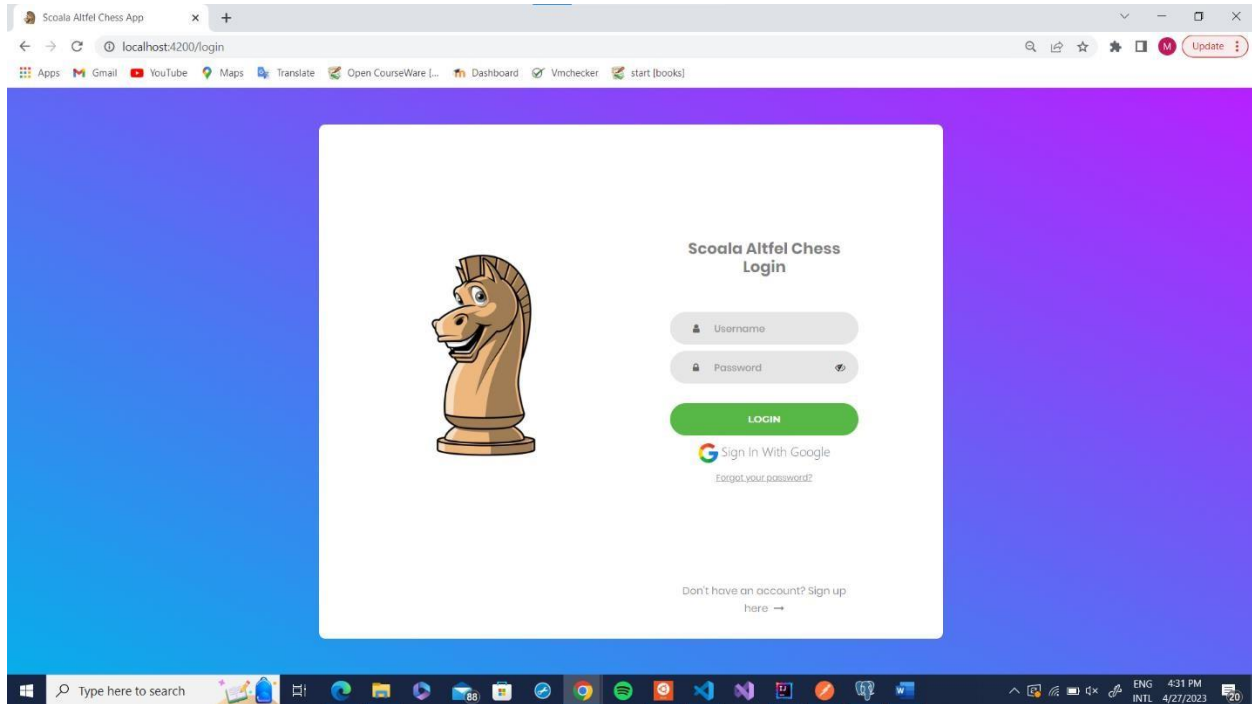


SCOALA ALTFEL CHESS APP

Am reusit sa implementam un joc de sah care are posibilitatea de inregistrare intr un cont si ofera ca optiuni de joc: joc local (acelasi device) si online (in LAN). Contul ofera posibilitatea de inregistrare a progresului, iar jocul de sah local are piese personalizate.

- Login:



Optiuni ecran:

- Daca se da hover la cal acesta se mareste
- Parola poate fi vizibila sau nu
- Se verifica erorile din backend (username invalid / nepotrivire credentiale) + se afiseaza
- Register – la apasarea Don t have an account? Sign up here



Scoala Altfel Chess Login

Username: cal21

Password: *****

LOGIN

Sign In With Google
[Forgot your password?](#)

Player with name cal21 doesn't exist.



Scoala Altfel Chess Login

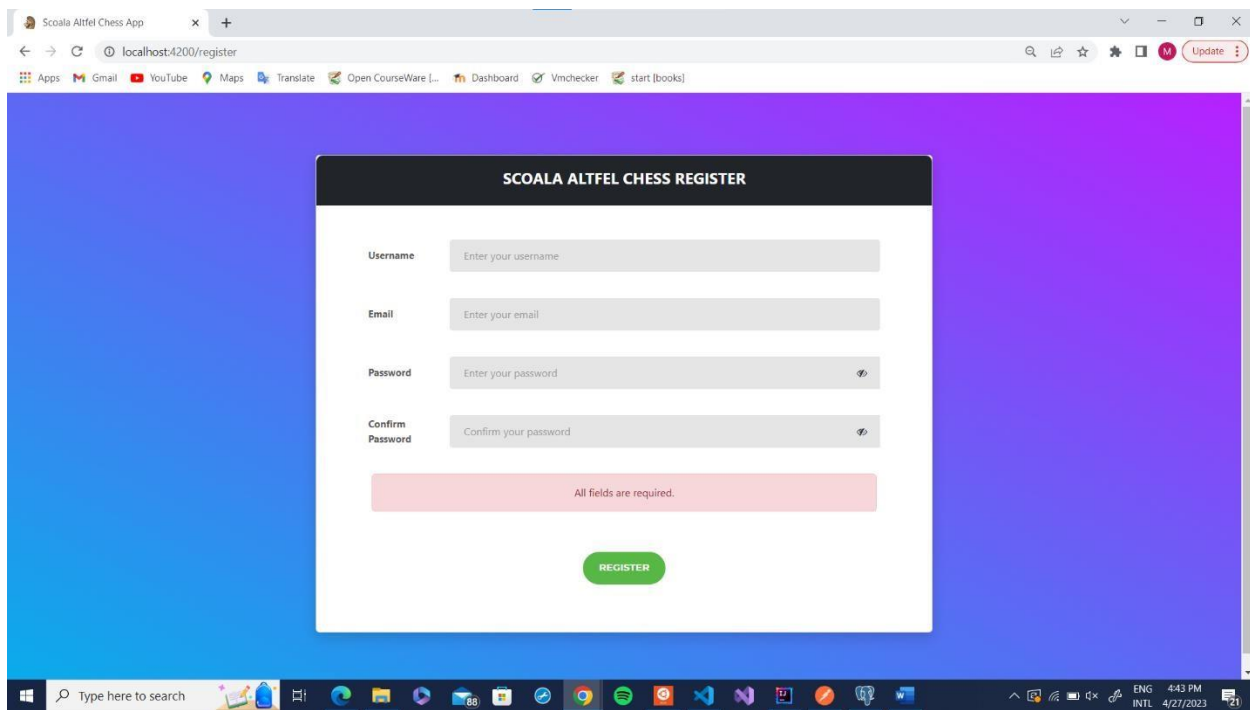
Username: cal1

Password: Abcd123

LOGIN

Sign In With Google
[Forgot your password?](#)

Username and password don't match.



