CSE5041– Web Programming

(2021-2022 FALL)

Sudoku Project Presentation

Hello everyone, The subject of our project is Sudoku Game. Sudoku game is an intelligence game that everyone loves to play. We have developed this game on the ASP.NET MVC platform as beautiful as possible and made it available to our users.

Note: Blue Title > Enes 2000006890   Orange Title > Halil 1900001860

1-Meta Tags

Starting with the necessary "meta" tags and seo studies for our users who come to our project, which we also support in terms of SEO, with keywords such as "play sudoku game", "play sudoku online" from search engines, I begin to explain the part of my project within 5 minutes;

The first part is the meta tags, as I just mentioned;

Starting from the homepage of our project, I am going to examine its content.

2.Session Management (with all functions)

2-1. Register(Adding users)

When I try to go to the homepage, I see that I can't do this. Because only authorized users, that is, registered users, can play this game.

We record the security and game information of our users who visit our application within the scope of our privacy policies and terms of use. Thus, we provide a reliable quality experience for both our application and our users. (You can reach our privacy policy and terms of use from the link in the footer of our site.).

Then let's register to access the game. The user named "Enes", that is me, is in the role of administrator in this project. I will describe the types of roles and their usage in the next sections.

Let's register our project with a user named "Richard" in order to be more conspicuous.

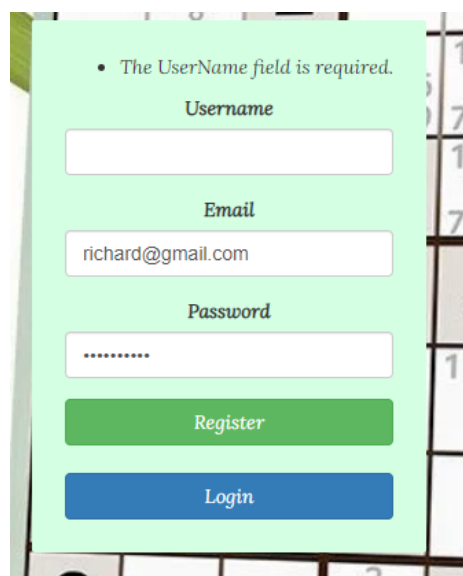I click on the "Register" button and fill in the necessary information.

In cases where the information is not filled correctly, our application offers the necessary corrections to our users as you can see. I'm not going to show them all because I don't have time.

