Game Store Management System

a. Project Title

Game Store Management System (Temp)

b. Project Description

This project is a web-based admin system designed to help manage an online game store more efficiently. The main users are store administrators who can log in to manage game products, categories (such as platform or game genre), and view analytics through the dashboard. The system includes core features like adding/editing/deleting games, organizing categories, and controlling access through a secure login page.

For the UI design concept, we focused on simplicity and usability. The layout is responsive, making it easy to use on desktops or mobile devices — perfect for modern users who value speed, clarity, and flexibility.

The front-end design, we developed a clean and efficient template layout, focusing on ease of use and smooth user interaction. The code was implemented using EJS (Embedded JavaScript), which allows for easy integration with the server, ensuring public accessibility and scalability.

The user interface (UI) follows a minimalist design approach, drawing inspiration from gaming consoles. The color scheme and elements are carefully selected to reflect the visual language of gaming, providing a familiar and engaging experience for users.

The UI design concept prioritizes simplicity and usability, offering a responsive layout that adapts seamlessly across both desktop and mobile devices. This design is tailored for modern users who value speed, clarity, and flexibility, ensuring a smooth and intuitive experience across all platforms.

c. Frameworks and Tools

- Node.js + Express.js (backend framework)

- MySQL (database)

- EJS (templating engine)

- Tailwind CSS (styling framework)

- Font Awesome (icons)

- SweetAlert2 (alert & confirmation modals)

- Visual Studio Code (IDE)

- GitHub (version control & collaboration)

d. User Flow

• Webstore Pages: Homepage ⟶ Product Listings ⟶ Product Detail ⟶ Search ⟶ Cart

• Back-office Pages: Login ⟶ Dashboard ⟶ Manage Products ⟶ Add/Edit/Delete Product ⟶ Manage Categories

e. UI Design

- Back-office and Webstore views are responsive for desktop and mobile.
- Dark/light themes of Back-office support accessibility and user comfort.
- Key UI Screens and Features:
    1. Add Product Page: User can fill in the form to add game information. Interacts with form submission. Uses Tailwind form components. Uses EJS layout templates.
    2. Product List: Users can edit or delete products. Uses Tailwind cards and buttons. Uses modal triggers for action confirmation.
    3. Category Management: Add/edit/delete category with form and dropdowns. Uses Tailwind + Font Awesome. Layout powered by EJS.
    4. Dashboard: Displays metrics (sales, users, products) with Tailwind dashboard cards.
    5. Login/Register Page: Users log in securely. Uses SweetAlert2 for feedback.

- The Webstore's front pages are designed with a minimalist approach to create a memorable user experience.

- The color scheme draws inspiration from gaming consoles, such as Nintendo (Red) and Xbox (Green), reinforcing the concept of a game disc marketplace.

- The layout is designed to ensure clarity, helping users understand the sequence of actions and navigate easily.

- The game platform categories will feature a clean, grid-based user interface with a dark blue header, a search bar, intuitive navigation links, a prominently displayed featured game section, and structured game cards showcasing cover images, titles, and prices for an enhanced browsing experience.

- The Basket page is designed for easy comprehension, seamlessly connecting with the category page for a smooth shopping experience.

- The "Contact Us" page will provide information about the store, include an embedded map using MapAPI, and display an email contact for customer inquiries.

- Key UI Screens and Features:

    1. Homepage – Features a designed layout that includes a banner, the number of products in stock, game categories, and the latest recommended product.
    2. All Products Page – Displays products with their names and prices. Users can purchase a product, triggering a pop-up function when they click on an item.
    3. Category Page – Similar in design and functionality to the All Products page, displaying products by category.
    4. Basket Page – Designed with a minimalist approach, this page shows products added by the user from the pop-up on the All Products and Category pages.
    5. Contact Page – Provides information about the store, integrates MapAPI for location display, and includes a function allowing users to send emails to the admin for inquiries.
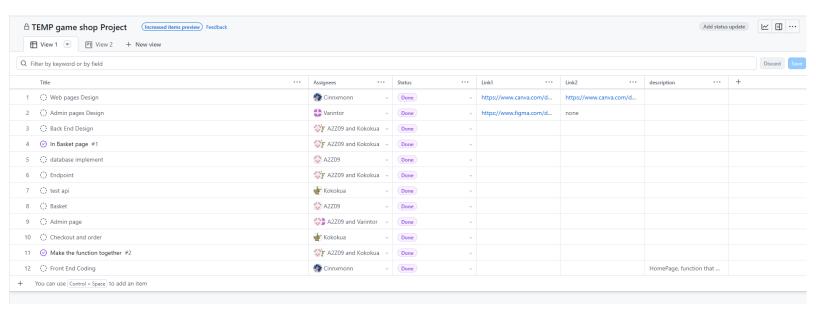
f. APIs

- /auth/login (POST): Login endpoint

- /auth/register (POST): Register endpoint

- /products (GET, POST, DELETE): Manage product endpoints

- /categories (GET, POST, DELETE): Manage category endpoints

g. Implementation

i. Project Development Directory Structure

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🔒 **TEMP game shop Project** (Increased items preview) Feedback · · · Add status update

	Title	Assignees	Status	Link1	Link2	description
1	Web pages Design	Cinnxmonn	Done	https://www.canva.com/d...	https://www.canva.com/d...	
2	Admin pages Design	Varintor	Done	https://www.figma.com/d...	none	
3	Back End Design	A2Z09 and Kokokua	Done			
4	In Basket page #1	A2Z09 and Kokokua	Done			
5	database implement	A2Z09	Done			
6	Endpoint	A2Z09 and Kokokua	Done			
7	test api	Kokokua	Done			
8	Basket	A2Z09	Done			
9	Admin page	A2Z09 and Varintor	Done			
10	Checkout and order	Kokokua	Done			
11	Make the function together #2	A2Z09 and Kokokua	Done			
12	Front End Coding	Cinnxmonn	Done			HomePage, function that ...

You can use Control + Space to add an item

ii. GitHub Link

[camt-pathathai/Temp-Coding](#)