Optiuni ecran:

- Mesajul *All fields are required* pana cand toate campurile sunt completate, caz in care dispare
- Butonul Register poate fi apasat doar cand toate campurile sunt completate
- Username ul este verificat la apasarea butonului Register, iar daca este luat apare aceasta informare
- Email ul este verificat la apasarea butonului Register, iar daca nu este valid apare aceasta informare
- Parola este verificata la apasarea butonului Register, iar daca nu este valida apare aceasta informare(sa contina majuscule, litera mica, special character si o cifra)
- Parola de verificare este verificata la apasarea butonului sa fie identica cu cea completata anterior, iar daca nu este apare o informare
- Ambele parole pot fi vizibile sau nu

SCOALA ALTFEL CHESS REGISTER

Username

cal21

Email

cal21gmail.com

Password

Confirm Password

Email inserted is not valid.

REGISTER

SCOALA ALTFEL CHESS REGISTER

Username

cal7

Email

cal21@gmail.com

Password

Cal21AA

Confirm Password

Player with name cal7 already exists.

REGISTER

SCOALA ALTFEL CHESS REGISTER

Username

cal21

Email

cal21@gmail.com

Password

Cal21AA@

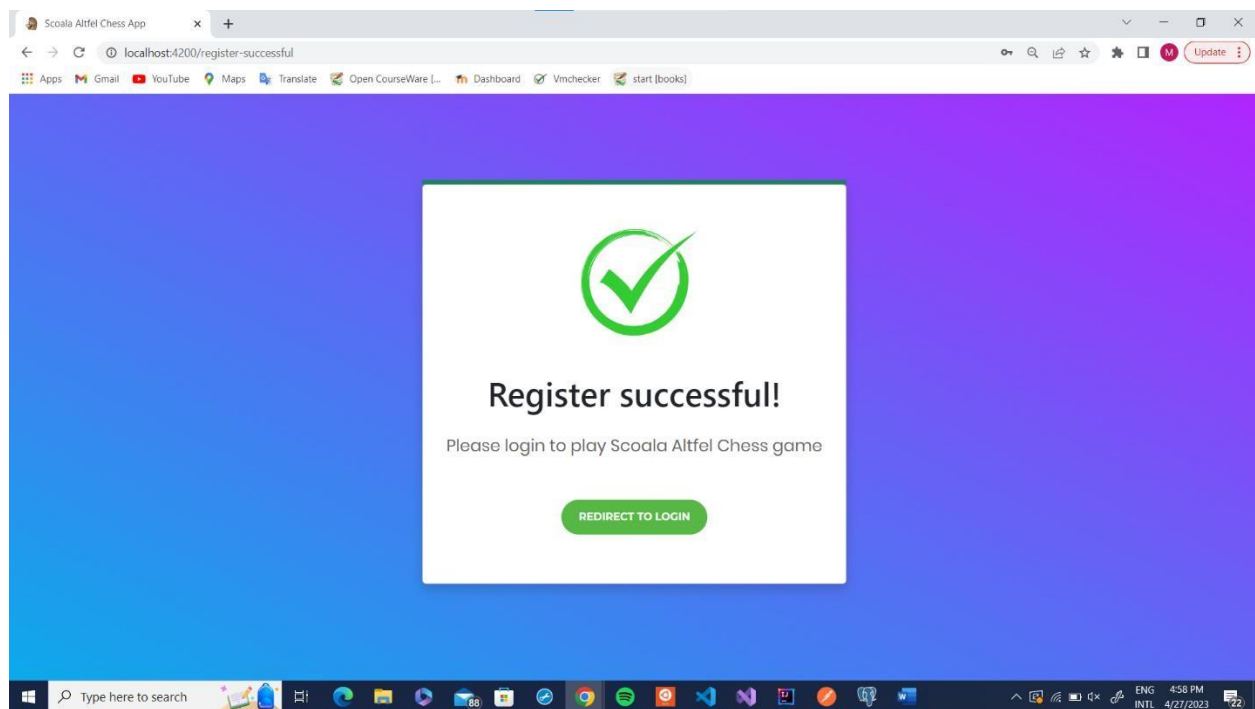
Confirm Password

Cal21AA

Password and confirm password does not match.