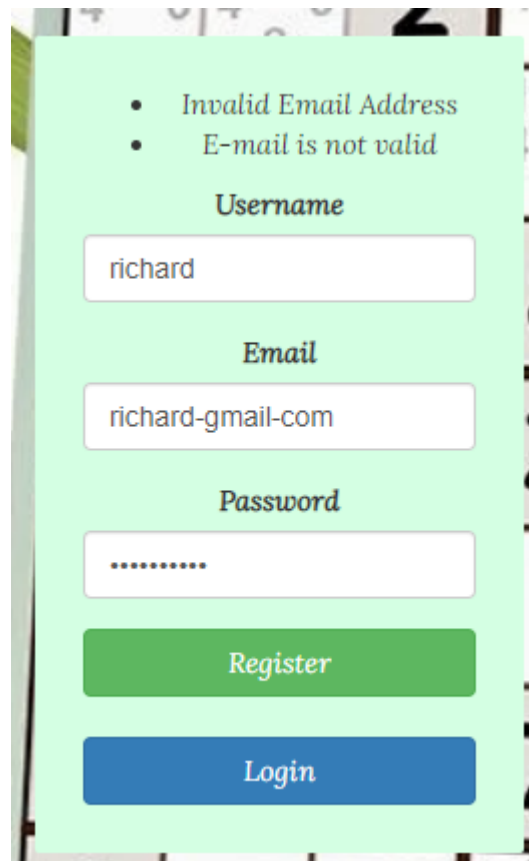### 2-1.1. Form Control Input

1. Input boxes are not left blank..

2. Email address must be entered in the correct format !

- *Invalid Email Address*
- *E-mail is not valid*

Username

richard

Email

richard-gmail-com
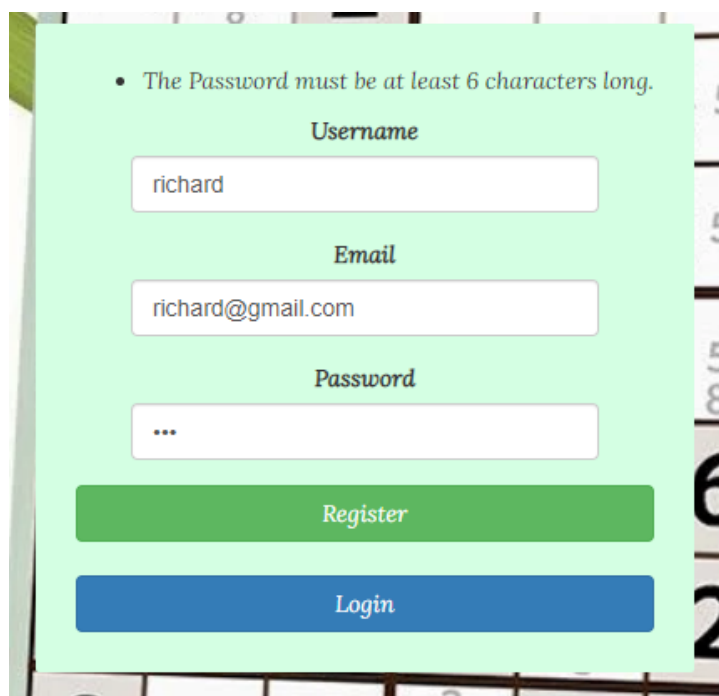
Password

••••••••••

Register

Login

3. The Password must be at least 6 characters long !

- *The Password must be at least 6 characters long.*

Username

richard

Email

richard@gmail.com
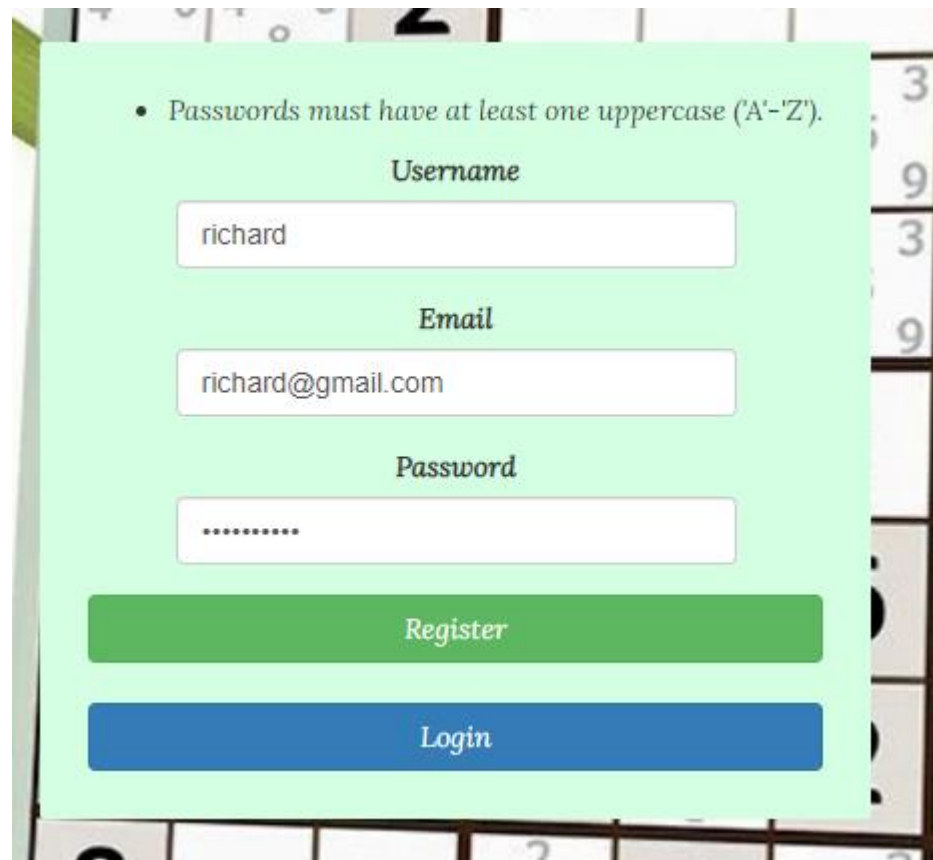
Password

•••

Register

Login

4. Passwords must have at least one uppercase (A-Z)

- Passwords must have at least one uppercase ('A'-'Z').

Username

richard

Email

richard@gmail.com
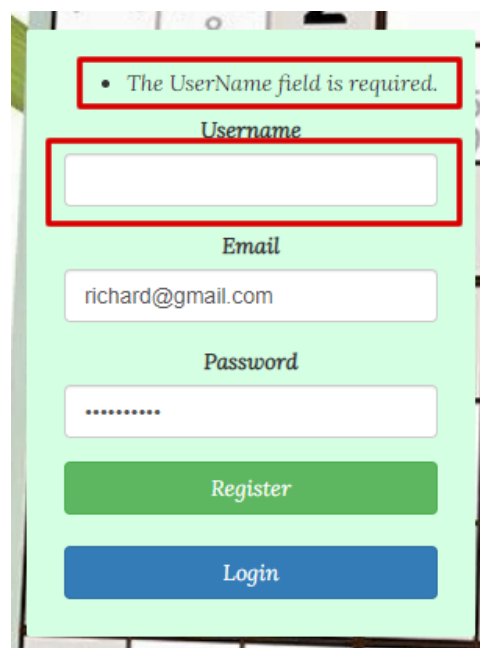
Password

··········

Register

Login

Let me just show you an example. Let's leave the username box blank and try to register..

- The UserName field is required.

Username

Email

richard@gmail.com
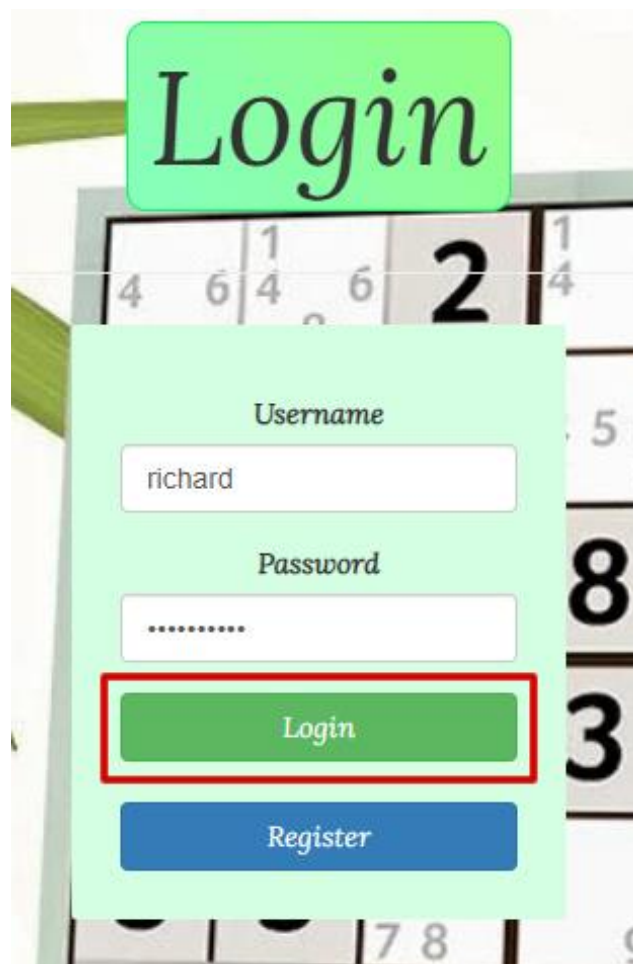
Password

·········

Register

Login

As you can see, it is not possible to register in this way.

Now let's enter our information correctly and register in the system. Yes, the registration process took place and it directed us to the login page of our application for login. We are now registered in the system. Let's login with our information

2-2. Home Page(Sudoku Game Page)

Now we have the authority to enter the system as a user and play our game. We also have an admin role, but I will explain it after our main topic, the sudoku game.

As you can see, the interface shows us the necessary information before starting the game.

Now, let's briefly explain these parts and move on to playing our game.

1. **The name of our game**
2. **Welcome banner for our registered user**
3. **The username of our registered user**
4. **Logout button that our user will use to securely log out**
5. **The difficulty level of our Sudoku game consists of three levels. The first is easy, the second is medium, and the third is difficult. Accordingly, the sudoku game is played to the user according to that level.**
6. **The expected time for the user to finish the sudoku game**
7. **Another feature, There is a dark mode for users who want to play the Sudoku game in a dark environment, and a light mode for users who do not like dark mode.**

   Let's start a new game, play our sudoku game, and also examine our features.

