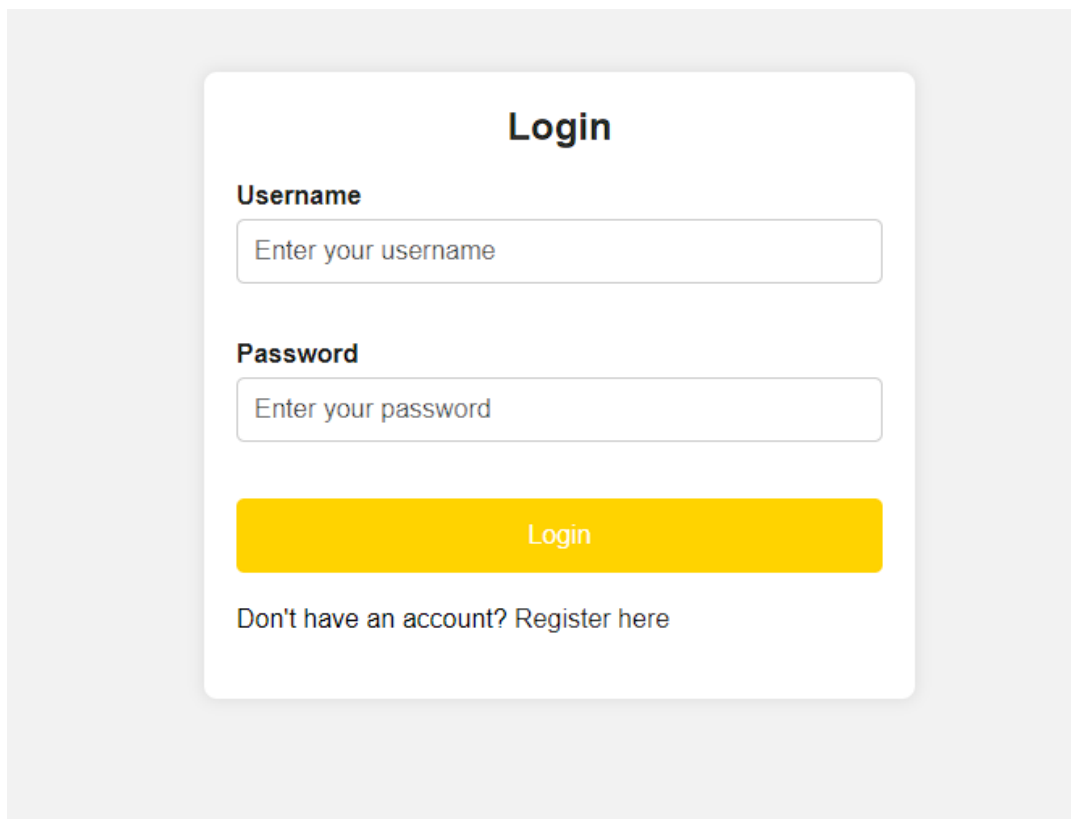
- (Optionally), if the command doesn't work, open `docker-compose.yaml` file and run the “services” line:



```
1 version: "3.8"
2
3
4 services:
5   app:
6     build:
7       context: .
8     ports:
9       - "8080:8080"
10    environment:
11      - MYSQL_HOST=db
12      - MYSQL_PORT=3306
13      - MYSQL_DB_NAME=Campaign_calculator
14      - MYSQL_USER=root
15      - MYSQL_PASSWORD=password
16    depends_on:
17      - db
```

- Open your docker desktop app and in containers section check, if nastolki-container works, if not, restart it and then recheck if everything works.
- Open your browser and type localhost:8080 in a search page and you will get to your website.

Once all instructions were done, you should see this screen:



## Login

**Username**

**Password**

Login

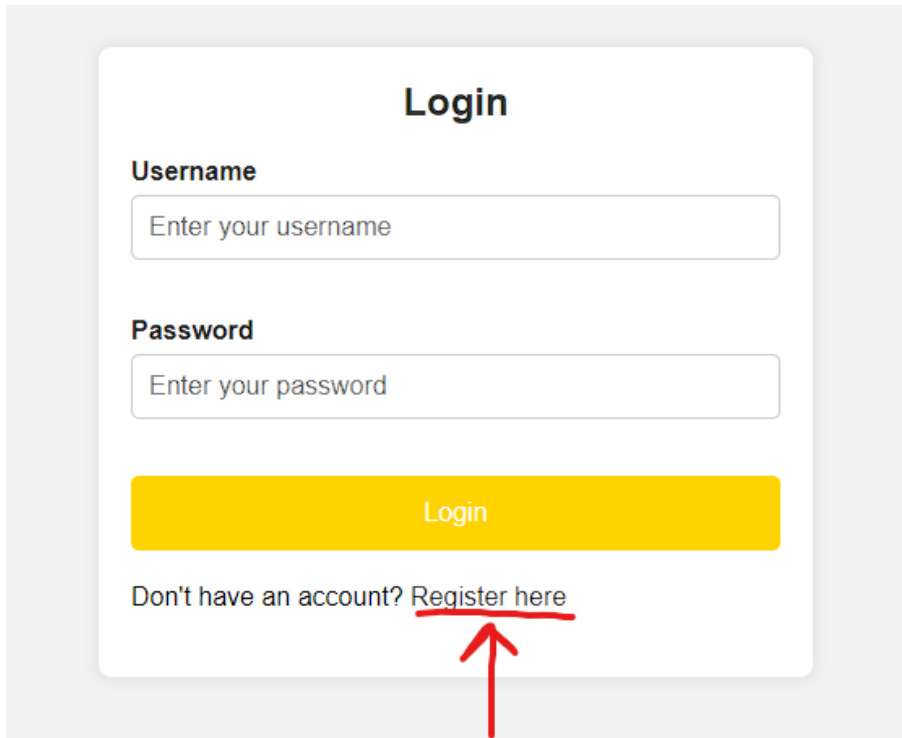
Don't have an account? [Register here](#)

If you see this, congratulations, you're all set. Next section will provide you with how to use this software properly and what functionality it has.

# User Manual

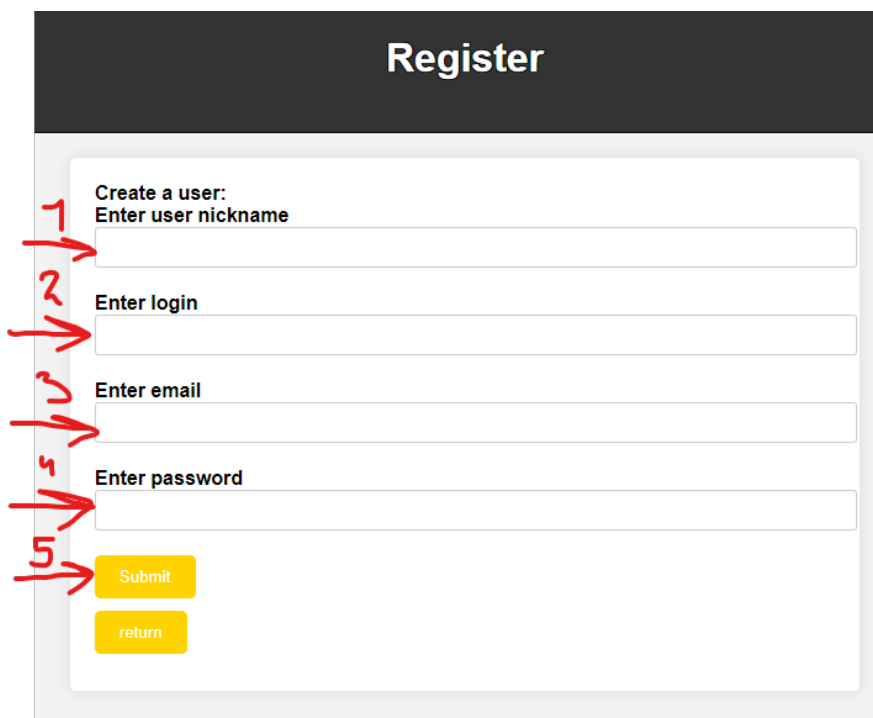
## Registering an account and logging in

- To sign in and access all records in the system you should first create an account by clicking on the **Register** link.



The image shows a 'Login' form with a white background and rounded corners, set against a light gray background. The form contains two input fields: 'Username' with the placeholder text 'Enter your username' and 'Password' with the placeholder text 'Enter your password'. Below these fields is a yellow 'Login' button. At the bottom of the form, there is a link that says 'Don't have an account? Register here'. A red arrow points upwards from the bottom center towards the 'Register here' link.

- Fill in all the information, each field is **mandatory**. Then click **Submit** button.



