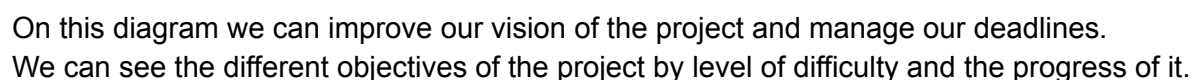


# UML Project Diagrams

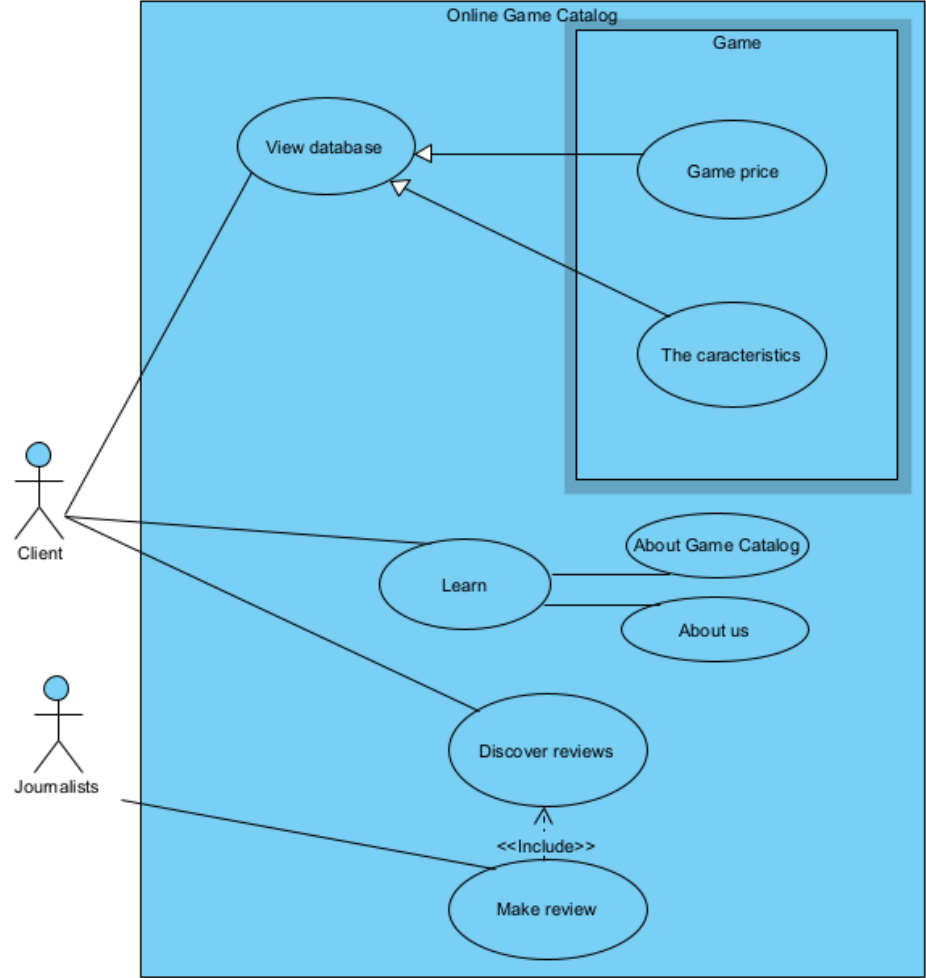
Game Catalog is a web project designed for video game enthusiasts looking to discover new games based on their preferences. The primary goal of this project is to create an interactive and user-friendly website that displays a list of video games, allowing users to scroll through the games based on their characteristics such as price, category, rating, and more.