We press our start a new game button
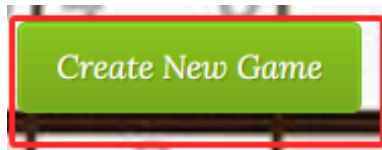
AND our game starts for our user. Our time has begun as you can see
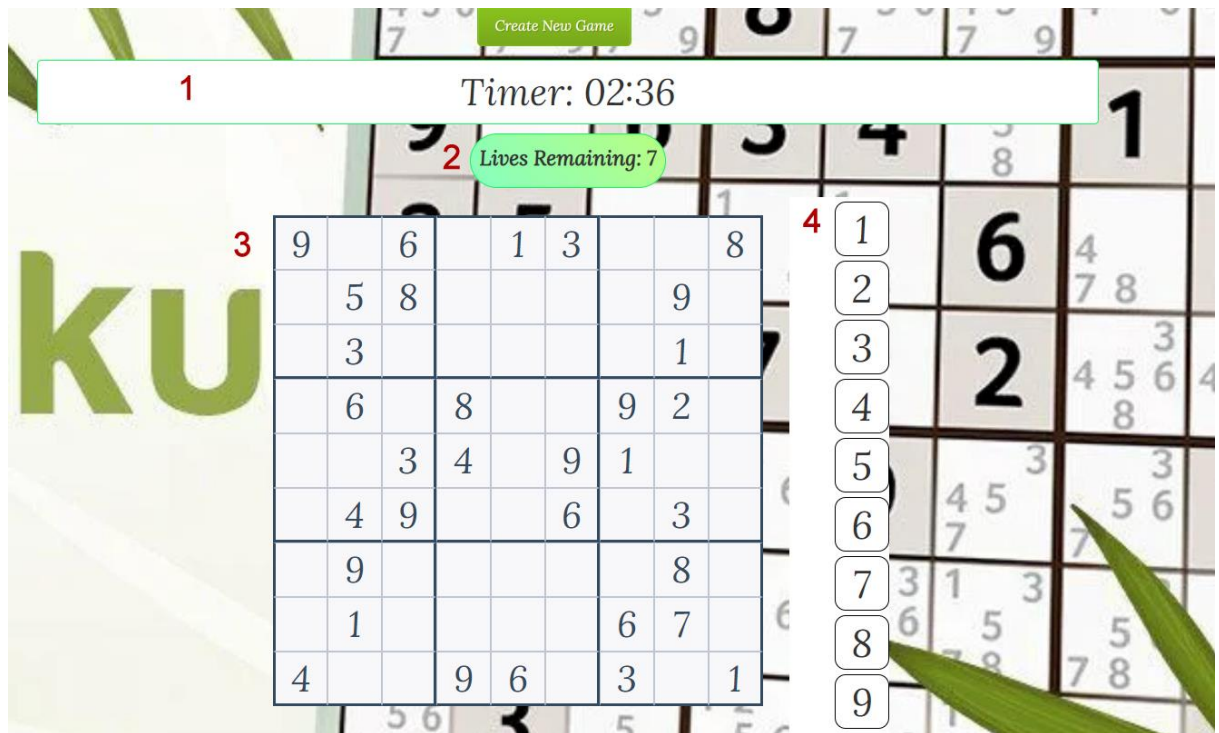
1. **This is the time we have to finish our game**
2. **This part is the user's right to put wrong numbers. Can place as many wrong numbers as the number here**
3. **Our Sudoku game itself**
4. **Here, the numbers that can be found in the sudoku game are listed below. When we think we have found one of these numbers, we drag and drop it into the relevant box as follows. Take care to make one more click while leaving, so that the system understands that you are sure.**

Let's make an example. Let's knowingly insert an incorrect number

Timer: 02:46

Lives Remaining: 7

	8		7		1		3	
4		9						
	5			6		4	1	8
7					9			
8			6	1		5		
	3	5					2	9
	6		4		7		9	
1					8			4
	2			5			7	

1 1 2 3 4 5 6 7 8 9

Timer: 02:44

Lives Remaining: 7

	8		7		1		3	1
4		9						
	5			6		4	1	8
7					9			
8			6	1		5		
	3	5					2	9
	6		4		7		9	
1					8			4
	2			5			7	

1 2 3 4 5 6 7 8 9
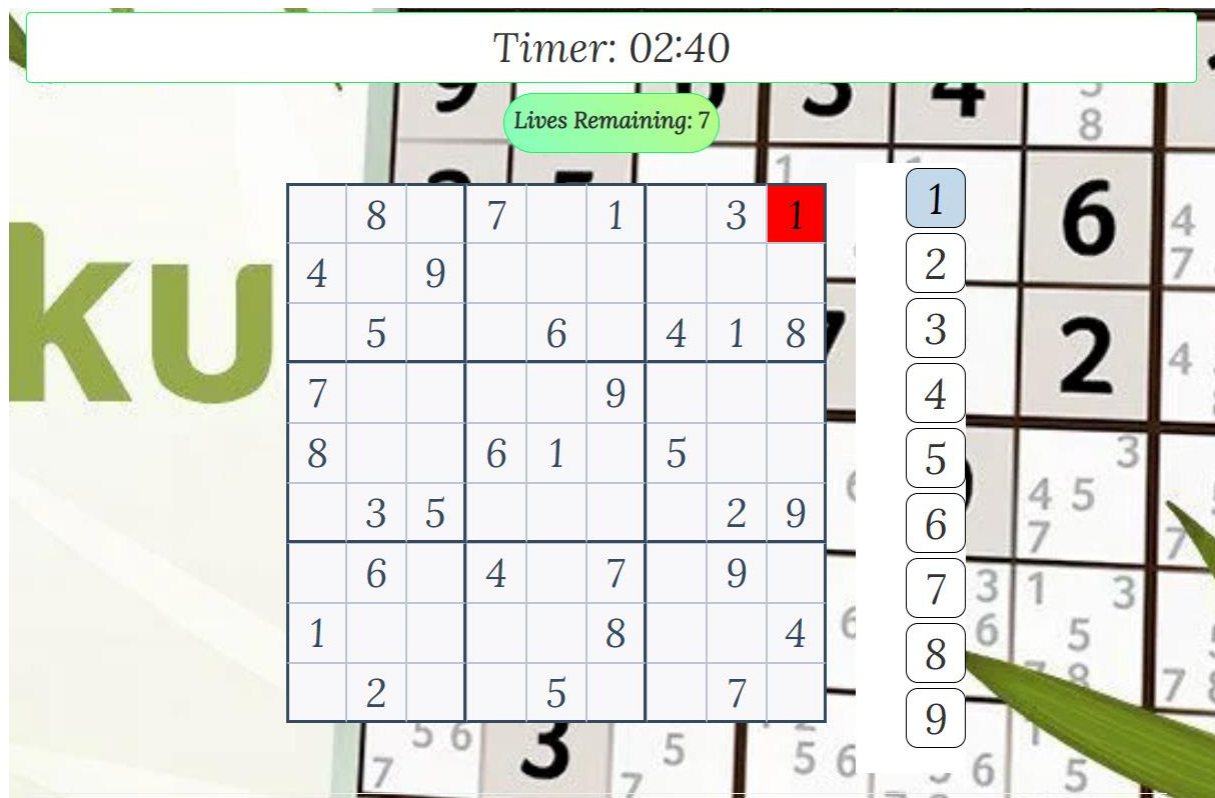
As you can see, when we enter the wrong number, it instantly tests and shows our user that the number is wrong.

