Gaming Club App

Abstract

This project develops a **Membership and Game Management System** using **Spring Boot and MongoDB** for managing the operations of a gaming center. The system enables administrators to manage **memberships, games, recharges, transactions, and daily collections** via secure REST APIs. Members are registered with an initial joining fee that updates their balance. Recharges and game plays are recorded as separate documents, and balances are automatically adjusted. The system maintains **daily collections** and provides detailed **member histories**. Authentication ensures only authorized administrators can access the system. With MongoDB's flexible schema and scalability, the solution eliminates manual tracking, improves accuracy, and offers a reliable digital platform for efficient gaming center management.

Collections/Document Overview

Collection Name	Fields (with notes)
members	_id ObjectId PK, name String NOT NULL, balance Double DEFAULT 0, phone String UNIQUE
games	_id ObjectId PK, name String NOT NULL, price Double NOT NULL, description String
recharges	_id ObjectId PK, memberId ObjectId (ref → membersid), amount Double NOT NULL, dateTime Date DEFAULT now()
transactions	_id ObjectId PK, memberId ObjectId (ref \rightarrow membersid), gameId ObjectId (ref \rightarrow gamesid), amount Double NOT NULL, dateTime Date DEFAULT now()
collections	_id ObjectId PK, date Date NOT NULL, amount Double NOT NULL
admin_users	_id ObjectId PK, username String UNIQUE NOT NULL, password String NOT NULL

MongoDB Collection Creation (Migration from SQL DDL)

In MongoDB you don't create schemas strictly (it's schema-less), but you can enforce structure with **JSON schema validation** at collection level. Below is the **equivalent of your SQL DDL** using db.createCollection with validators.

1. members

```
db.createCollection("members", {
  validator: {
    $jsonSchema: {
      bsonType: "object",
      required: ["name", "phone"],
      properties: {
        name: { bsonType: "string" },
        balance: { bsonType: "double" },
      phone: { bsonType: "string" }
      }
    }
  }
}
```

2. games

```
db.createCollection("games", {
  validator: {
    $jsonSchema: {
       bsonType: "object",
       required: ["name", "price"],
       properties: {
       name: { bsonType: "string" },
       price: { bsonType: "double" },
       description: { bsonType: "string" }
    }
  }
}
```

3. recharges

```
db.createCollection("recharges", {
  validator: {
    $jsonSchema: {
       bsonType: "object",
       required: ["memberId", "amount"],
       properties: {
       memberId: { bsonType: "objectId" },
       amount: { bsonType: "double" },
       dateTime: { bsonType: "date" }
    }
  }
}
```

4. transactions

```
db.createCollection("transactions", {
  validator: {
    $jsonSchema: {
     bsonType: "object",
     required: ["memberId", "gameId", "amount"],
     properties: {
        memberId: { bsonType: "objectId" },
        gameId: { bsonType: "objectId" },
        amount: { bsonType: "double" },
        dateTime: { bsonType: "date" }
    }
}
}
}
```

5. collections

```
db.createCollection("collections", {
  validator: {
    $jsonSchema: {
       bsonType: "object",
       required: ["date", "amount"],
       properties: {
         date: { bsonType: "date" },
         amount: { bsonType: "double" }
       }
    }
  }
}
```

6. admin_users

```
db.createCollection("admin_users", {
  validator: {
    $jsonSchema: {
       bsonType: "object",
       required: ["username", "password"],
       properties: {
          username: { bsonType: "string" },
          password: { bsonType: "string" }
       }
    }
  }
}
```

Pages Design

1. Login Page

2. Membership Page

GAMING CLUB APP	
Logo [Membership] [Member] [Add Game] [Collections]	Admin Logout
CREATE MEMBERSHIP	
Name : []	
I I	
Phone : []	
Create Membership]	
1	
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3. Member Search Page

