

Beerpong APP

Balina Bálint - MJUAJD - PHP Project



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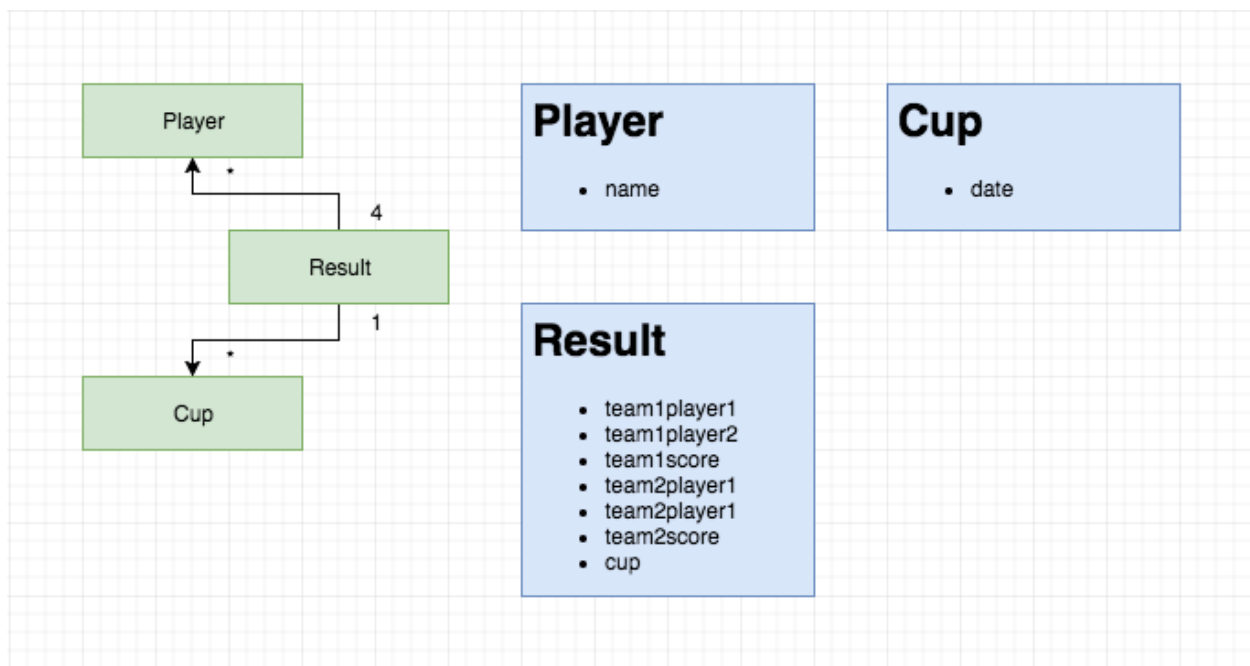
Topic

Beer pong is a drinking game in which players throw a ping pong ball across a table with the intent of landing the ball in a cup of beer on the other end.

We often play this game with my friends and if there more then five of us, it starts to get really complicated to follow who will play with who after who. Moreover, I wish to end the arguments of who has more victories.

With this web application, I will be able to generate the rounds we have to play, and store the results.

Entities



There are a number of registered [Player]s in the game. They can participate in a given [Cup]. Each result consist of two two player teams matching each other. If the score is 1-0, that means team2 won the match, because they successfully eliminated all opponent cups.

Action plan

The web application will consist of two main CRUD features, with forms and tables on the frontend. These would be the [Player] and [Cup] management features. On the other hand, the result handling will have a unique frontend, where the user can select which [Player]s will participate in the given [Cup], a random order will be generated to help play the rounds. Each of these matches will contain input fields for the given team results, and when submitted, they will be moved to the next one. On submit, only the two scores have to be manually set by the user, the [Player]s will be sent to the API automatically. When all matches are done, statistics will be displayed.

Routes

- Player
 - CRUD
 - Statistics
- Cup
 - CRUD
 - Statistics
- Result
 - Add result for given [Cup], and [Player]s with given scores

Php

Each entity will have a custom controller. The controllers will call repository services to talk with the database. The php backend will only respond with JSON, the frontend will be and SPA which will consume the data.