Legend:  finished  Low  Med  High

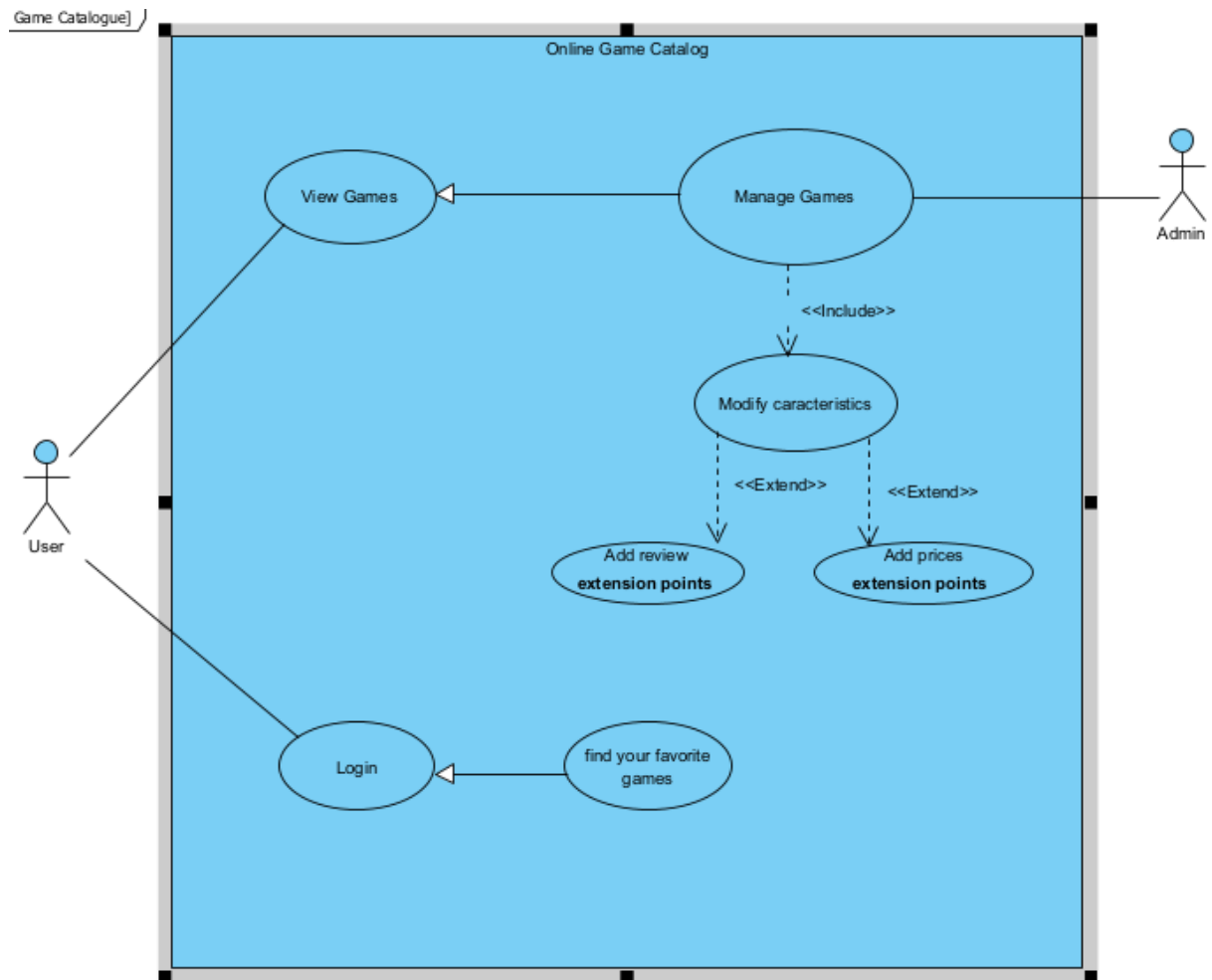


Use Case Assigned to Romain

uc [Use Case Diagram1 Game Catalogue]

