

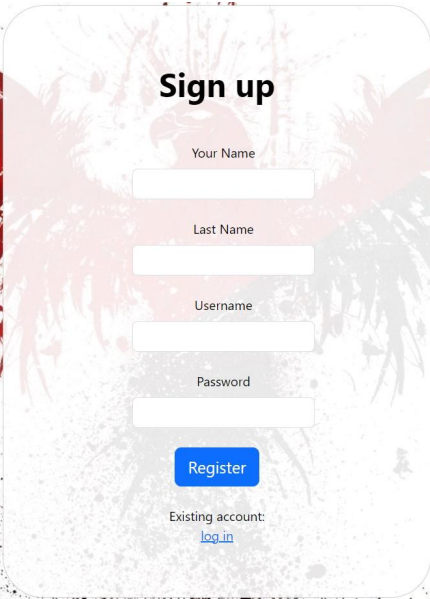
## WEB 306 Final Project

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The image shows a 'Sign up' form centered on a background of red and black ink splatters. The form is a white rounded rectangle containing the following elements:

- Sign up**: The title of the form.
- Your Name**: A text input field.
- Last Name**: A text input field.
- Username**: A text input field.
- Password**: A text input field.
- Register**: A blue button with white text.
- Existing account:** Text followed by a blue [log in](#) link.

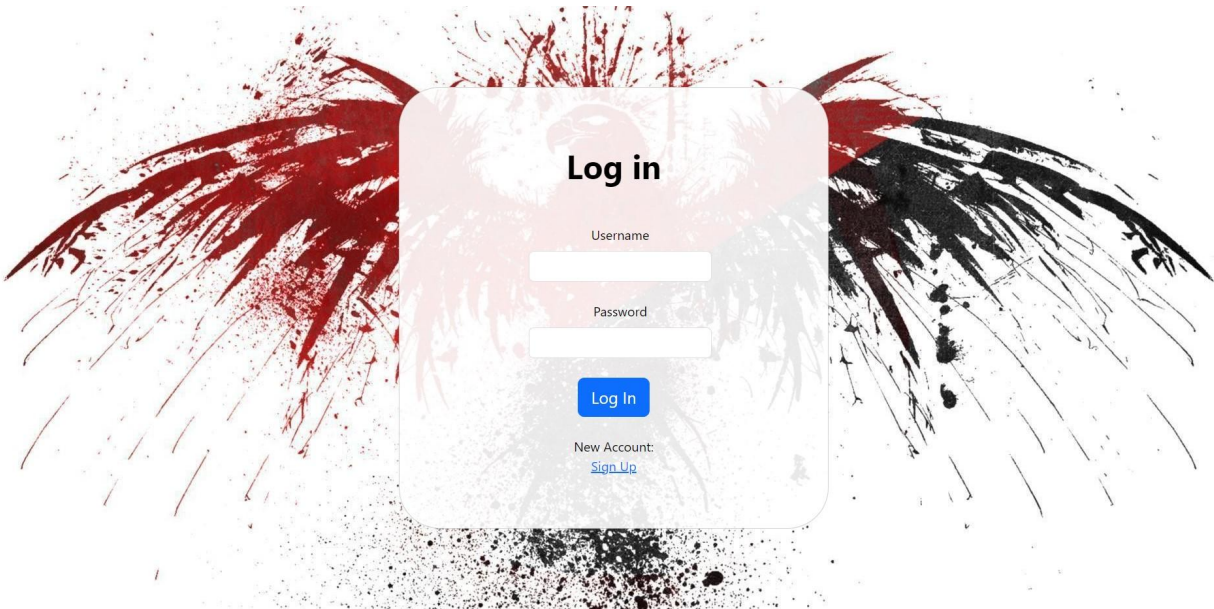
For the project of this course I decided to follow the same idea as for the project of WEB 206. It is about a gaming website, though this time most of the focus is shifted towards the interactions between the admin of the page, the users and the server.

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The first thing that a user will see is the sign up page (<http://localhost/web306/signup.php>) Up to this point there is no difference between a normal user or the admin of the page.

There are 2 things to note here, you can register a user with a particular username only once, meaning that the username is unique for each user. This is not to say that different users cannot have the same password (it was chosen to be left so by design since it is what happens in most of the cases in real life as well). Second thing to notice is more in a practical sense. Since a considerable part of the functionality of this page is connected to the position of the admin, it is

advisable to register an admin user as early as possible (again this is in respect to the username , every other variable can be as the user wishes).



## Log In

Inside the login form the user is supposed to give the username (which is unique for each user) and the password. The combination of the username and the password has to match that of a record in the users table, if not there will be appropriate notification given on the screen. Assuming that the information given is valid the following procedure branches into 2 different directions. If the username is admin and the password matches than the user is redirected to the admin page, otherwise if the user is recognized as a client it is directed to the index page.

## Admin

The admin page is divided into the right and the left part. The left part is dedicated to the administration of games. The admin can add new games, search for a particular game, or remove existing games. (I wanted to implement some editing functionality but ran out of time, so this will be an improvement made in the future). The right part of the page is dedicated to the administration of the users. The admin can view the users information and remove them from the database (I did not see it fit for the admin to be able to create new users or edit their information so as far as users are concerned this is the extent of the admin's privilege.).

## User

Upon a successful log in the user will be redirected to the index page where they can see the available games and the games on the left and the games that they own. There is also some sorting functionality as well as searching capabilities implemented in this page for the user to take advantage of. If they so want the users can remove the games that they own by clicking on the game label. On click a dialog window will appear asking the user if they want to delete the game. If the user chooses “remove” the game will be removed from the list of the games owned and front he usernames table in the database.

The other 2 pages are mostly to give information and do not give much interaction possibilities to the user. Although in real life these pages would give important information, in the case of this project they are mainly used to showcase some additional usage of JQuery events and effects (they are used in the other pages however not to a large extent, although I tried to keep versatility in their functionalities).

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As far as the organization of files is concerned: The javascript files are all grouped together inside one folder, although there will be small blocks of JS code every so often in the other pages as well. CSS files follow a similar pattern, although in this case it needs to be mentioned that some files are stylized using bootstrap, and occasional inline CSS.

The php files are left mainly inside the main folder for better accessing (personally i believe that hiding everything inside multiple layers of subfolders makes it more difficult to find where everything is) The only exception to this are some of the php files related to the index.php page which are under a subfolder called “indexActions”. Here are files who have similar functionality to other php files used for the admin page and therefore I tried to avoid mixing the 2 together.

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## Database

The database is divided into 3 tables, users, games, and usernames. Each is pretty self explanatory, the users table has information about the users, games has information about the games, and the usernames is a table akin to the join of the previous 2 tables.