The wrong number was one less as you can see about us.

Then our system removes the number in the box it has put, and immediately after that, the number it chooses removes the selection from the number it has chosen.

Now let's insert a correct number

Lives Remaining: 7

6						7	
				5		2	
				1			
3	6	2				8	1
	9	6					
7	1		9		4		5
	2			6	5	1	
	7	8					3
4	5						

1 2 3 4 5 6 6 7 8 9

Lives Remaining: 7

6						7	
				5		2	
				1			
3	6	2				8	1
	9	6					
7	1		9		4	6	5
	2			6	5	1	
	7	8					3
4	5						

1 2 3 4 5 6 7 8 9

Lives Remaining: 7

6							7	
					5		2	
					1			
3	6	2					8	1
		9	6					
7	1			9		4	6	5
	2				6	5	1	
		7	8					3
4	5							

1
2
3
4
5
6
7
8
9

Of course, before our time runs out, we must know all of them correctly in this way so that we can win the game. Of course we won't finish now.

A finished sudoku is available in my documentation. You can review it later.

4	3	9	2	6	8	7	1	5
6	7	8	4	5	1	2	3	9
1	5	2	9	3	7	8	4	6
7	9	4	3	1	2	6	5	8
8	1	5	6	4	9	3	7	2
3	2	6	8	7	5	1	9	4
5	8	3	7	9	6	4	2	1
2	4	1	5	8	3	9	6	7
9	6	7	1	2	4	5	8	3

1
2
3
4
5
6
7
8
9
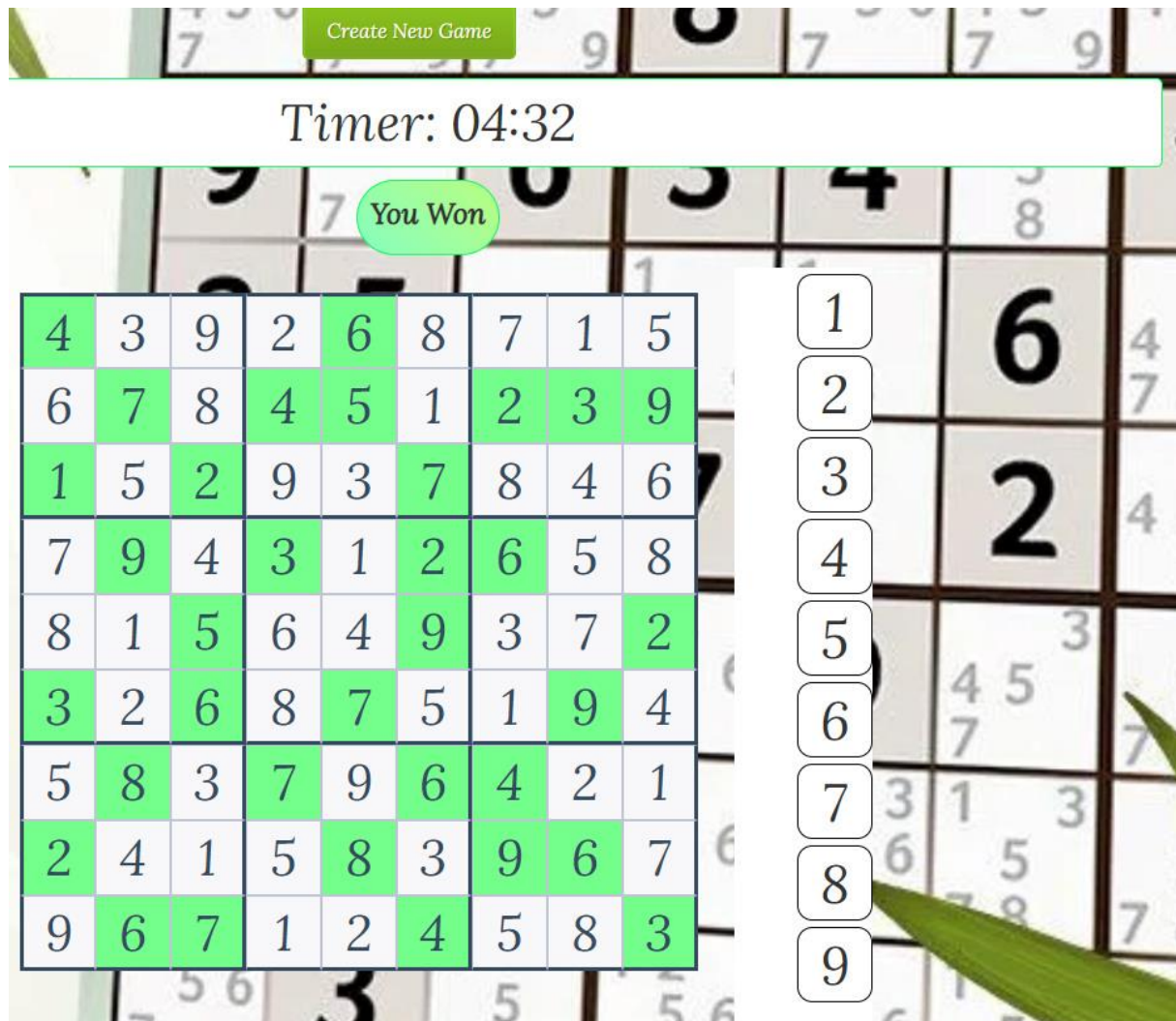
If we can't finish the game within the given time, it will be You Lost.

If we can finish the game within the given time and enough about us in this situation we win the Game So You win

You can also play this game in the dark theme. I won't be playing again because I have little time.

