Setup Documentation

BED Assignment @: SP Games

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This document contains information about the setup needed to run the code and other relevant details.

1) Prerequisites

> Visual Studio Code

> Postman

> MySQL Workbench

> Node.js

2) Packages used

> body-parser

> mysql

> multer

> express

3) Folder Structure

**> Submitted Folder**

database.sql, SQL\_Documentation.docx, API\_Documentation.docx, Setup\_Documentation.docx

**> sp\_games**

**-** database.sql

**> frontend**

**> public**

- index.html, login.html, store.html, game.html, checkout.html, cart.html, admin.html, 403.html

**> css**

- index.css, login.css, store.css, game.css, checkout.css, cart.css, admin.css, 403.css, main.css

**> images**

**-** .references.txt, [all the front end images]

**> scripts**

- addGame.js, addPlatform.js, addToCart.js, adminFilters.js, adminPagination.js, getCart.js, login.js, loginAnimation.js, logout.js, navbarHideLogin.js, populateAdminDropdown.js, populateAdminGames.js, populateCart.js, populateFilters.js, populateGame1.js, populateGame2.js, populateGames.js, populateReviews.js, purchase.js, removeFromCart.js, select2.js, signUp.js, submitReview.js, verifyAdmin.js

**>backend**

**-** server.js

**-** jwtConfig.js

**> auth**

**-** verifyToken.js

**> controller**

**-** app.js

**> models**

**-** databaseConfig.js, category.js, game.js, platform.js, review.js, user.js

**> images**

- 1686653864421—csgo.jpg, 1686653864421—minecraft.jpg, 1686653864421—riskofrain.jpg, 1686653864421—rocketleague.jpg, 1686653864421—terraria.jpg

4) Installation Guide:

- Run the file "database.sql" to configure the database with the data on your computer in MySQL Workbench. This can be done by opening the file in the workbench and selecting the lightning bolt icon to run all the code in the file.

- Open the "sp\_games" folder in Visual Studio Code and open the 2 terminals (CTRL + SHIFT + `).

- In one terminal, make sure the directory is set to the “frontend” folder. For the other terminal, make sure the directory is set to the “backend” folder. To do this, run cd <filepath> in the terminals to change directory to the correct folder.

- Run npm install in each terminal to install all required packages. If a package is still missing, run npm install --save <package\_name>.

- Before running the code, open databaseConfig.js in the “sp\_games/backend/models” folder and change the connection settings (host, port, user, password...) to your database settings.

- In each terminal, run node server.js to run the frontend and backend servers.

5) Login Details:

The following accounts can be used to log in for testing:  
Admin account – Email: [pyoyjk@gmail.com](mailto:pyoyjk@gmail.com), password: secret

Customer account – Email: [jeraldyeo10@gmail.com](mailto:jeraldyeo10@gmail.com), password: Woodgrove

6) Advanced Features

The advanced features I implemented are both of the advanced features given. Uploading of an image for a game (API 12) and shopping cart functionality (API 19-22), as well as multiple categories.

1. To upload an image for a new game, go to the Admin panel and choose to add a new game. Then fill in the game details and select Choose File under the Image section. Here, select an image from your desktop to be uploaded as the game image. Submit the new game and the game will be created with the game image. This feature uses API 12 for the uploading of the game image.
2. For the shopping cart, add a game to cart (API 20) by going to the store, selecting a game and adding the game to cart. Do note you can only add a game to cart if you are logged in. You can then view your cart (API 19) by navigating to My Cart in the navigation bar. Lastly, you can remove items from cart by clicking the red ‘-‘ button next to each cart entry (API 21). As for purchases, when the user purchases their cart, it is saved to the ‘purchase’ table (API 22).

7) Troubleshooting

- If you cannot connect to the database, check the settings in "sp\_games/models/databaseConfig.js" and ensure that they have been updated to match your MySQL Workbench settings

- If "server.js" cannot be found, make sure you are in the correct directory (frontend or backend)

8) References

- The codes regarding installing Multer, configuring the file and folder destination storage

and the retrieval and uploading the images (advanced feature): <https://youtu.be/EVOFt8Its6I>

- The images used can be found in sp\_games/frontend/public/images/.references.txt.