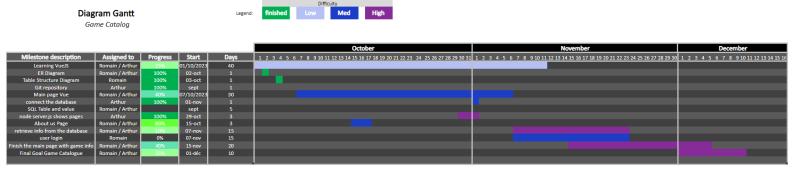
Use case and Gantt Diagram Game Catalog

Project Description:

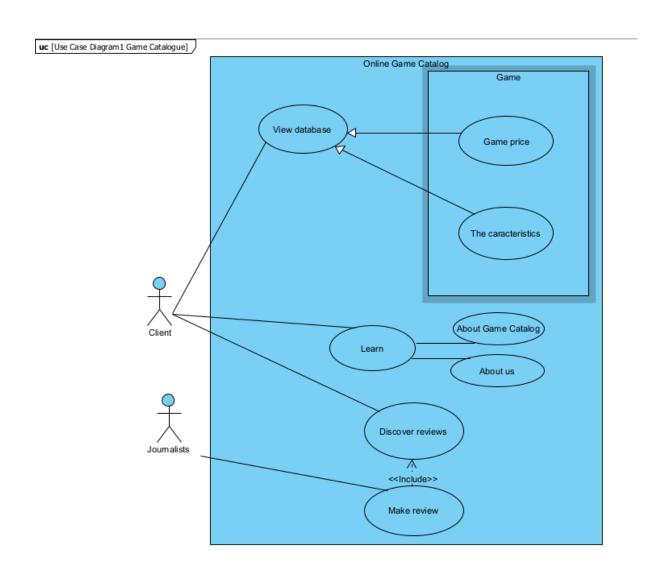
Game Catalog is a web project designed for video game enthusiasts looking to discover new games based on their preferences. The primary goal of this project is to create an interactive and user-friendly website that displays a list of video games, allowing users to scroll through the games based on their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

Diagram Gantt Assigned to Romain and Arthur

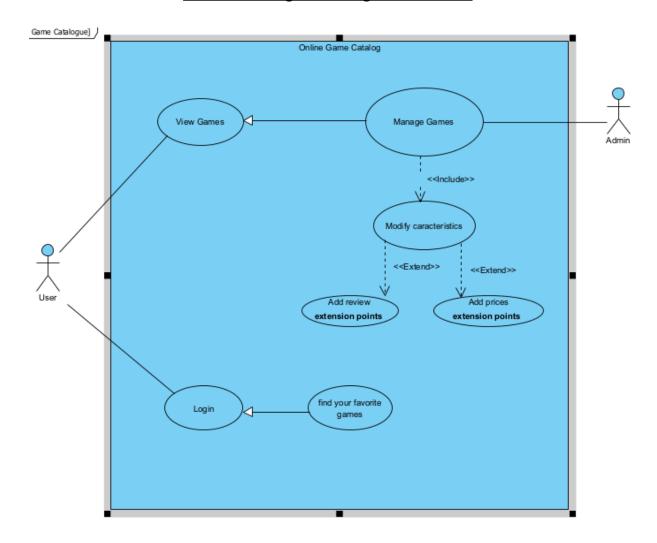


On this diagram we can improve our vision of the project and manage our deadlines. We can see the different objectives of the project by level of difficulty and the progress of it.

