Group 5: GameSpot - User Manual

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Project Name: GameSpot
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Youtube Demo:	2
GitHub Repository:	2
Clone Repository from GitHub	2
Create Postgresql Database	3
Populate database	3
Application UI - Authentication	3
Application UI - Games	4
Application UI - Profile	6
Application UI - Studios	7

Youtube Demo:

https://youtu.be/hzeu3NxWrV8

GitHub Repository:

https://github.com/asu-cse-source-code/cse-412-project

Clone Repository from GitHub

1. Run git clone

https://github.com/asu-cse-source-code/cse-412-project.git

- 2. Install requirements for the Python environment
 - a. cd into the cse-412-project root directory
 - b. python -m pip install -r requirements.txt

Create Postgresql Database

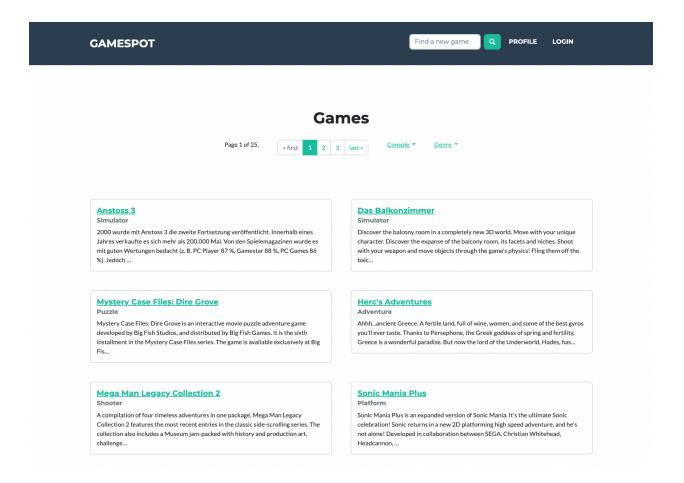
- 1. Create Postgresql database called gaming_db
- Create a superuser with all permissions over gaming_db with the name gaming_admin and the password secret_password

Populate database

- Use the db_dump file in the root of the repository to populate your local gaming_db postgresql database
 - a. psql -U gaming_admin gaming_db < db_dump

Application UI - Authentication

- 1. Run your application
 - a. python manage.py runserver
- 2. Visit the homepage at http://127.0.0.1:8000/

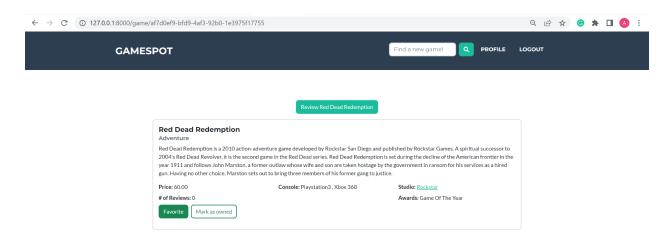


- 3. Login with your account by clicking the login button
- 4. Once you are authenticated, you will stay authenticated in the application until you log out

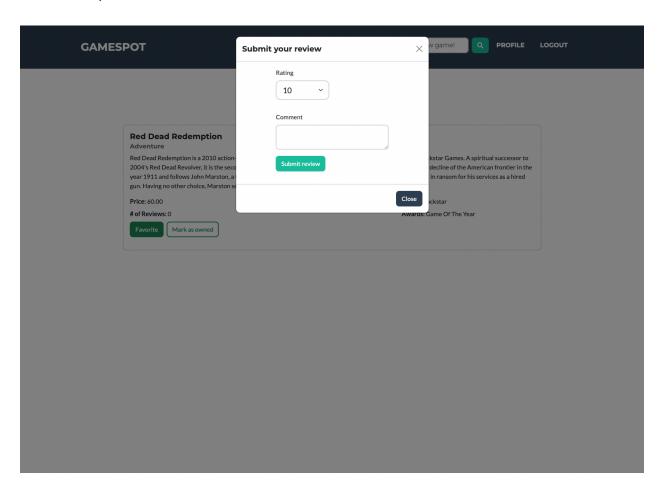
Application UI - Games

Click on a game or search for a specific game from the homepage,
 then click on it

2. Once you click on a game, you will be navigated to the page for that specific game

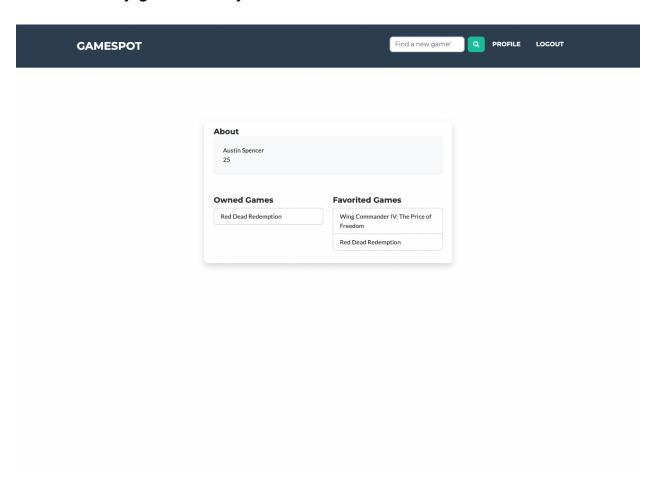


3. Once on a specific game's page, you can favorite the game, mark it as owned, and also review it



Application UI - Profile

 Visit your profile page by clicking the Profile button in the navigation bar 2. Once there, you will be able to see the information for your account as-well-as any games that you have favorited or marked as owned

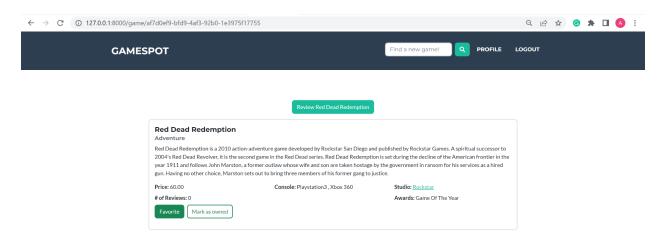


3. You can also visit the direct games from there by clicking on them

Application UI - Studios

Click on a game or search for a specific game from the homepage,
 then click on it

2. Once you click on a game, you will be navigated to the page for that specific game



- 3. Click the studio name to be directed to the studios page.
- 4. From here the Studio and the games owned by that Studio are presented and accessible so that users can preview its description and rating.