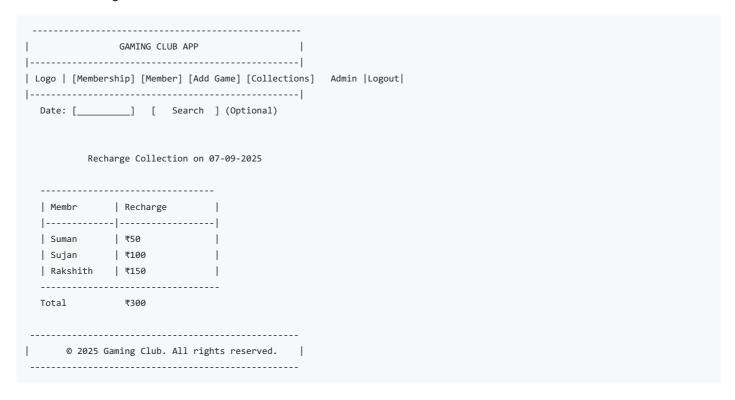
4. Member Page (Tabbed Layout)

```
GAMING CLUB APP
|-----|
| Logo | [Membership] [Member] [Add Game] [Collections] | Admin | Logout |
            MEMBER DETAILS
| Name : John Doe
 Phone : 9876543210
  Balance : ₹500
  [ Games ] | [ Recharge History ] | [ Played Games ]
|-----|
>>> Games Tab (Default) <<<
  List of Available Games:
           | Price | Description
  |-----|
  | Chess | ₹50 | 2 players needed | [ Play Game ] | Carrom | ₹100 | 2-4 players | [ Play Game ]
  | Foosball | ₹150 | Multiple allowed | [ Play Game ]
>>> Recharge History Tab <<<
  Date/Time | Amount
  -----
  2025-09-05 11:30 | ₹200
  2025-09-02 15:10 | ₹300
  _____
>>> Played Games History Tab <<<
 Date/Time | Game | Amount
  2025-09-06 19:45 | Chess | ₹50
  2025-09-05 18:20 | Carrom | ₹100
  2025-09-02 16:00 | Foosball | ₹150
  (Latest First Order)
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-----
```

5. Add Game Page

GAMING CLUB APP	
 Logo [Membership] [Member] [Add Game] [Collection	ns] Admin Logout
ADD GAME	
Price (₹) : []	
Description : []	
Min Players : [] Multiple Allowed : [✔]	1
[Add Game]	
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6. Collections Page



M API Endpoints with Request & Response

Method	Endpoint	Request Body	Sample Response Body	Description
POST	/auth	<pre>json { "username": "admin", "password": "admin" }</pre>	<pre>json "fake-jwt-token"</pre>	Login (currently returns a dummy JWT token)
POST	/members	<pre>json { "name": "John", "phone":</pre>	<pre>json { "id": 1, "name": "John", "balance": 500.0, "phone": "9876543210" }</pre>	Create new membership

Method	Endpoint	"9876543210", Request Body "fee : 500 }	Sample Response Body	Description
POST	/members/search	json { "phone": "9876543210" }	<pre>json { "member": { "id": 1, "name": "John", "phone": "9876543210", "balance": 450.0 }, "recharge_history": [{ "id": 1, "amount": 500.0, "dateTime": "2025-09-07T09:30:00" }], "games": [{ "id": 2, "name": "Chess", "price": 50.0, "description": "Board game" }], "played_history": [{ "id": 3, "date_time": "2025-09- 07T10:00:00", "game_name": "Chess", "amount": 50.0 }] }</pre>	Search member (returns profile, recharges, available games, played history)
POST	/game	<pre>json { "name": "Chess", "price": 50, "description": "Board game" }</pre>	<pre>json { "id": 2, "name": "Chess", "price": 50.0, "description": "Board game" }</pre>	Add new game
POST	/play	<pre>json { "member_id": 1, "game_id": 2 }</pre>	<pre>json "Game played successfully!" Or json "Insufficient balance!"</pre>	Play game (deducts balance & creates transaction)
GET	/collection/2025- 09-07	(no body, path variable = date)	<pre>json [{ "transaction_id": 1, "member": "John", "recharge_amount": 500.0 }]</pre>	Get recharge transactions for a specific date