Sudoku

Welcome

Richard

LogOut

Choose Difficulty: ● Easy ● Medium ● Hard

Choose Time: ● 3 Min ● 5 Min ● 10 Min

Choose Theme: ● Light ● Dark

Create New Game

Timer: 02:24

Lives Remaining: 6

6						7	
				5		2	

1
2

LogOut

Choose Difficulty: ● Easy ● Medium ● Hard

Choose Time: ● 3 Min ● 5 Min ● 10 Min

Choose Theme: ● Light ● Dark

Create New Game

Timer: 02:19

Lives Remaining: 6

6						7	
				5		2	
				1			
3	6	2				8	1
		9	6				
7	1		9		4		5
	2			6	5	1	
		7	8				3

2

1
2
3
4
5
6
7
8

Choose Difficulty: ● Easy   ● Medium   ● Hard
Choose Time: ● 3 Min   ● 5 Min   ● 10 Min
Choose Theme: ● Light   ● Dark

Create New Game

Timer: 02:13

Lives Remaining: 6

6							7	2
					5		2	
					1			
3	6	2					8	1
		9	6					
7	1			9		4		5
	2				6	5	1	
		7	8					3

1 2 3 4 5 6 7 8

Create New Game

Timer: 01:43

Lives Remaining: 5

6							7	
					5		2	
					1			
3	6	2					8	1
		9	6					
7	1			9		4		5
	2				6	5	1	
		7	8					3
4	5							

1 2 3 4 5 6 6 7 8 9

Choose Difficulty: ● Easy   ● Medium   ● Hard
Choose Time: ● 3 Min   ● 5 Min   ● 10 Min
Choose Theme: ● Light   ● Dark
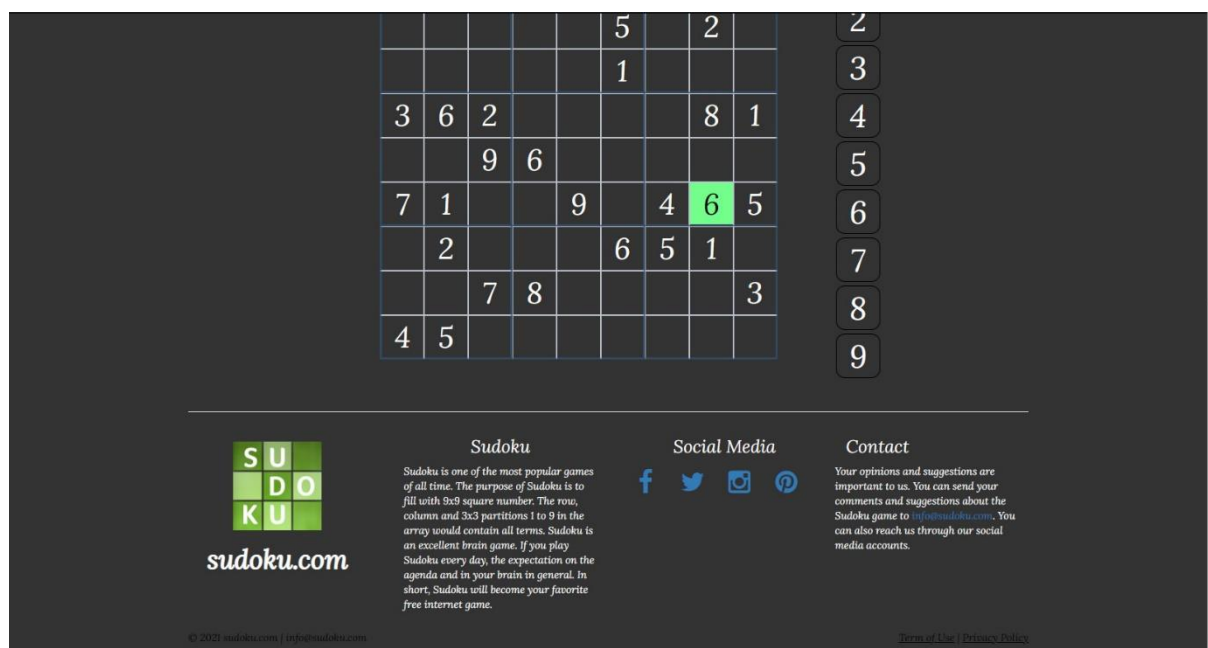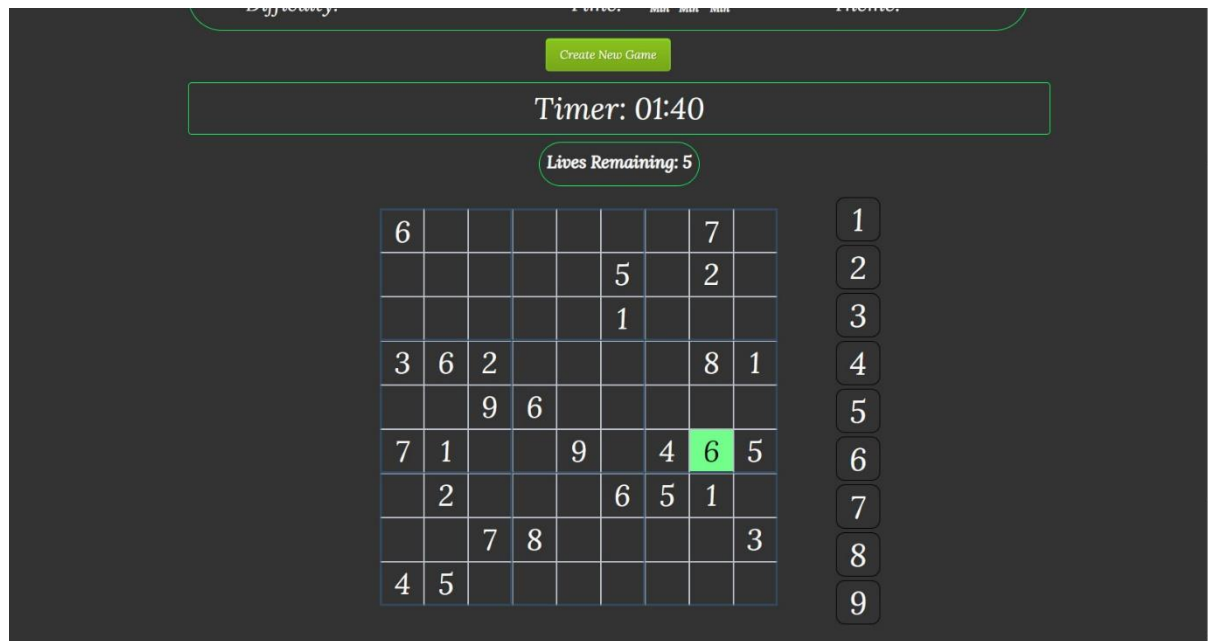
3. Footer

There is a footer at the bottom of our website. Our site is mobile friendly. The footer is divided into four sections

Sudoku

Sudoku is one of the most popular games of all time. The purpose of Sudoku is to fill with 9x9 square number. The row, column and 3x3 partitions 1 to 9 in the array would contain all terms. Sudoku is an excellent brain game. If you play Sudoku every day, the expectation on the agenda and in your brain in general. In short, Sudoku will become your favorite free internet game.

