

Link to Youtube Video

- https://www.youtube.com/watch?v=Gx_GkvMBpxA



CPSC 321 Final Project

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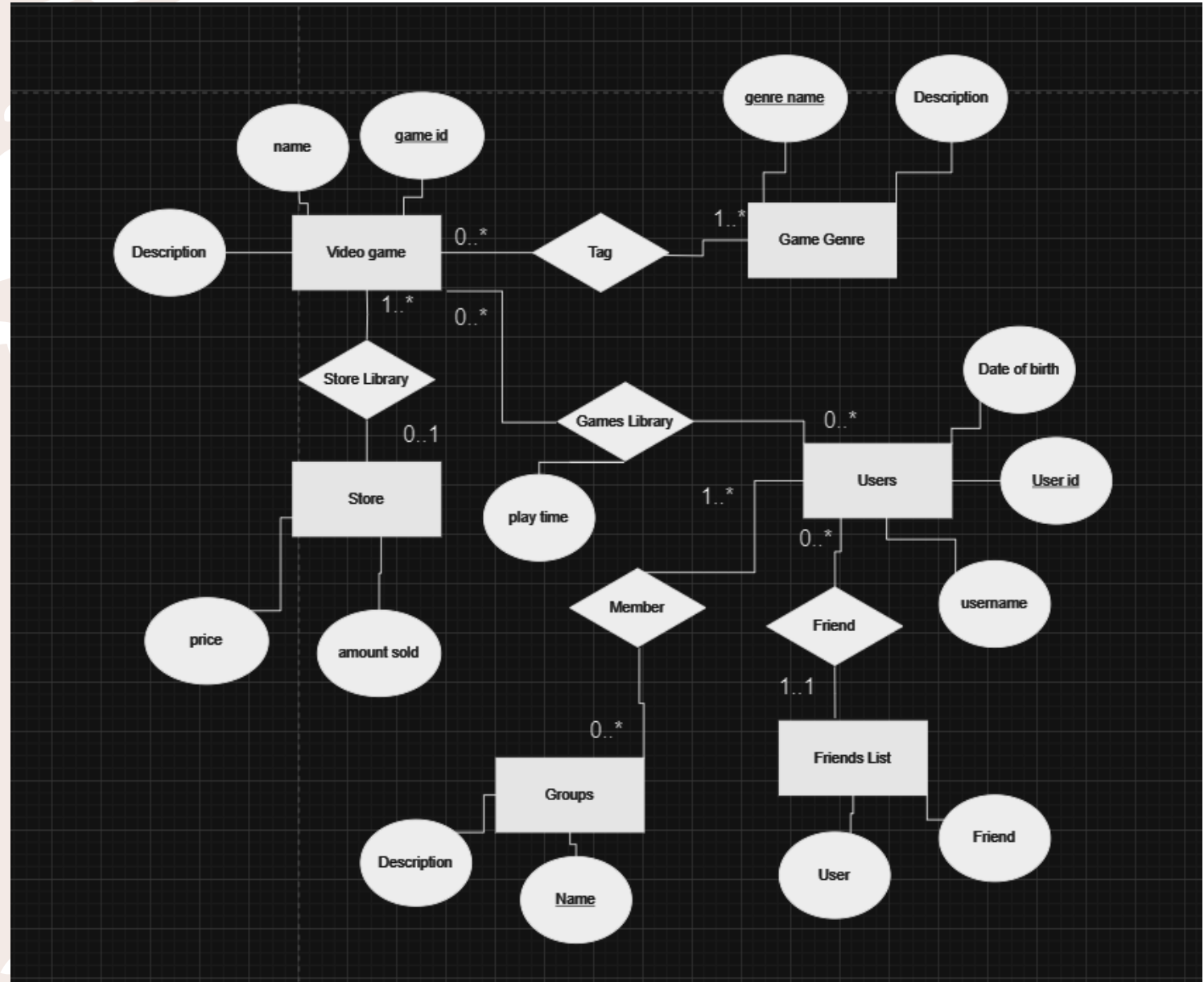
Overview of Application

- Online video game store
- Online Social Website

Demo

- NPM install ejs
- Node is required for this website to be ran

ER diagram



Queries

- FROM videogame v JOIN store s USING (game_id)
- WHERE v.name LIKE ?
- AND v.tag_id LIKE ?
- ORDER BY \${sanitizedSortBy}`;
- Displays game information to user after a search.
Uses user input to order the information
- SELECT v.name AS title, v.tag_id AS genre,
l.playtime
- FROM videogame v
- JOIN library l USING (game_id)
- JOIN store s USING (game_id)
- WHERE l.user_id = ?
- ,
- Returns information about a user's specific game
for the library page

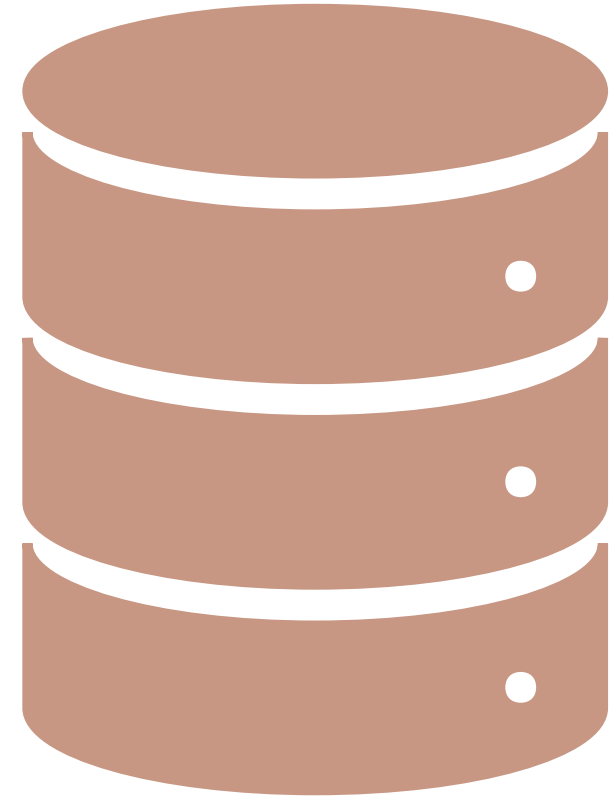
```
SELECT title, number_sold
FROM (
  SELECT v.name AS title, s.sold AS number_sold,
        ROW_NUMBER() OVER (ORDER BY s.sold DESC) AS rank
  FROM videogame v
  JOIN store s USING (game_id)
) ranked_games
WHERE rank <= 5`;
```

Displays 5 most sold games. Inner query assigns a rank to each row based off the number sold.

```
SELECT v.name AS title, v.tag_id AS genre, s.sold AS number_sold,
s.game_id AS id
```

Population of database

- Inserts
- Using the website



Testing

- Adding and checking strategy



Challenges

Adding groups

Correctly
populating
both user's
friends list

Getting the
tables in the
store page to
work correctly

Future Plan

- Add a working sign in feature
- Fix more bugs
- Create a feature to add groups
- Ability to edit existing data