REGISTER

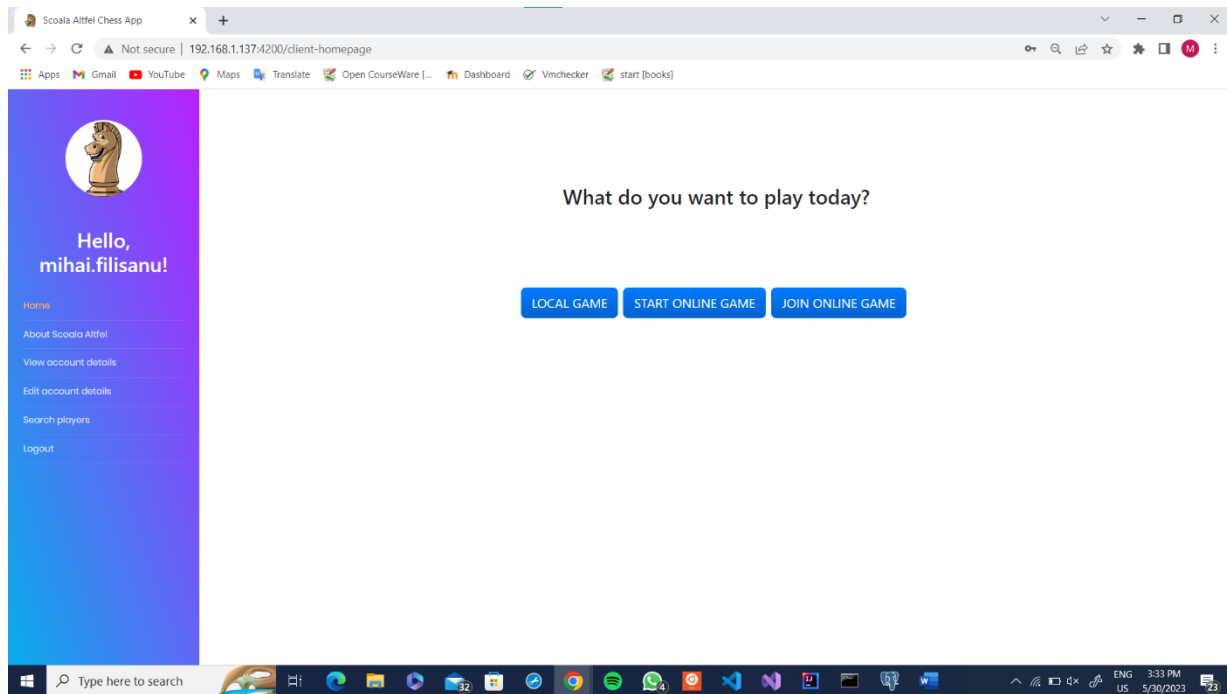
- Success Register – la efectuarea cu success a inregistrarii



Optiuni ecran:

- Buton Redirect to login – la apasarea acestuia utilizatorul e redirectat pe ecranul de Login unde trebuie sa isi completeze credentialele pentru a putea accesa jocul

- Client Homepage




Optiuni ecran:

- Sidebar ul ramane neschimbat la trecerea printre optiunile prezente pe el
- Home: optiunile local game/create online game/join online game
- About Scoala Altfel: imagine reprezentativa
- View account details: poti vedea detaliile despre contul tau
- Search players: poti vedea detaliile despre conturile celorlalti, cautand dupa username (in caz ca nu exista apare aceasta informatie)
- Edit account details: se pot edita username ul, email ul, parola sau sterge contul (pentru toate acestea este necesara confirmarea prin tastarea parolei curente + toate erorile din backend afisate: parola de confirmare nu e buna/username invalid/email invalid/parola invalida/nepotrivire parole)
- Logout: delogheaza jucatorul, il trimite catre Login

- View account details:

192.168.1.137:4200/client-homepage

Apps Gmail YouTube Maps Translate Open CourseWare [...] Dashboard Vmchecker start [books]



Hello, mihai.filisanu!

Home

About Scoala Altfel


View account details

Edit account details

Search players

Logout

Player Account Information



mihai.filisanu
Chess player

Account Information	
Email	Score
mihai.filisanu@gmail.com	0
Matches History	
Victory	Defeat
0	0

Type here to search


ENG 3:35 PM 5/30/2023

- Search Player:

Scoala Altfel Chess App

192.168.1.137:4200/client-homepage

Apps Gmail YouTube Maps Translate Open CourseWare [...] Dashboard Vmchecker start [books]



Hello, mihai.filisanu!

Home


About Scoala Altfel

View account details

Edit account details

Search players

Logout



cal15s
Chess player

Account Information	
Email	
calu@yahoo.ro	
View more	
Victory	Defeat
1	0
Score	
100	


Type here to search

ENG 3:38 PM 5/30/2023

Scoala Altfel Chess App

localhost:4200/client-homepage

Apps Gmail YouTube Maps Translate Open CourseWare [...] Dashboard Vmchecker start [books] Update



Hello, cal21!