Social Media

Contact

Your opinions and suggestions are important to us. You can send your comments and suggestions about the Sudoku game to info@sudoku.com. You can also reach us through our social media accounts.

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sudoku.com

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3.1. One Section

The first part is the site logo and just below the site address. These values are fixed in our mvc project. This way we can use it anywhere.

3.2.Two Section

In the second part, there is an explanation about the game.

3.3.Three Section

In the third part, there are social media buttons. When these buttons are hovered, a stylish appearance is given with a rotating effect.
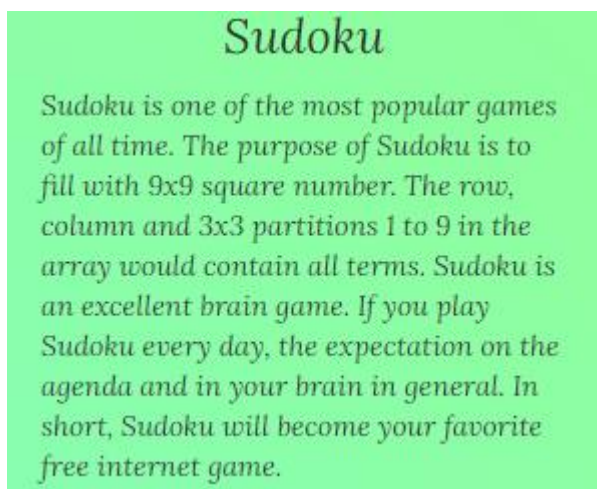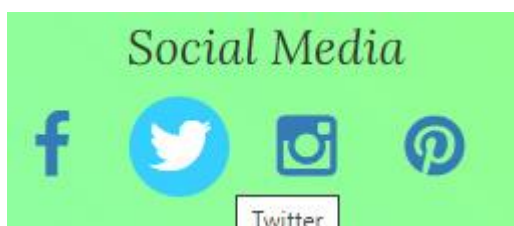
3.4. Four Section

Contact

Your opinions and suggestions are important to us. You can send your comments and suggestions about the Sudoku game to info@sudoku.com. You can also reach us through our social media accounts.

In the fourth part, if the user wants to contact us, we inform him about forwarding to our e-mail address under the website domain, where he can reach him.

3.4. CopyRight Section

© 2021 sudoku.com | info@sudoku.com   Term of Use | Privacy Policy

It is divided into two parts. On the left are the site certificate information and on the right are the terms of use and privacy policy.

4. Term of Use Page

As I mentioned at the beginning of my speech, the terms of use are the set of rules that legally protect this service (Sudoku game) that both the user and the website owners offer and receive.

Click on the Term of Use link in the Footer section. We see that the terms of use are opened in the new tab

TERMS OF USE

Terms and Conditions

Welcome to sudoku.com!

These terms and conditions outline the rules and regulations regarding the use of sudoku.com's Website located at https://sudoku.com.

By accessing this website, we assume that you accept these terms and conditions. If you do not agree to all the terms and conditions stated on this page, do not continue to use sudoku.com.

The following terminology applies to these Terms and Conditions, Privacy Notice and Disclaimer, and all Agreements: "Customer", "You" and "Your" means you, the person logging into this website and in accordance with the Company's terms and conditions. conditions. "Company", "Ourself", "We", "Our" and "We" refer to our Company. "Party", "Parties" or "We" refers to both the Customer and ourselves. All terms refer to the Company's offer, acceptance and consideration of the payment necessary to undertake the process of assisting the Client in the most appropriate manner in order to meet the Client's needs in relation to the provision of the specified services. and subject to applicable Dutch law. The use of the above terminology or other words in the singular, plural, uppercase and/or words can be used interchangeably and therefore have the same meaning.

Cookies

We use the use of cookies. By accessing sudoku.com, you agree to use cookies in accordance with sudoku.com's Privacy Policy.

Most interactive websites use cookies to allow us to retrieve the user's details for each visit. Cookies are used to provide the functionality of certain areas to make it easier for people who visit our website to visit our website. Some of our affiliates / advertising partners may also use cookies.
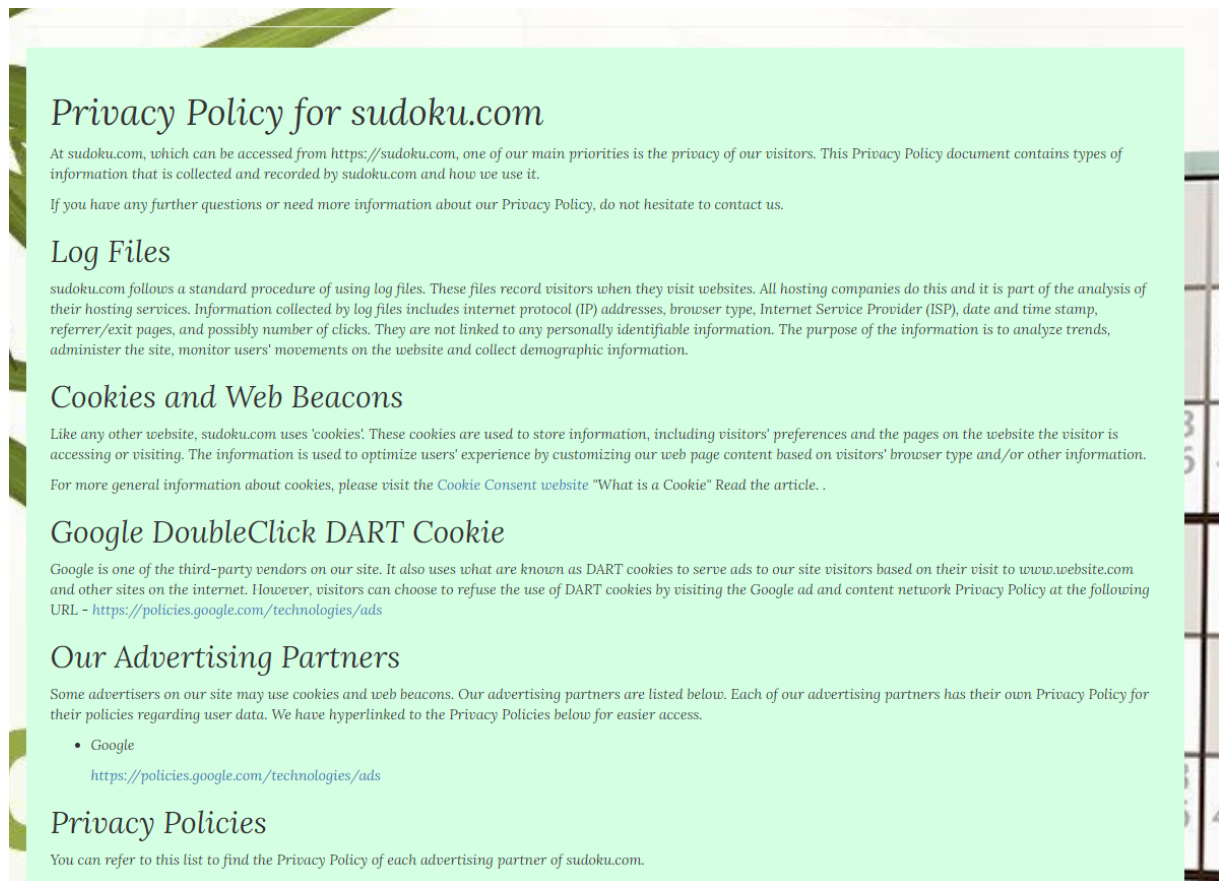
License

