Protocol of Monster Trading Card Game

Design, Failures:
A HTTP/REST-based server is running on port 1000. It has been developed to facilitate a card game experience. Users must be created to engage in battles and trades with other players within a magical card-game world featuring unique cards.
The server architecture includes a Server class and its corresponding HTTP classes. Additionally, User, Card, Battle, and Package classes have been implemented to handle user registration and login processes. Cards with distinctive attributes are generated and allocated to users. Players have the option to purchase card packages from the server, enabling them to participate in battles against fellow players. The game also supports card trading functionalities.
For testing purposes, a curl script or Postman can be utilized. The game's data, including user information, cards, battles, etc., is stored in a Dockerized PostgreSQL database.

The most time I spent with configuring and setting up the database in the docker and to understand the structure of the whole project and debuggin the connections between with sererv & database. Took me too muchtime to understand the server and client communication, but also the testing. Since my server is runnnig but it is not available and I didnt realize it in the first place and was unable to test it with postman or curl-script. I tried both ways, but it was always a failure. So in the end the whole project is not ready for now.

Unit Tests: no unittest available

Time spend:
September-Dezember 2023: 9 Std, Db, Git, first draft of project
Mi, 03.01.2024: 2 std -> Creating classes and Logic
Fr,05.01. 2024: 2std File-structure & git & postman
So, 07.01. 2024: 4Std -> Database connection, postman testing
Mo, 08.01. 2024: 4 std: Databasemodel für User, Card, Battle, Trade
Do, 11.01. 2024: ca 4 std working on classes and logic
Mo, 15.01. 2024: ca. 3std DB & server, postman& curl-script testing
Di, 16.01. 2024: ca. 4std improving DB &Server & curl-script testing
Do, 18.01. 2024: 2,5+1=3,5 improving Db & server, postman& curl-script testing
Fr, 19.01. 2024: 1+4=5 Debuggin Database &Server, Docker
Sa, 20.01. 2024: 6Std Debuggin Server
So, 21..01. 2024: 3Std Debuggin Server

Total: 9+2+2+4+4+4+3+4+3,5+5+6+3=49,5h

Link to git: https://github.com/faribarezai/MTCG_swen