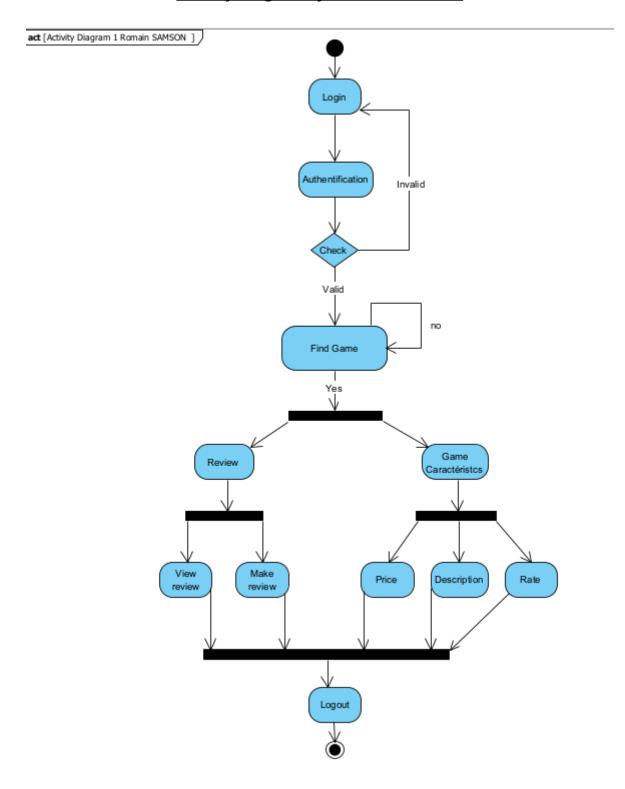
Use Case Assigned to Romain



Use Case Diagram Assigned to Arthur

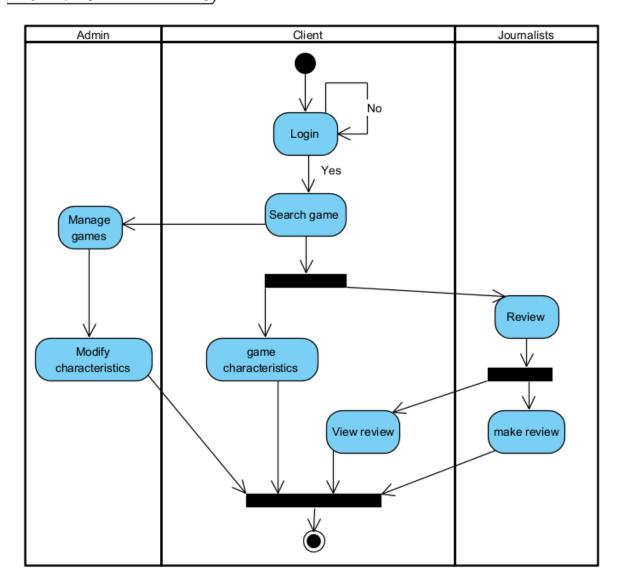


Activity Diagram by Romain SAMSON

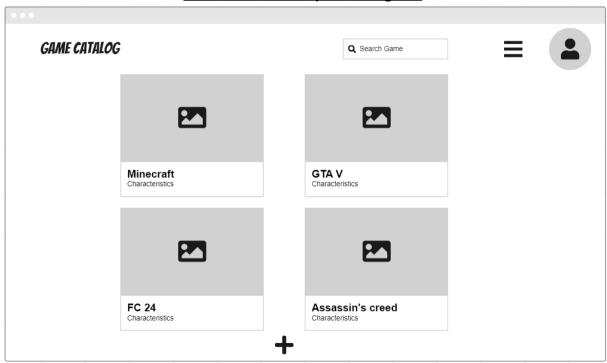


Activity Diagram by Arthur GATIGNOL

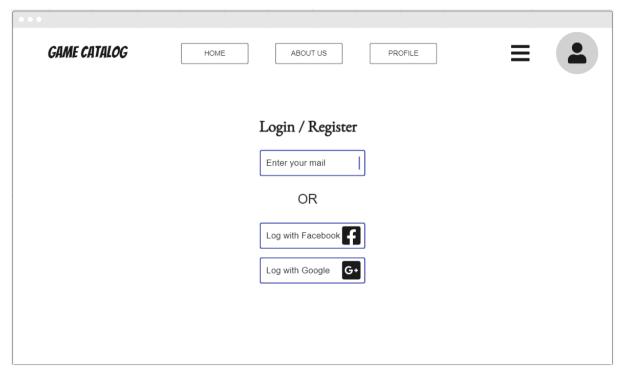
act [Activity Diagram1 Arthur GATIGNOL]



Wireframe Conception Diagram

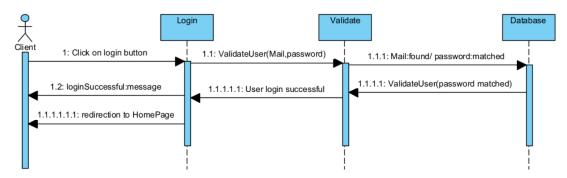


This Wireframe represents the home page when you are connected, you can find the game as you want and discover all of their characteristics and make our review.