Home

About Scoala Altfel

View account details

Edit account details

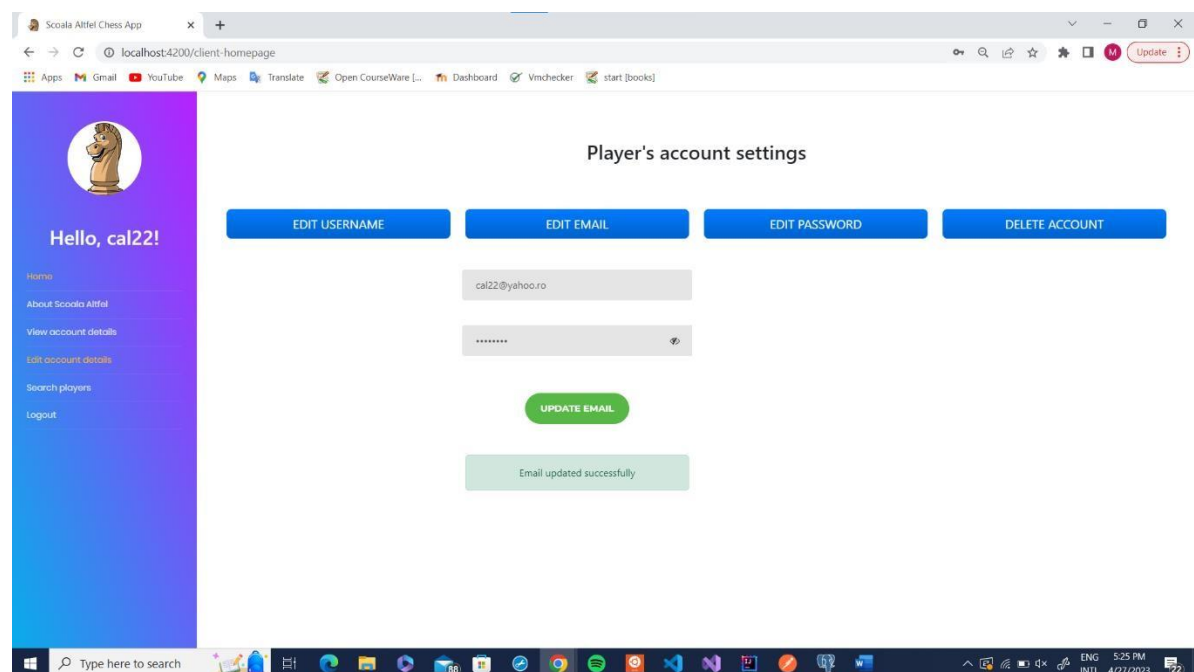
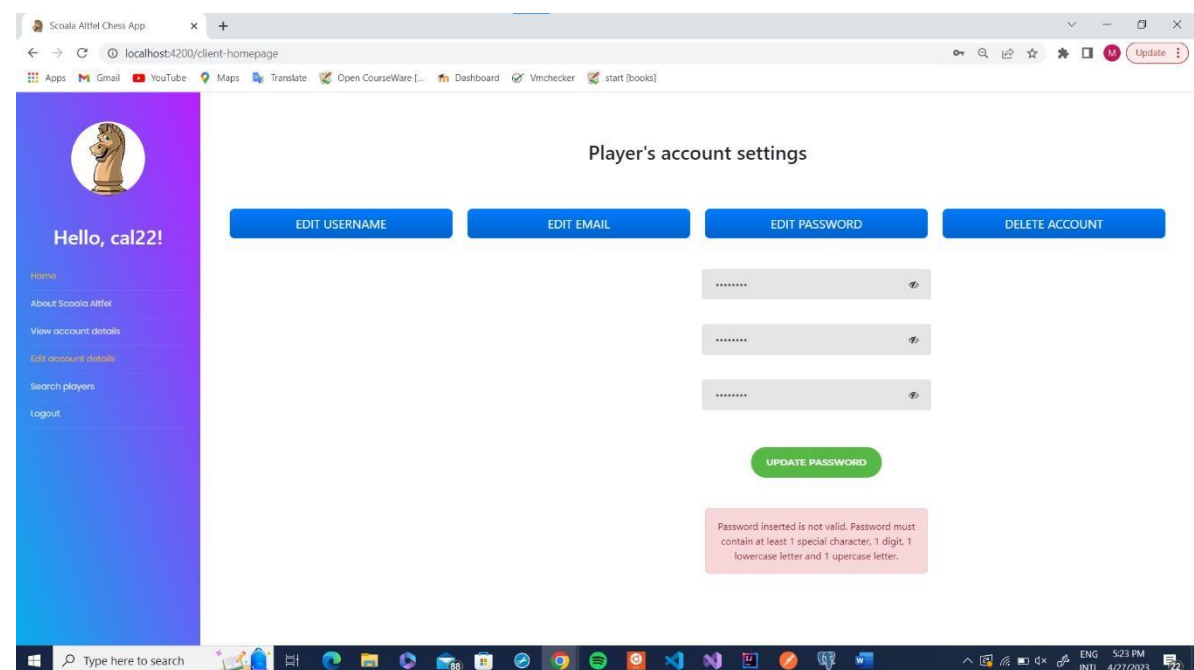
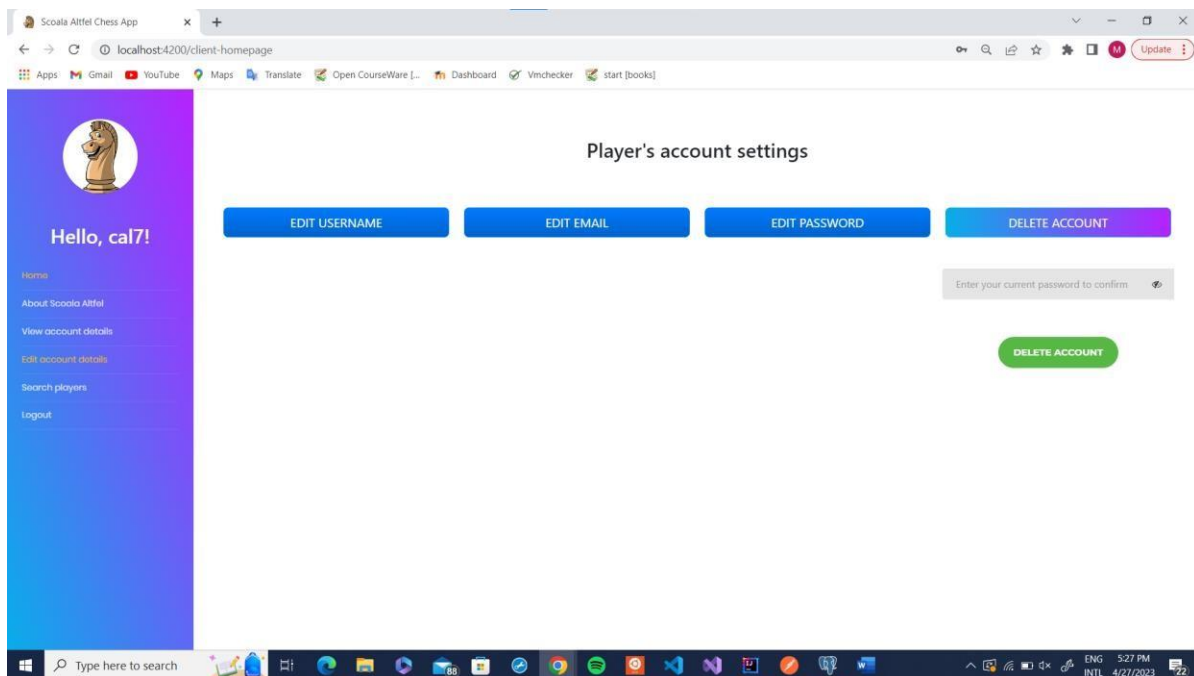
Search players