The image shows a 'Register' form with a dark gray header bar containing the word 'Register' in white. The form itself has a white background and rounded corners. It starts with the text 'Create a user:' followed by four input fields: 'Enter user nickname', 'Enter login', 'Enter email', and 'Enter password'. To the left of these fields, there are five red arrows numbered 1 through 5, pointing to each field in sequence. Below the input fields are two yellow buttons: 'Submit' and 'return'.

- In case the account was created successfully you will be redirected to the sign in page where you can now enter your account details.

The image shows a login form with the following elements:

- Username:** A text input field containing 'user1'. A red arrow labeled '1' points to this field.
- Password:** A password input field with masked characters '.....'. A red arrow labeled '2' points to this field.
- Login:** A yellow button with the text 'Login'. A red arrow labeled '3' points to this button.
- Register here:** A link below the login button. A red arrow labeled '3' points to this link.

- Now you can access the system and will be redirected to the main page.

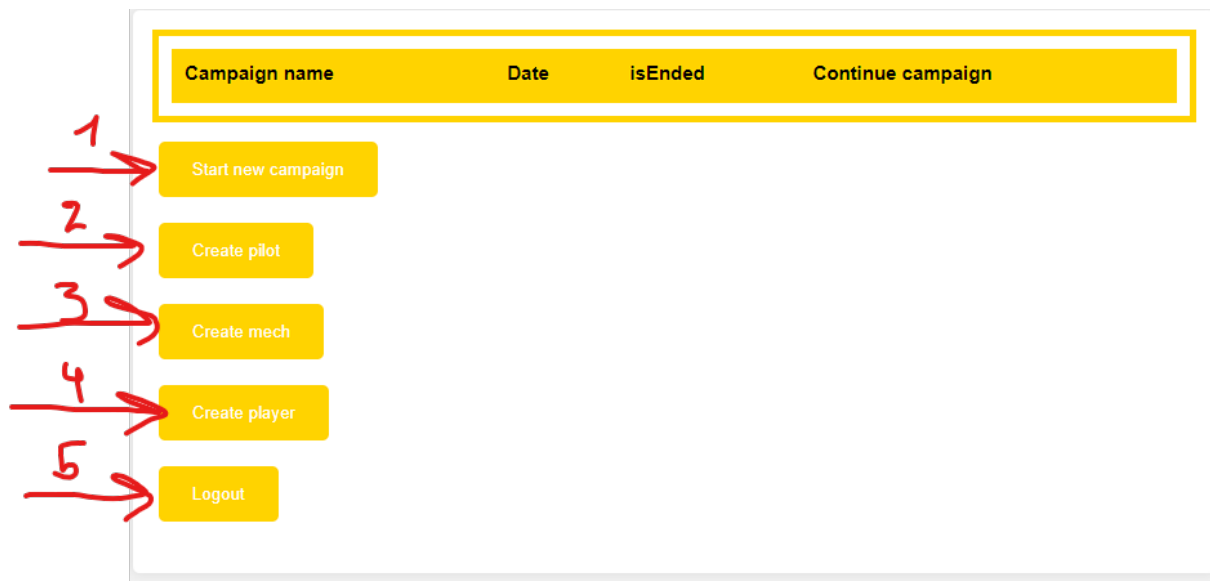
## Navigation through the main page

Now you can see the main page of the website. Let's briefly provide you through its functionality:

At the top you can see campaign list table. From now on we're not interested in this table. Let's proceed to the bottom of the page. Here you can see a list of different buttons:

1. Start new campaign – by clicking on this button you will be redirected to the start new campaign page, right now we're not interested in this button, because we haven't set up everything we needed to start a campaign.
2. Create pilot - by clicking on this button you will be redirected to the create pilot page, right now we're not interested in this button, because firstly we have to create a player to which we will assign a pilot, which we haven't done yet.
3. Create mech - by clicking on this button you will be redirected to the create mech page, right now we're not interested in this button, because firstly we have to create a player to which we will assign a mech, which we haven't done yet.
4. Create player - by clicking on this button you will be redirected to the create player page, this is what we need right now, everything should start from creating a player, which will compete with others in the campaigns.
5. Logout - by clicking on this button, you will be logged out of the system and will be redirected to the login page. Be aware, clicking this option does not require any confirmation to assure that you actually want the log out, so do not click it by a mistake!





## Create player page.

On the create player page you see three text box which are mandatory to fill in to create a player (unless you will encounter an exception, which won't allow you to create a new player). For the campaign, you should create two players. (Note, for every user there exist only specific players, which are assigned to this user during implicitly during player creation, player is assigned to the logged user.