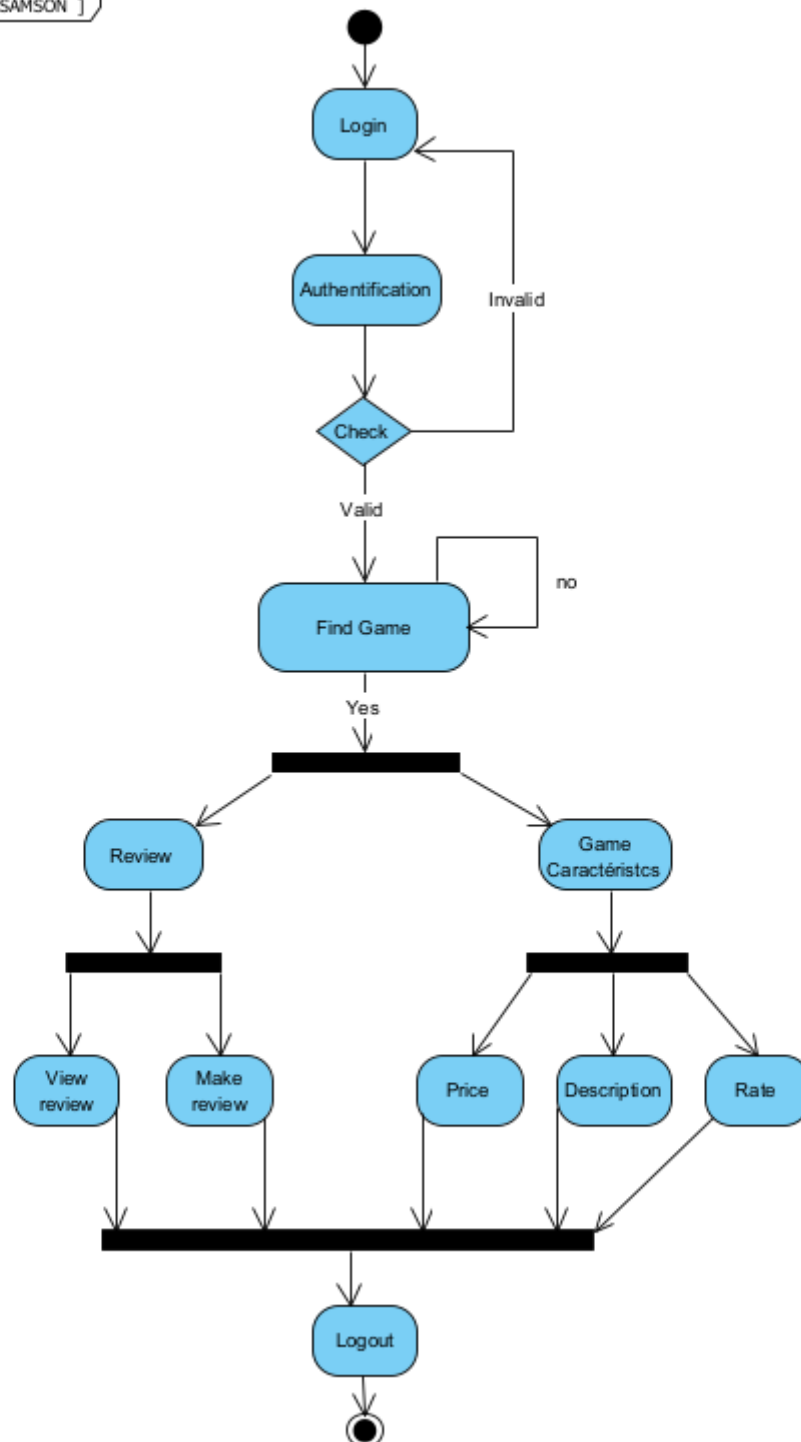


## Use Case Diagram Assigned to Arthur



## Activity Diagram by Romain SAMSON

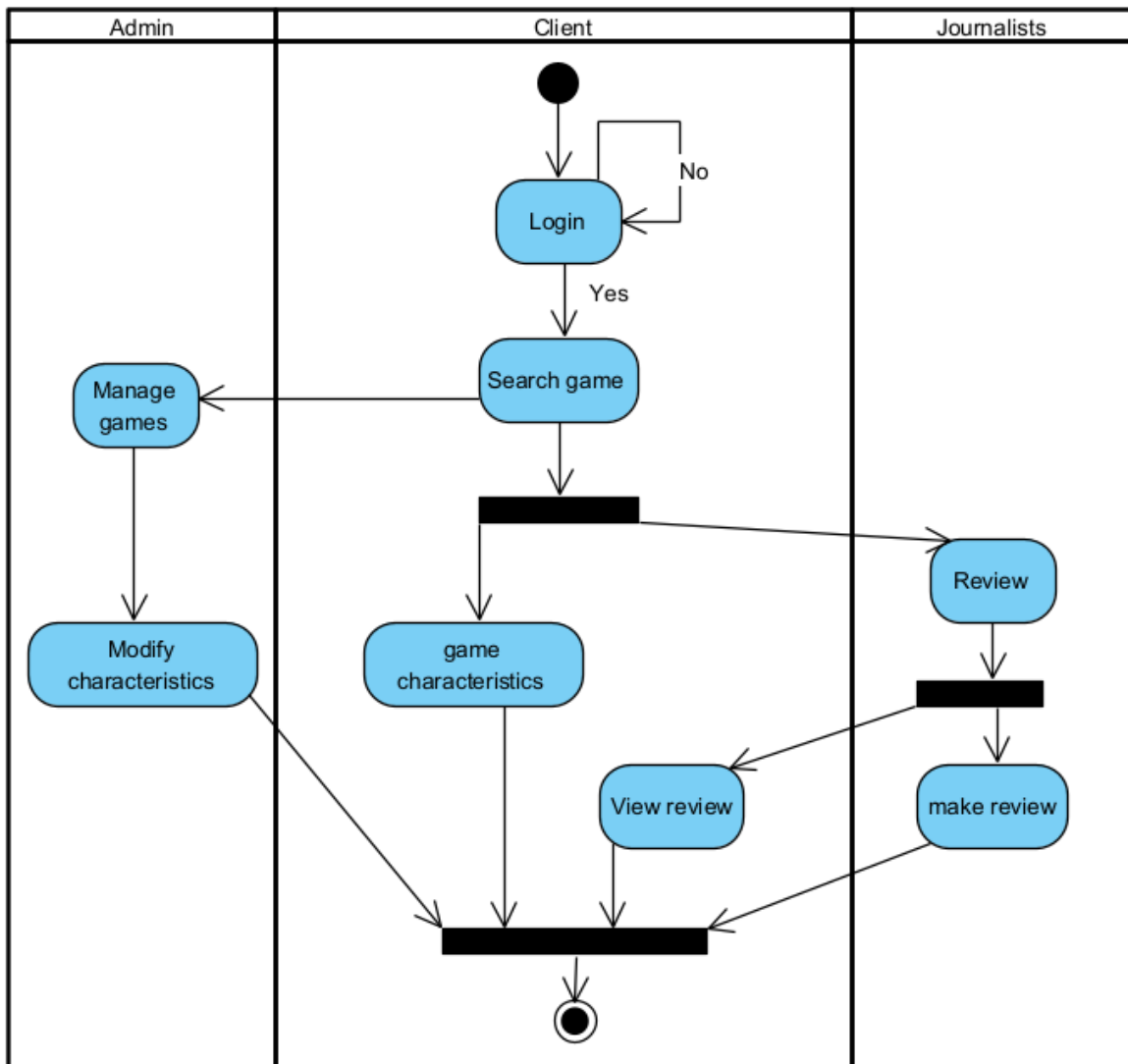
act [Activity Diagram 1 Romain SAMSON ]



