

All Aboard

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Description

All Aboard is a web application with various capabilities that allows people who love to play a vast variety of games to come together, develop and maintain gaming relationships.



Features

- Utilization of Location and Map APIs
- Users can create, read, update and delete game groups
- Private and Group Messaging



Planning - User Stories

The idea stemmed from a love of playing games. At times, there is no one to play with, not enough players or you just want some fresh faces.

A social gaming web application that would allow us to locate people in our area that have interest in the same types of games would make it easier to play whenever you have time.



Planning - Database

The database includes:

- A User Profile
- A map of public games within a specified area
- Game Groups that are created by users
- Private and Group Messaging

Once the user creates a profile, they can create a game group or search for game groups that interest them. Users can also search a map and see what games are currently going on in their specified areas. If they are interested in chatting one on one or within a game group, the option is available.



Technology Stack

- Java 15
- Spring Boot
- Thymeleaf
- MySQL
- Bootstrap



Demo



What I Learned

- Map data and pins
- Many to many relationships
- User Registration and Security Configs
- Creating real time messaging
- Most of all, working on a project with several others, it is important to have communication and maintain your branches.
- Having a good foundation and proper structure makes thing go smoother.
- IDEs for the win



What's Next

- Allowing users to add pictures
- Extending admin privileges
- Improve UI
- Front end work