Logout

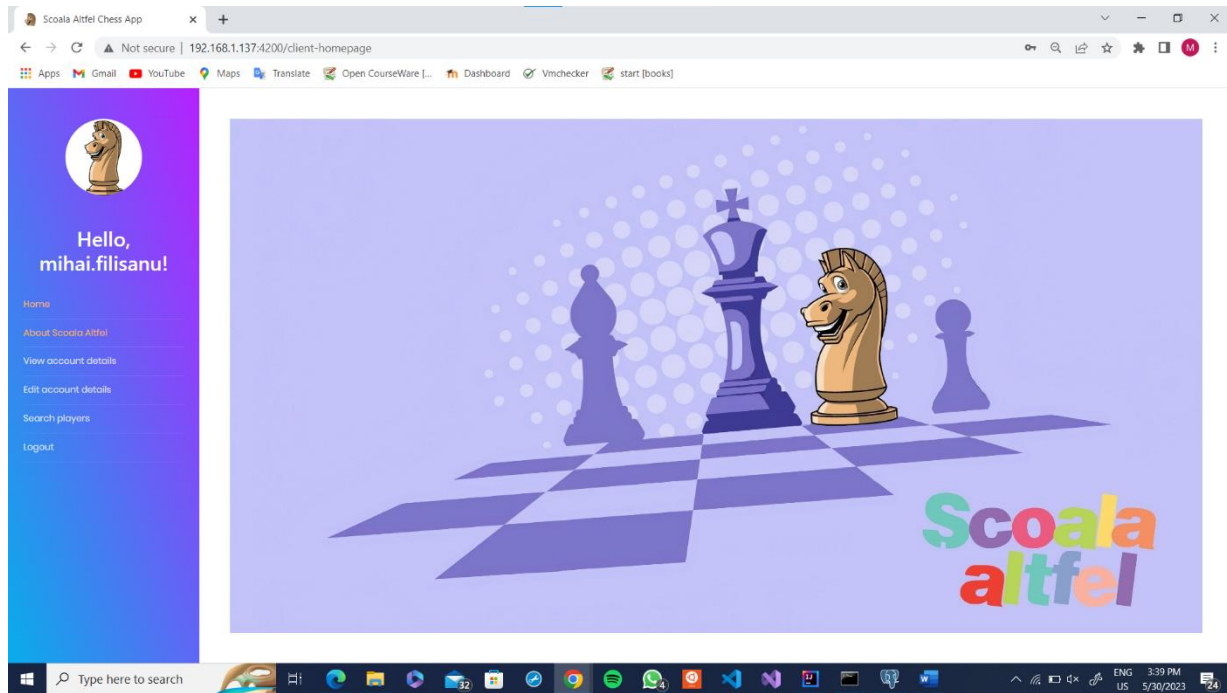
Player with username cal22 doesn't exist.

Type here to search

ENG 5:33 PM 4/27/2023



- About Scoala Altfel:

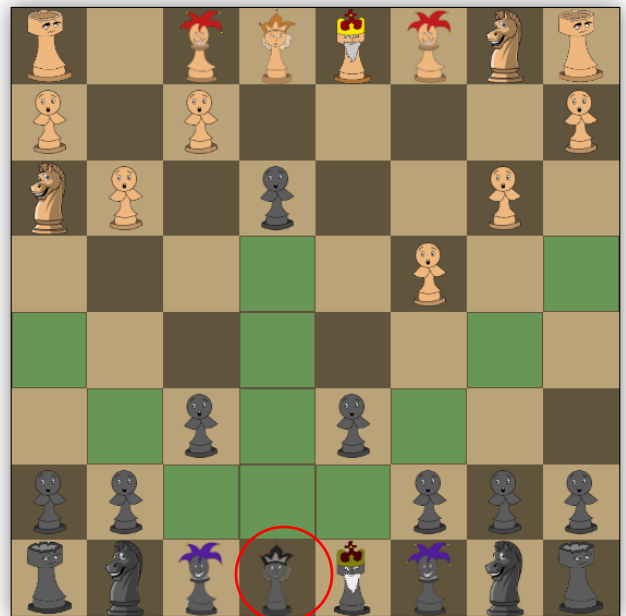


- Local Game: joc de sah implementat de la 0, piese personalizate, informatii pastrate la refresh