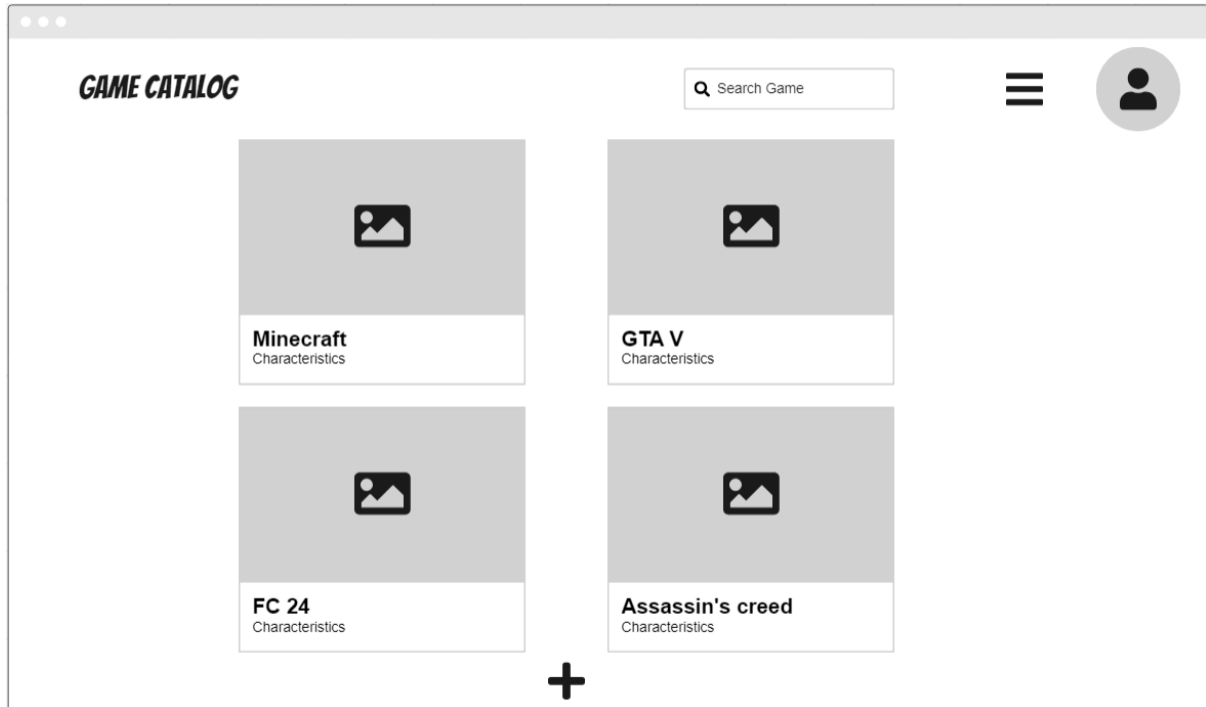
As we can see here, the user can, after having connected without error, search for a game and find its characteristics. in addition he can consult the opinions and he can even add them.