Unless otherwise stated, sudoku.com and/or its licensors own the intellectual property rights in all materials on sudoku.com. All intellectual property rights reserved. You can access it at sudoku.com for your own personal use, subject to the restrictions set in these terms and conditions.

You shouldn't:

- Republish the material at sudoku.com
- Selling, renting or sublicensing the material from sudoku.com
- Duplicate, reproduce or copy materials on sudoku.com
- Redistribute content from sudoku.com

5. Privacy Policy

We have not used third party applications on our website, but we need to show the user that we have the right to use them. When our website is published, we can receive and place advertisements from Google Adsense or another platform. We must legally inform the user that we have all these and similar rights.

Privacy Policy for sudoku.com

At sudoku.com, which can be accessed from https://sudoku.com, one of our main priorities is the privacy of our visitors. This Privacy Policy document contains types of information that is collected and recorded by sudoku.com and how we use it.

If you have any further questions or need more information about our Privacy Policy, do not hesitate to contact us.

Log Files

sudoku.com follows a standard procedure of using log files. These files record visitors when they visit websites. All hosting companies do this and it is part of the analysis of their hosting services. Information collected by log files includes internet protocol (IP) addresses, browser type, Internet Service Provider (ISP), date and time stamp, referrer/exit pages, and possibly number of clicks. They are not linked to any personally identifiable information. The purpose of the information is to analyze trends, administer the site, monitor users' movements on the website and collect demographic information.

Cookies and Web Beacons

Like any other website, sudoku.com uses 'cookies'. These cookies are used to store information, including visitors' preferences and the pages on the website the visitor is accessing or visiting. The information is used to optimize users' experience by customizing our web page content based on visitors' browser type and/or other information.

For more general information about cookies, please visit the Cookie Consent website "What is a Cookie" Read the article. .

Google DoubleClick DART Cookie

Google is one of the third-party vendors on our site. It also uses what are known as DART cookies to serve ads to our site visitors based on their visit to www.website.com and other sites on the internet. However, visitors can choose to refuse the use of DART cookies by visiting the Google ad and content network Privacy Policy at the following URL - https://policies.google.com/technologies/ads

Our Advertising Partners

Some advertisers on our site may use cookies and web beacons. Our advertising partners are listed below. Each of our advertising partners has their own Privacy Policy for their policies regarding user data. We have hyperlinked to the Privacy Policies below for easier access.

- Google

    https://policies.google.com/technologies/ads

Privacy Policies

You can refer to this list to find the Privacy Policy of each advertising partner of sudoku.com.

Since session management is my own, I want to show the necessary role model concepts

2-3. Role Model(Adding users and Adding Admin)

There are two role models in our project. One of them is User and the other is Admin.

Richard registered in the system does not have either of these roles. Because Richard is a foreigner and obviously change :). It could be a malware bot. Therefore, our Administrator, that is, I must check the user information and decide whether Richard can have the user role in the system.

Let's write role/Admin to the url address as follows..

We wrote, but we did not come across roleModels as we wanted.

Even if Richard was user, he still wouldn't be able to access it. Because Richard is not an admin.
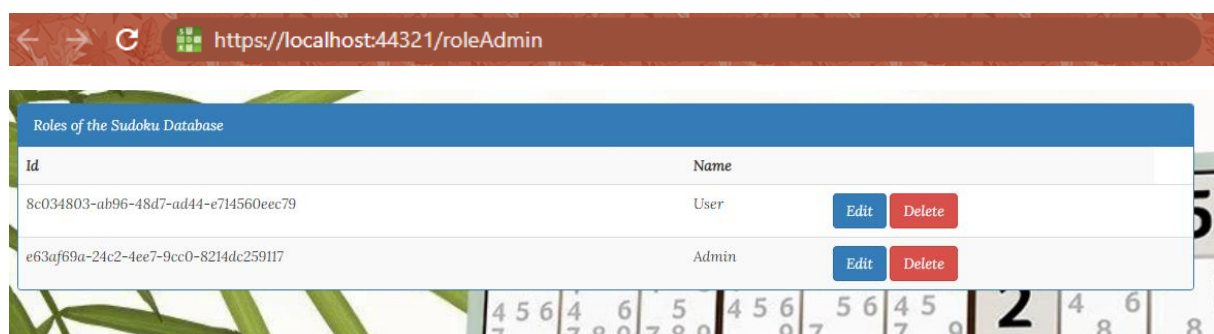
Now we log out from the log out button on the homepage and then log back in with Enes.

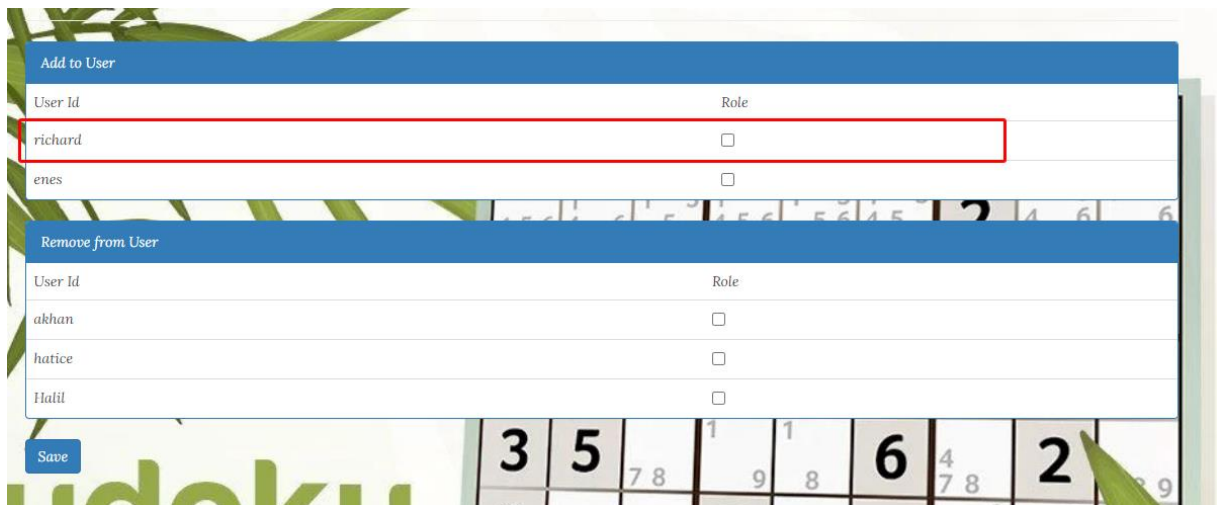We logged in and it redirected us to the homepage. Now let's see our Role models as admin

Let's rewrite the address we couldn't enter.