ABANDON GAME



ABANDON GAME



ABANDON GAME



ABANDON GAME



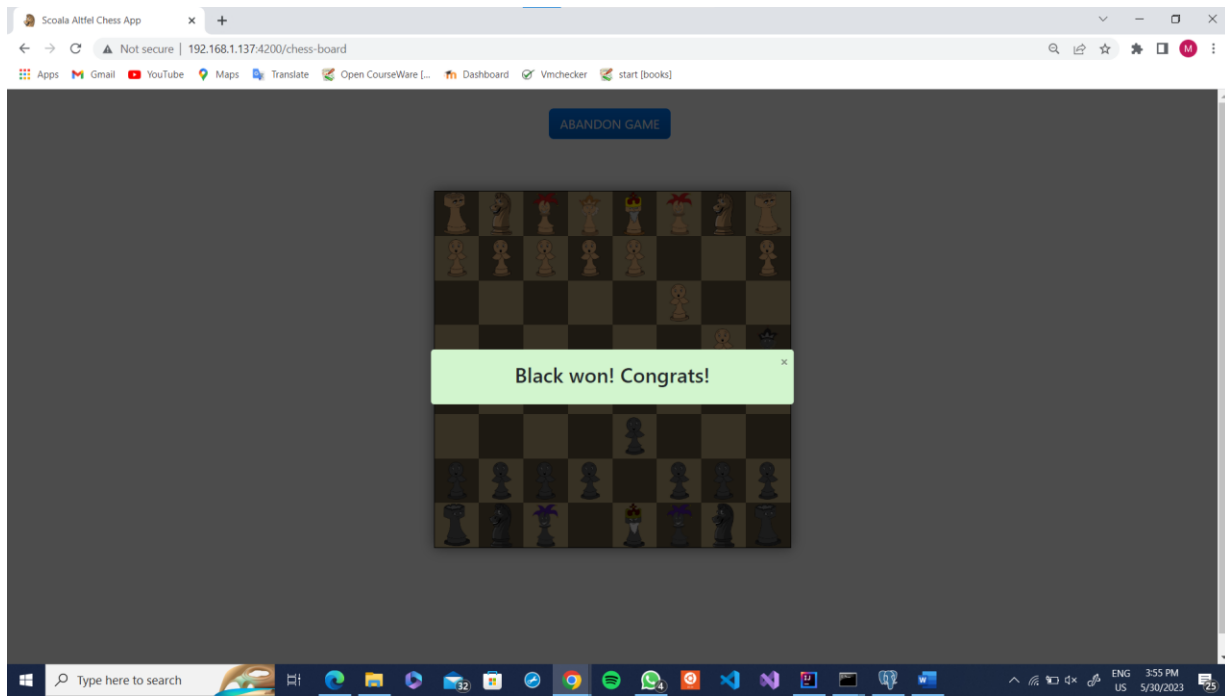
ABANDON GAME



ABANDON GAME



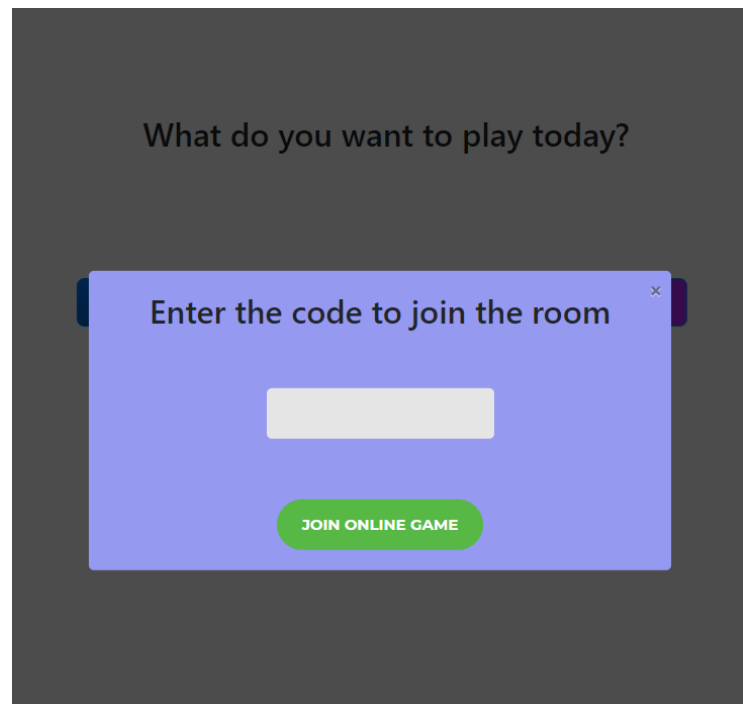
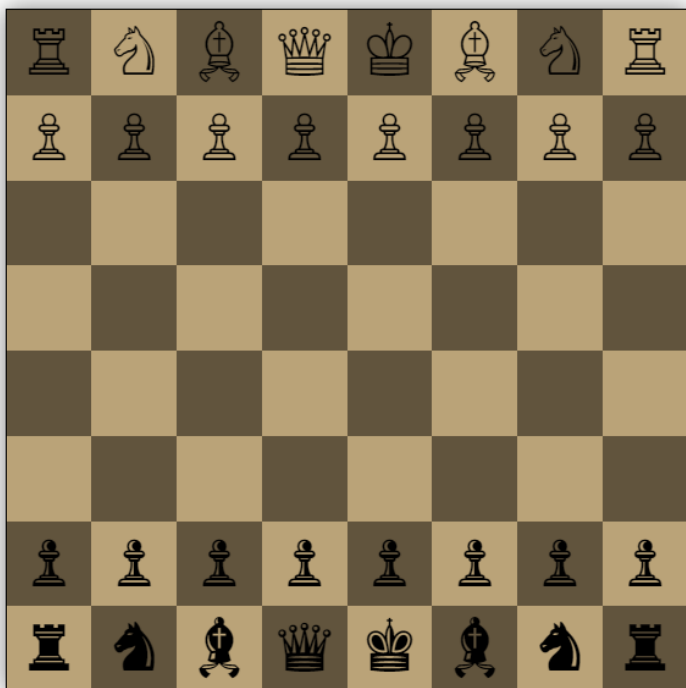
Jocul se termina prin sahmat sau prin apasarea butonului abandon game, afisand un mesaj informativ:

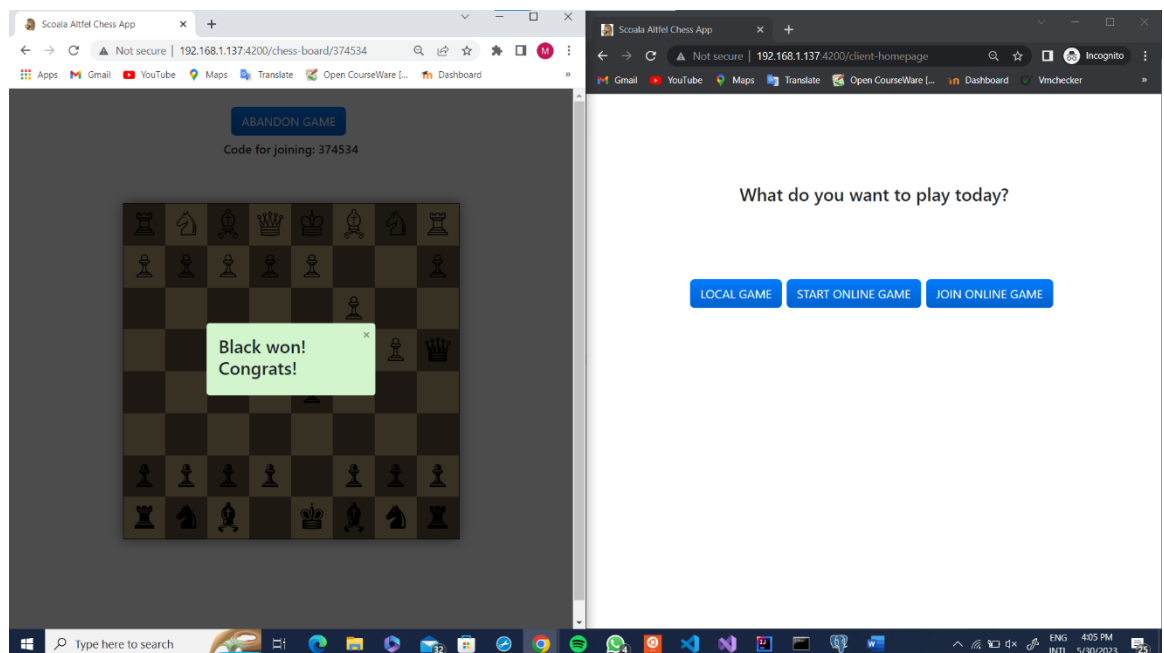
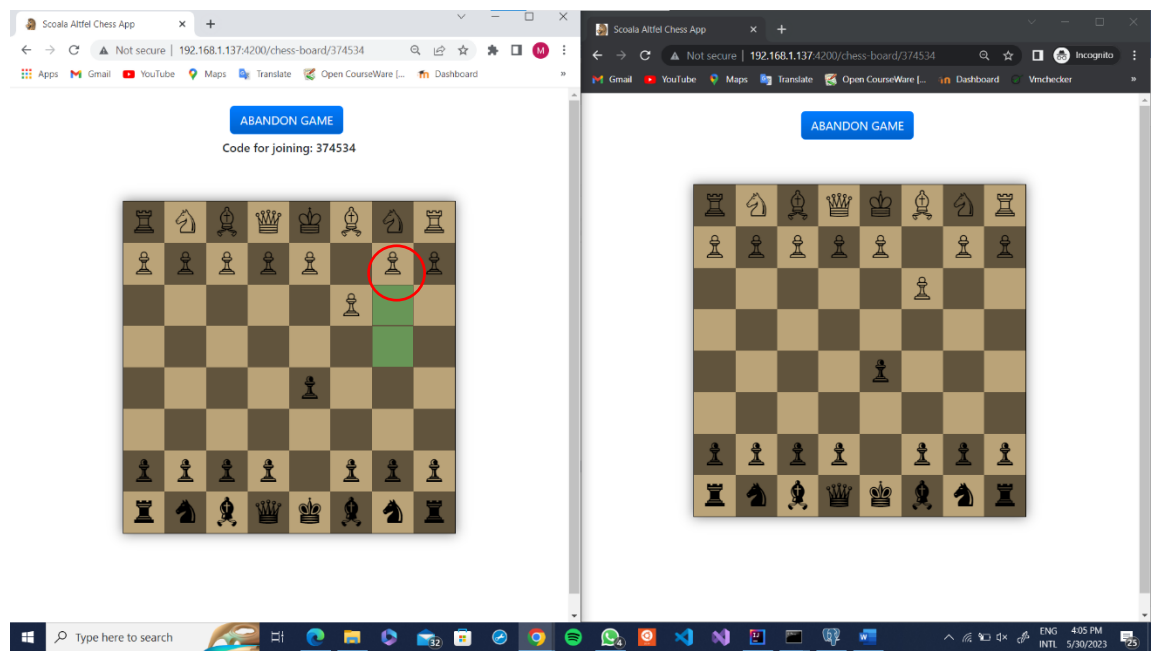
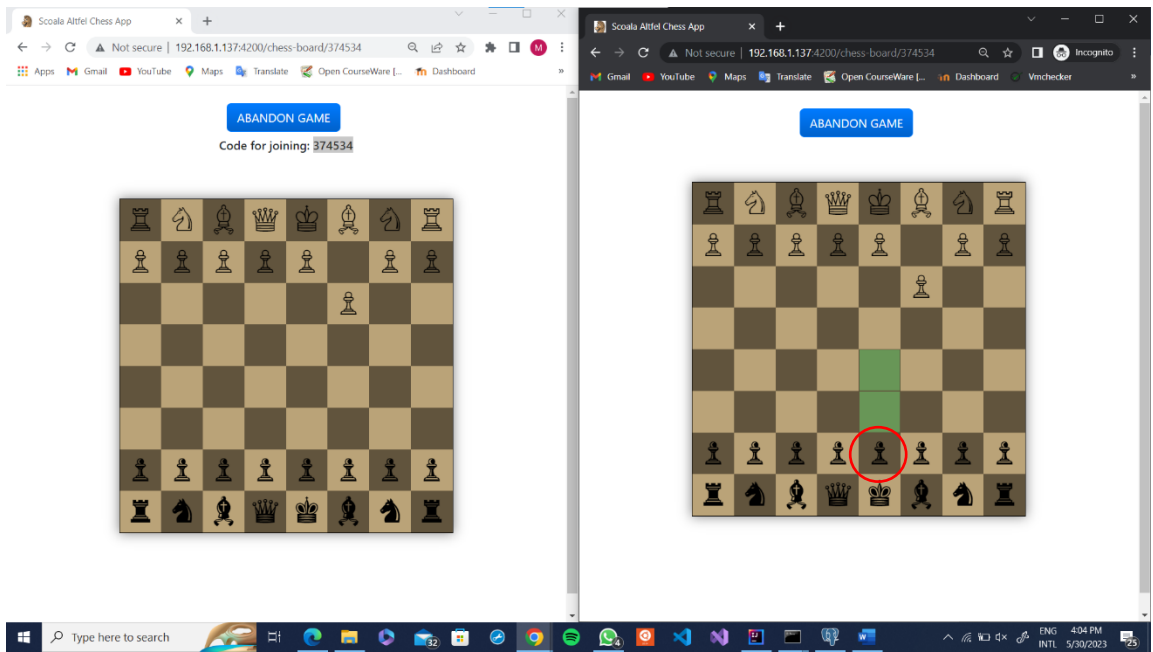