## Activity Diagram by Arthur GATIGNOL

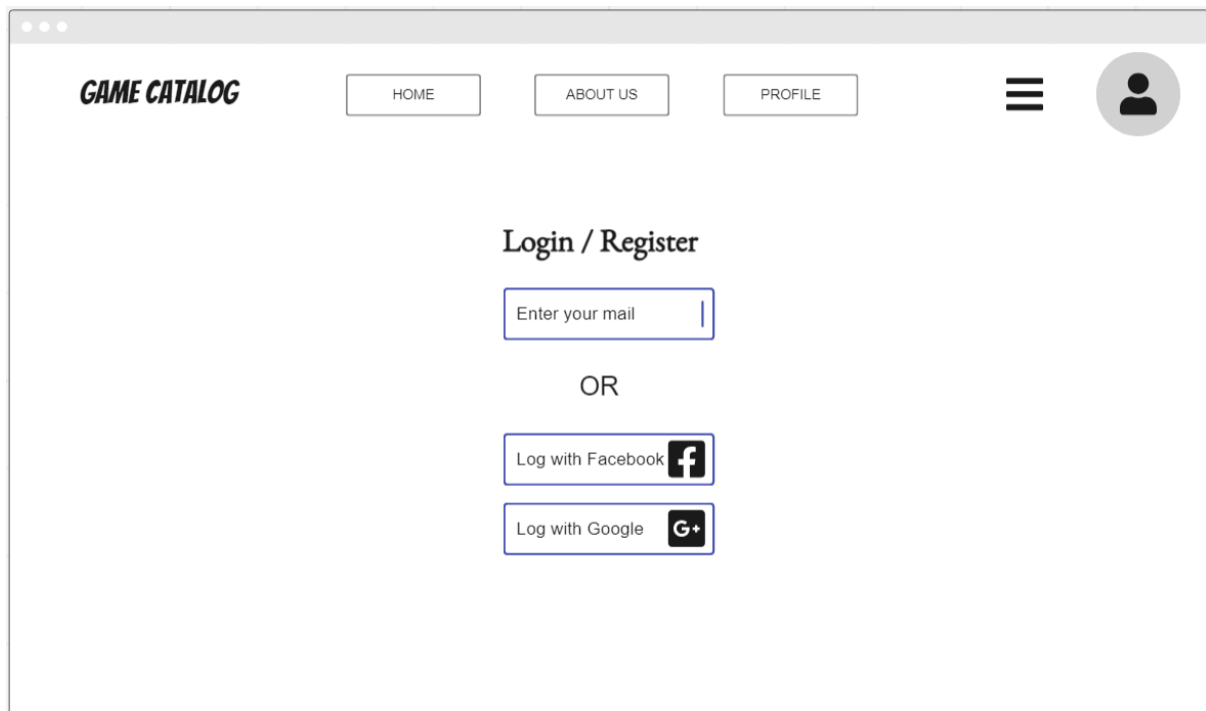
act [Activity Diagram1 Arthur GATIGNOL]



## Wireframe Conception Diagram

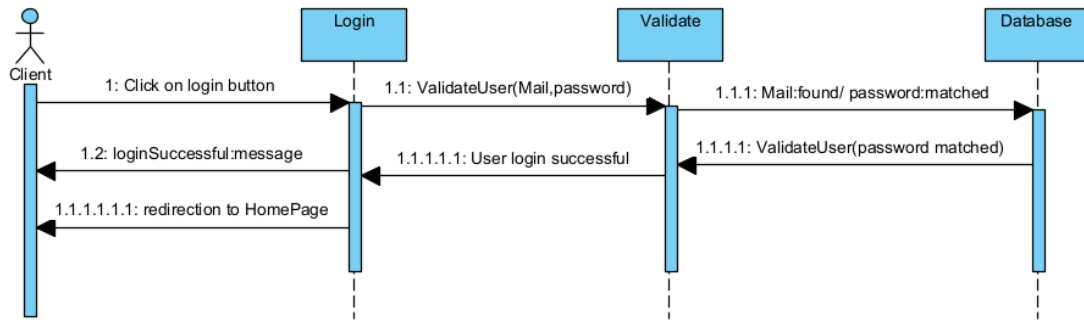


This Wireframe represents the home page when you are connected, you can find the game as you want and discover all of their characteristics and make our review.