Now, let's access the Edit Section, where the operations belonging to the Users Role are. Of course, models for this role can be deleted if desired, and a new one can be added, of course, we will not touch it because we have users registered in the system.

Click on the Edit button on the User line.

Anyone (including me) who doesn't have the Users role will appear in the list. I can assign the person I want from this list as users. The person Richard then becomes a truly reliable account. Because the users role is assigned.
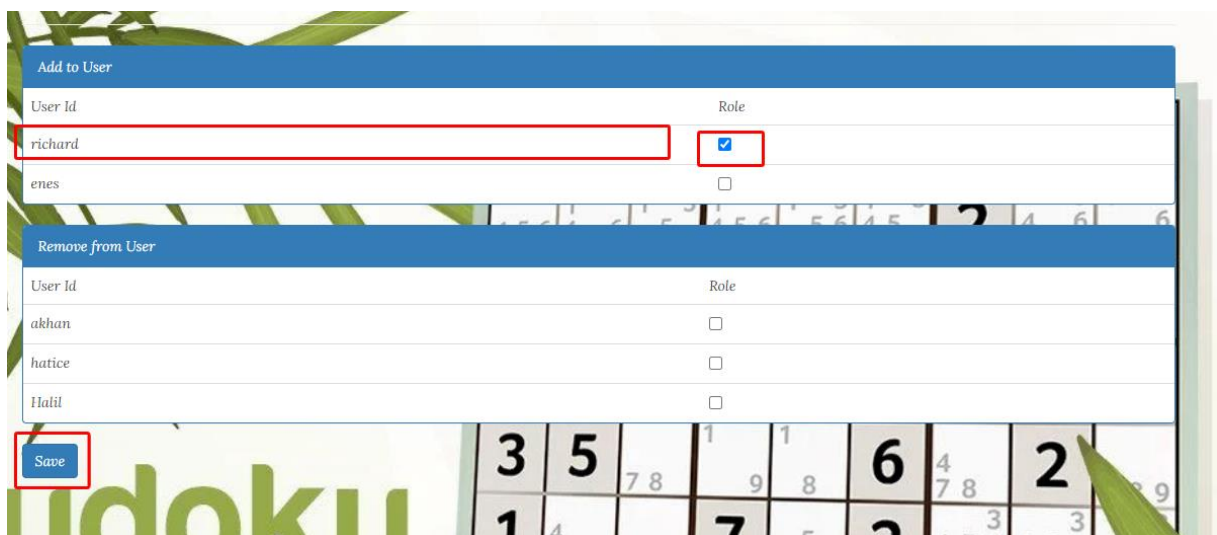
Let's do what we say, I tick the checkbox opposite Richard and press the save button for Richard. Richard is now a user

Richard has been added to accounts with the user role in the table below

Richard, akhan, hatice and halil seen in the table below are the user accounts of the system. I (Enes) are in the role of admin, of course, I am not on this list

We go back to our role table, this time we look at the admin role functions.

All non-admin users appear in the first table. Now let's make akhan an admin

We see that the akhan user is listed in the bottom table, now akhan and I are admins

By the way, let's pay attention to Richard's position.

In this way, an environment in which only authorized (Admin) users can manage the users in our project has been provided.

We have come to the end of the section reserved for me (Enes)

Let's continue with the presentation of my teammate Halil.

Note: Halil had no contribution to the project.

CSE 5001 WEB TASARIM

ENES

1. Sudoku Oyunu komple yapımı
2. Footer
3. Oturum açma(Hertürlü işlevi ile)
4. Terms(Kullanım Şartları) Sayfası
5. Cookie Policy (Çerez Politikaları) Sayfası
6. Privacy(Gizlilik Politikası Sayfası)

HALİL

1. Navigation Bar
2. Dil desteği(İngilizce,Almanca,Türkçe)

   Sadece İngilizce Almanca ve Türkçe dilleri olsa yeterli. Dil seçimi navigation bar açılır menüsünden seçildiği anda sayfa ilgili sayfaya yönlendirilmeli.

   Url adresinde ör: sudoku.com/tr ör:sudoku.com/en gibi yönlendirme ile dil değiştirmeli. Mümkünse veritabanından bilgiler çekilsin. Ona bağlı vertabanı tabloları oluşturulmalı. Veriler eklenmeli sonra Ms sql de görülen tablolardaki verilerden çekerek o veriler gösterilmeli. Sadece anasayfa için bunu yapsan yeterlidir. Zaten gizlilik sayfaları sadece İngilizce olur o nedenle sadece anasayfada çalışsın.

   Buna bağlı class diagramın olsun arasındaki ilişikiler görünsün.
3. Sosyal medya

Navigasyonda Sosyal medya açılır menüsü olsun. Menüler iconlu olsun yani face twitter iconları olsun. İconlar tıklayınca gerçekten sosyal medyalara gitsin fakat yeni hesap açma var olana yönlendir uğraşmana gerek yok bence.

4. İLETİŞİM SAYFASI

https://htmlcssdersleriogreniyorum.com/iletisim

Bu site bana ait. Buradaki iletişim sayfasını yapabilirsin. İletişim sayfasında; İletişim formu olabilir, sitede gördüğün gibi sosyal medyadan canlı kesit olabilir. Harita koyma çünkü yorarsın siteyi. Çalışır form ve bilgi koysan yeter biraz. "Aşağıdaki formdan bize ulaşabilirsiniz" tarzında birde form yeter. Formdaki veriler veritabanına kaydedilmeli. Yinde veritabanın diagramı olmalı. Formun javascipt ile jquery ile form inputları kontrol edilebilir.

5. Hakkımızda Sayfası

Bildiğin hakkımzıda sayfalarından güzel bir tane nasıl istersen ayarlarsın. Taglara h1 h2 lere dikkat edersin. Burasını örnek sudoku sayfalarının hakkımızda kısımlarına bakaraktan yazarsın. Çok uzun olmasına gerek yok.