SEG Lab Project – Team Indigo

Team members:

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Design

We have implemented a simple, intuitive interface for the Gaming society, that displays their games in a professional and visual way and allows the society's members to filter the results by genre and immediately see the extent of the society's catalogue.

Database

The database stores required information for the operation of the website for the society. As it could be possible that the society has more than copy of each game, or the same game for multiple platforms, the broader information about the game, such as its name and its rating are stored in Game.

Each copy of the game is represented in the GameCopy table, so each copy has its own unique ID, making it easier to track which exact game copy is being loaned to which member. This also allows saves on data duplication if the society own the same game across multiple platforms/consoles, as the platform of the copy is stored locally here, instead of in the broader Game entity.

Rentals are recorded and stored in the Rental table in the database, shown in the diagram as a relationship. The ID of the GameCopy and the Member who has rented the game are stored here, along with the date the game was rented and the date it is due back.
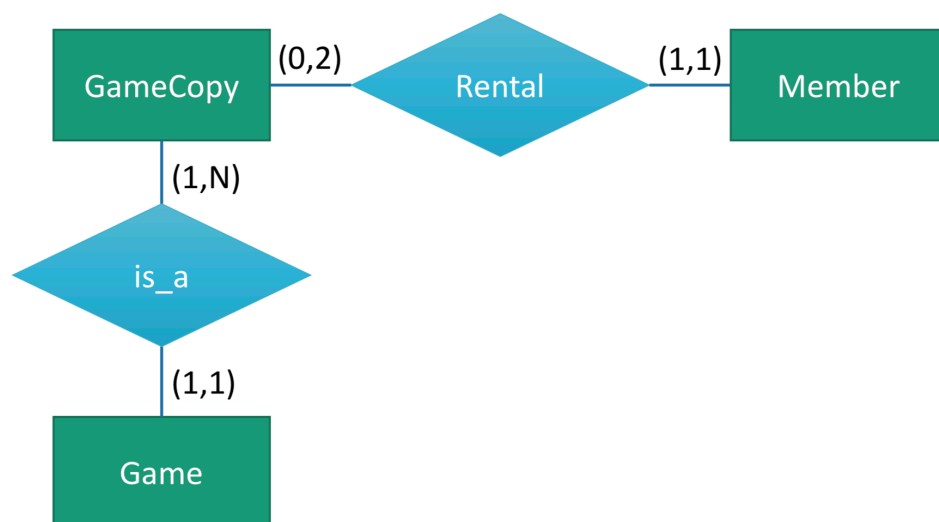
FILE STRUCTURE

We have implemented a simple file structure for the project, that neatly organizes all of the elements. The backend database and SQL are stored in a private folder, the source code for the website functionality is kept together in the source folder, and other website elements like CSS and the images are stored in their own folders.

```
labproject
├── images
├── js
├── css
├── index.html
├── catalogue.php
├── staff.php
├── login.php
├── db.php
├── db_credentials.php
├── functions.php
├── gameinfo.php
├── query_functions.php
├── submit_login_form.php
└── private
    └── setup
        └── setup.sql
```
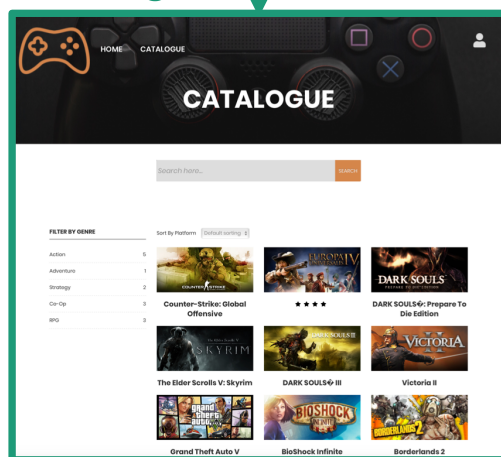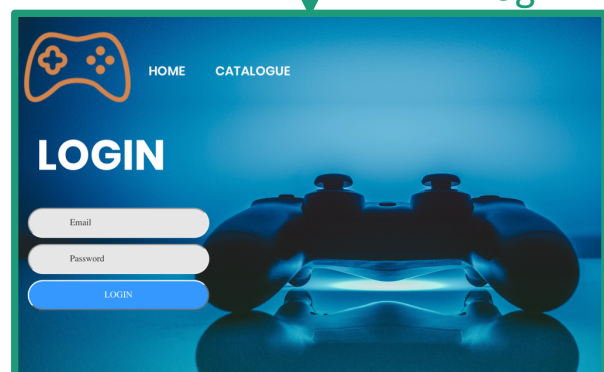
WEBSITE STRUCTURE

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Catalogue

Login

Secretary Page