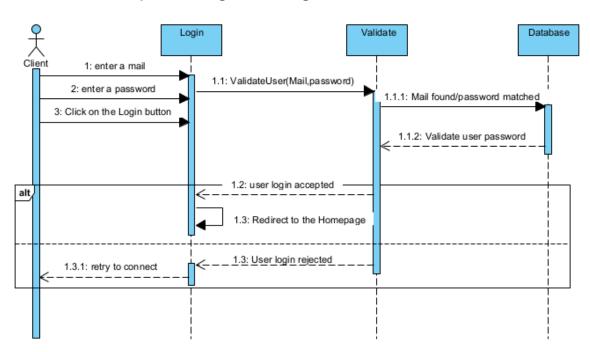
This one is when you enter in the website and you login or register.

Sequence diagram for login

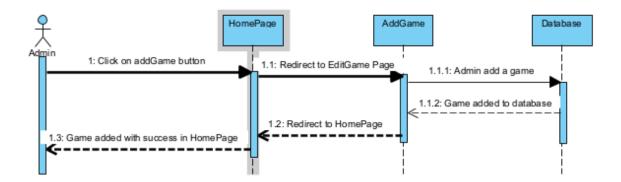


These two diagrams represent the sequences to obtain or not a successful login when the user enters his email and password after having registered.

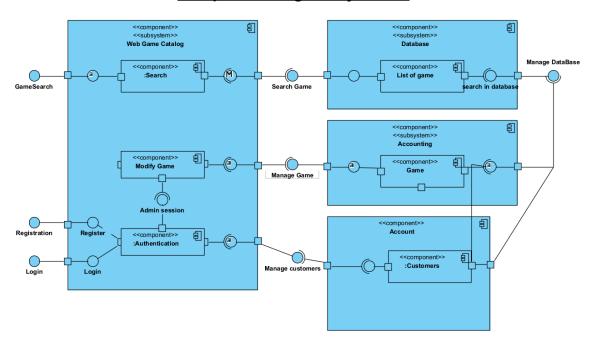
Sequence diagram for login After correction



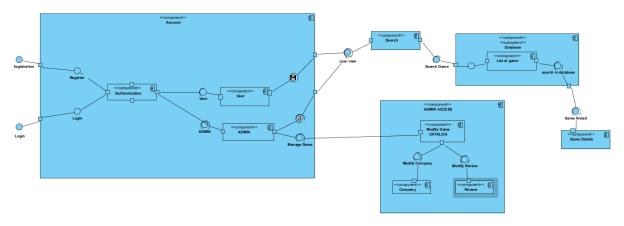
Sequence diagram to Add a game



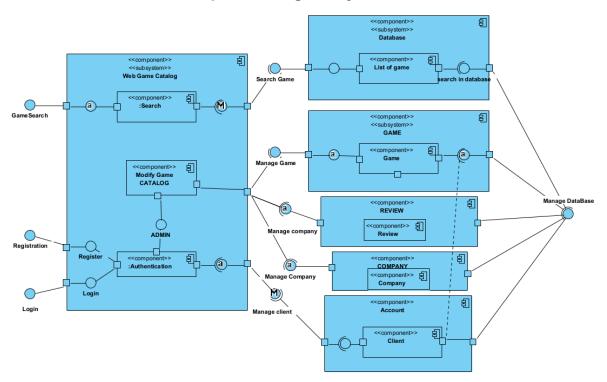
Component diagram by Arthur



After correction

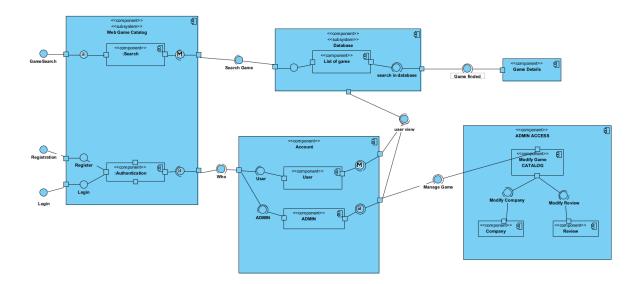


Component Diagram by Romain



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

Company

-Name : String -CEO : String

-Employee number : Integer -Market value : Integer -Reseller : Integer

+saveCompany()

+saveCompanyWithGame()

+findByGameID()

+deleteCompanyById()

Game

-Name : String
-Category : String
-Release Date : Date
-Age Rating : Integer
-Description : String
-Game ID : Integer

+save() +findAll()

+findByID() +update()

+deletGameByID()

Review

-Description: String -Grade: Integer -Author: String -Game ID: Integer

+saveReview() +getGameReviews() +deleteReviewById()

User

-User ID : Integer -User Created : Date

-Username : String -Email : String

-Role : String -Password : String

+register()

+getUserByEmail()

+getUserByld()

+getUser()

Class Diagram by Romain