- Start Online Game / Join Online Game – cel care incepe jocul muta piesele albe, celalalt piesele negre, iar rezultatele sunt salvate in baza de date contribuind la calcularea scorului; mutarile realtime realizate cu ajutorul websockets

ABANDON GAME

Code for joining: 374534





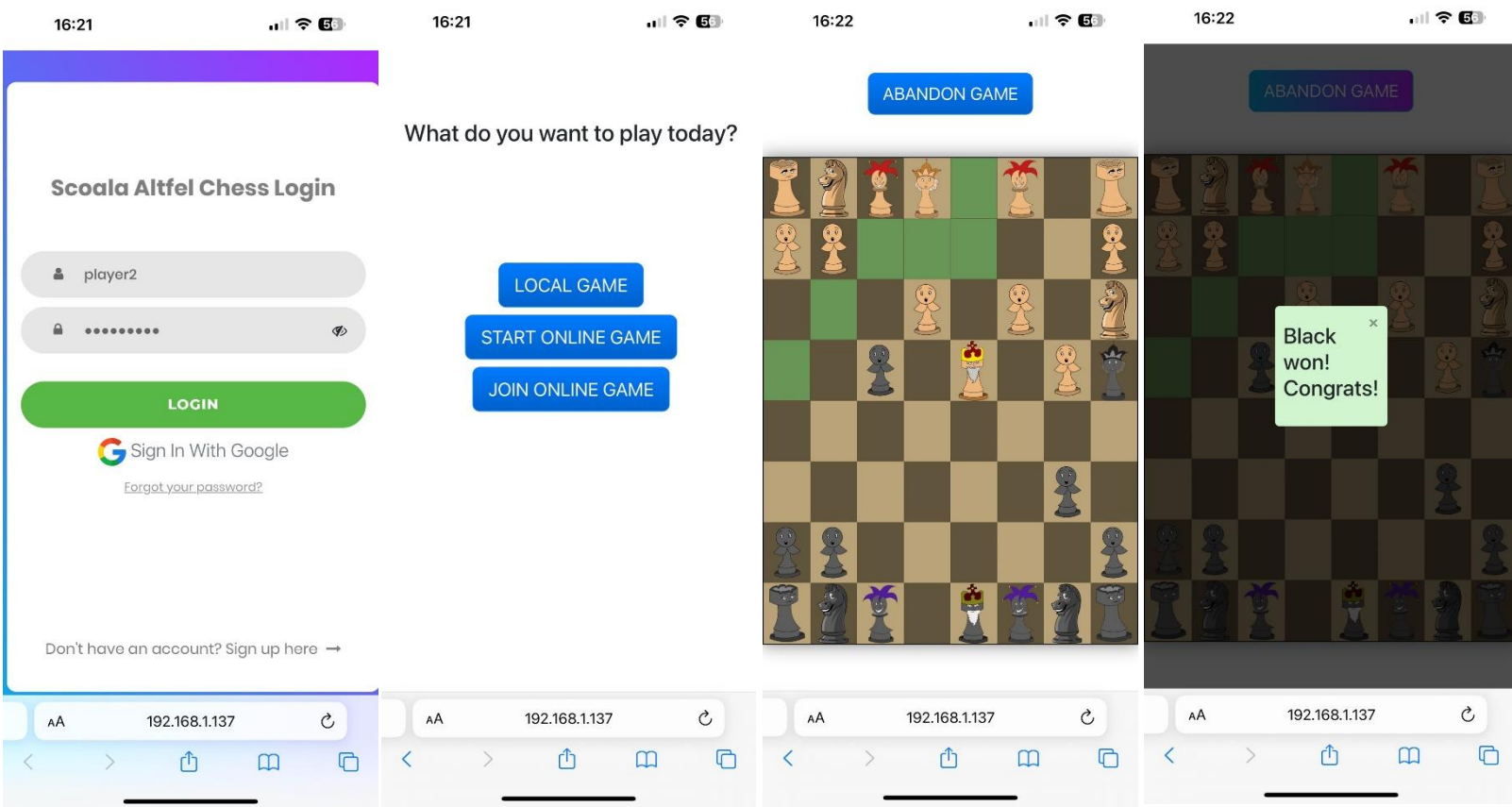
Tehnologii folosite:

- Baza de date: PostgreSQL
- Backend: Java 17 + SpringBoot + Lombok
- Frontend: Angular

Protocoale de comunicare:

- TCP – request uri HTTP frontend to server backend -> server PostgreSQL
- websockets pentru implementare joc local (a ajutat la realizarea persistentei jocului), acelasi procedeu putin customizat pentru partea de online.

Datorita faptului ca am folosit elemente reactive in implementarea frontend, aplicatia poate fi accesata de pe orice browser si sistem de operare, aratand la fel de bine.



Usage:

Codul poate fi descarcat de pe Github, backend ul poate fi rulat folosind Maven, iar frontend ul cu npm start. Intrucat serverul de baza de date este local, exista un fisier database_setup ce contine scripturile de creare a bazei de date. Optiunea de joc online poate fi folosita doar de utilizatorii din aceeasi retea. Atat in frontend, cat si in backend, trebuie inlocuita o constanta ce retine adresa IPv4 cu adresa locala.

<https://github.com/alexfilisanu/chess-app-dev>