A red text on a black background

Description automatically generated

Elite Wrestling Athletic Club

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Overview

For this project, I plan on using MongoDB and AWS Cloud storage to hold the product images. The Cloud storage will also be used to store images used on the home screen of the club.

Databases Design

Athlete Object

The athlete object will provide the information for athlete or parent to log in. I am just going to call it athletes since some kids will log in themselves and parents will use the athlete information as well.

Document structure:

{

“\_id”: {

“oid”: string (autogenerated)

},

“name”: string,

“age”: int,

“yearsOfExp”: int,

“gender”: string,

“grade”: string,

“parent”: {

“name”: string,

“email”: string,

“phone”: string,

}

}

Staff Object

This document will hold the information of the staff and their experience to fill in the page. This will also label them the ability to change the page. The staff information can change so it need to be saved in a database to be reference and changed once if need be.

Document structure:

{

“\_id”: {

“oid”: string (autogenerated)

},

“name”: string,

“email”: string,

“experience”: string,

“role”: string,

}

Events Object

Events will grab the upcoming events that have been added to the database and display them on the screen

Document Structure:

{

“\_id”: {

“oid”: string (autogenerated)

},

“title”: string,

“date”: datetime,

“description”: string,

“ageGroup”: string,

“link”: string

“location”: string

“entry”: string

}

Products Object

This collection will hold all the information for the products listed in the store. It will also hold the URL reference of the image that needs rendered.

Document Structure:

{

“\_id”: {

“oid”: string (autogenerated)

},

“name”: string,

“qty”: int,

“description”: string,

“img”: string,

“price”: int,

“availability": Boolean,

“sizes”: array of strings,

}

Purpose, Implementation, and Interaction

Athletes

Purpose:

The purpose of this collection is to hold the information for the users to be able to login and pay for items in the store. This can be omitted and just add the information in text inputs as they check out or request to attend the club.

Implementation:

The user will be able to log and have there information autofilled in the cart and the request to join the club section.

Interaction:

Athletes will be able to search the shop, add items to the cart and check out to purchase the items.

Staff

Purpose:

This collection allows the staff to log in and have a flag that allows them to access the items to change such as add remove items from the cart

Implementation:

The users will login with username and password which will validate them and then check for the admin flag to allow access for changes to items in the store, add new pictures, and update events.

Interaction:

Staff will login and should be able to see the extra buttons and features to update information through out the page.

Products

Purpose:

The purpose of this collection is to hold all the information for products being listed in the store.

Implementation:

There will be a grid layout that can cycle through and list all the products using the key pairs for the item information. There will be the ability to add items to the cart by an id and then store it in a cart.

Interaction:

Then users will allow to add items to the cart and purchase them. Staff will be allowed to add, remove anupdate the products in the store.