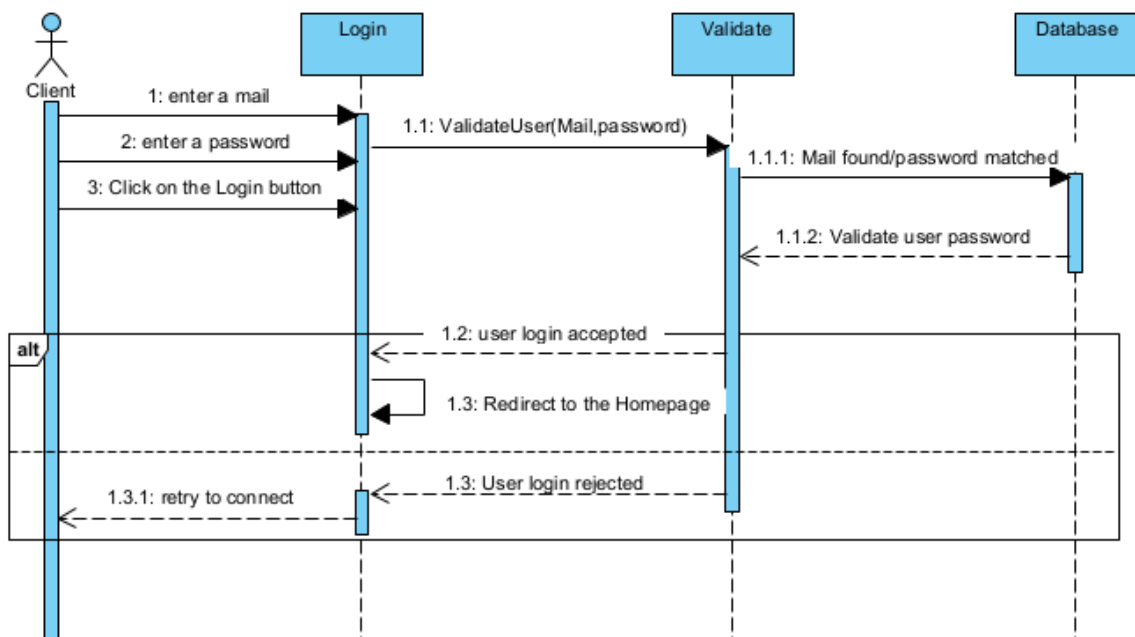
This one is when you enter in the website and you login or register.

### Sequence diagram for login

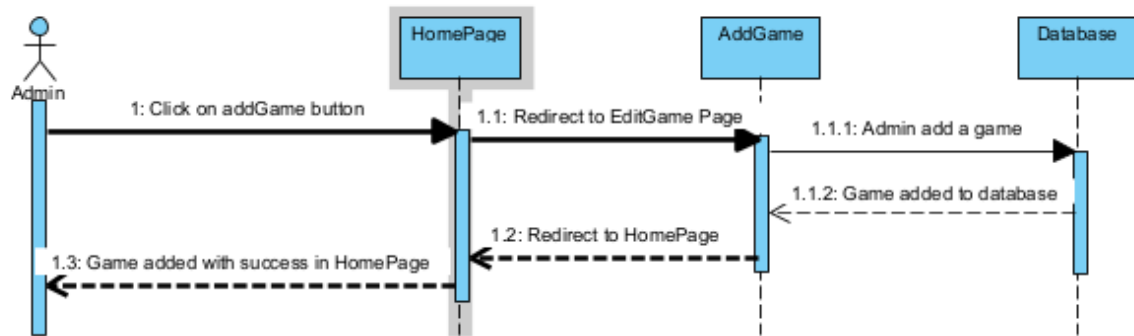


These two diagrams represent the sequences to obtain or not a successful login when the user enters his email and password after having registered.

### Sequence diagram for login After correction

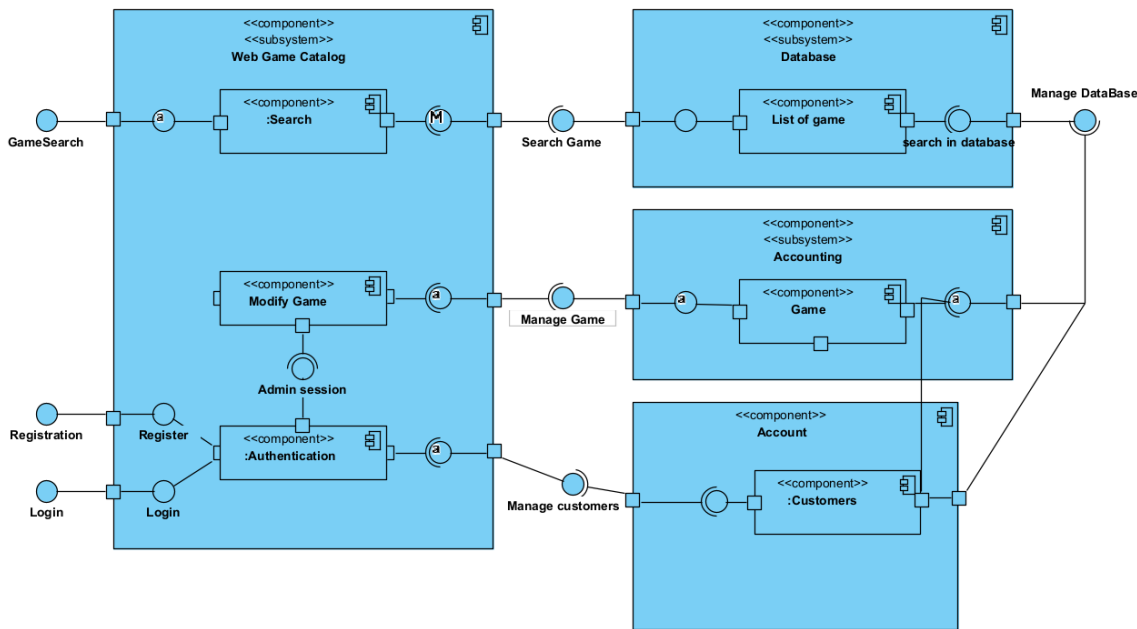


## Sequence diagram to Add a game

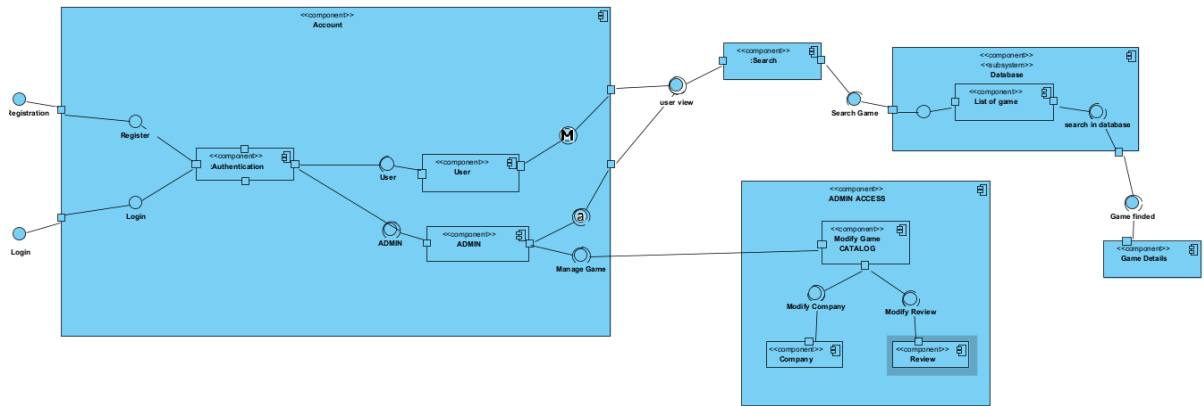




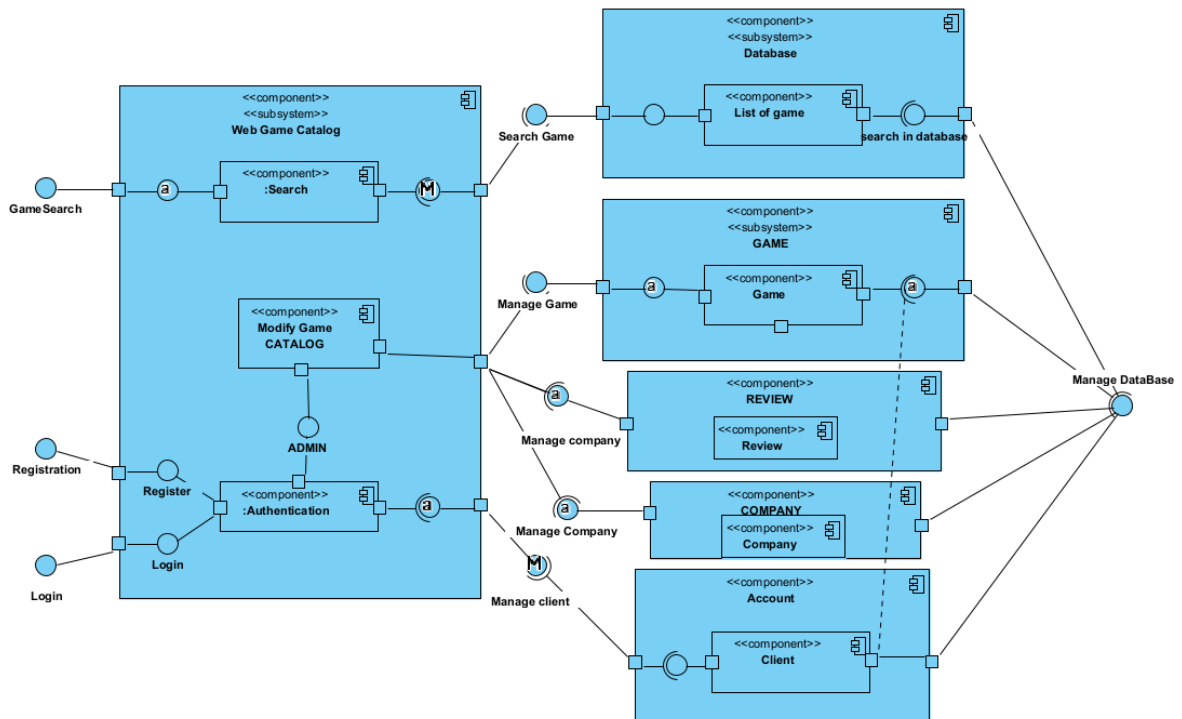
**Component diagram by Arthur**



**After correction**

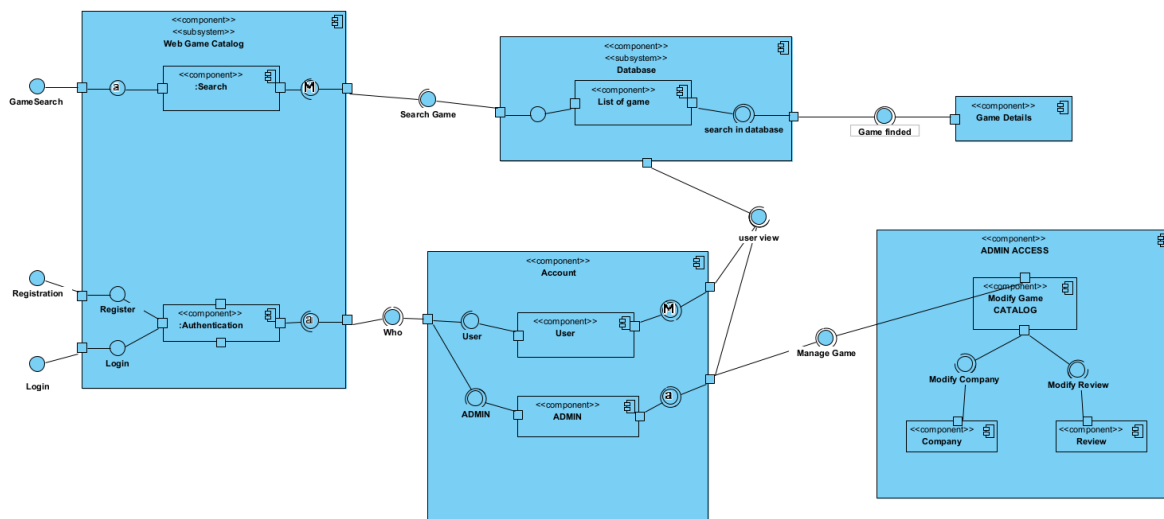


## Component Diagram by Romain

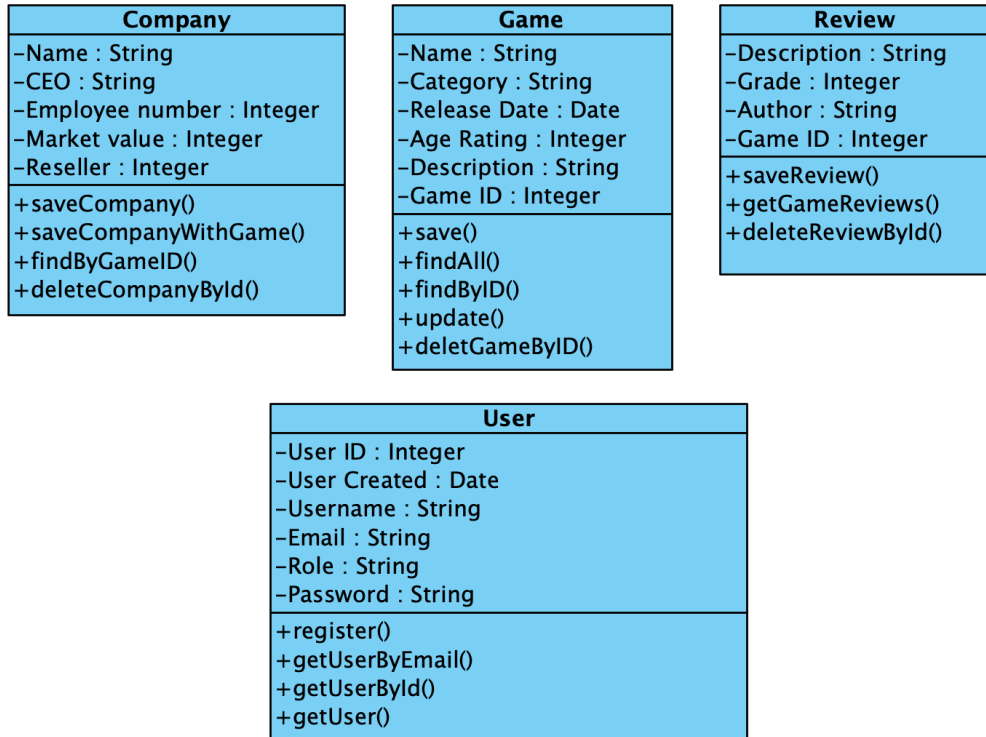


on these two diagrams which represent the components of our site we distinguish after the login two possibilities: user or admin. As a user you cannot modify the site unlike the admin.

## After correction



## Class Diagram



We have represented here our main class where we find our attributes as well as the operators which allow the formation of crud in order to best use our site.

## Class Diagram by Romain

