

# Gamemedia

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FERRE T'SJOEN

GERALD SPRUYT

2MMP - PRODUCE

# 1. Workflow: Discover

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Maak een webapplicatie waar mensen game reviews kunnen maken en bekijken met PHP.

-> Doelpubliek: gamers van alle leeftijden en genres

## 2. Workflow: Define

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Technische specificaties: HTML /CSS /Javascript /PHP /MySQL

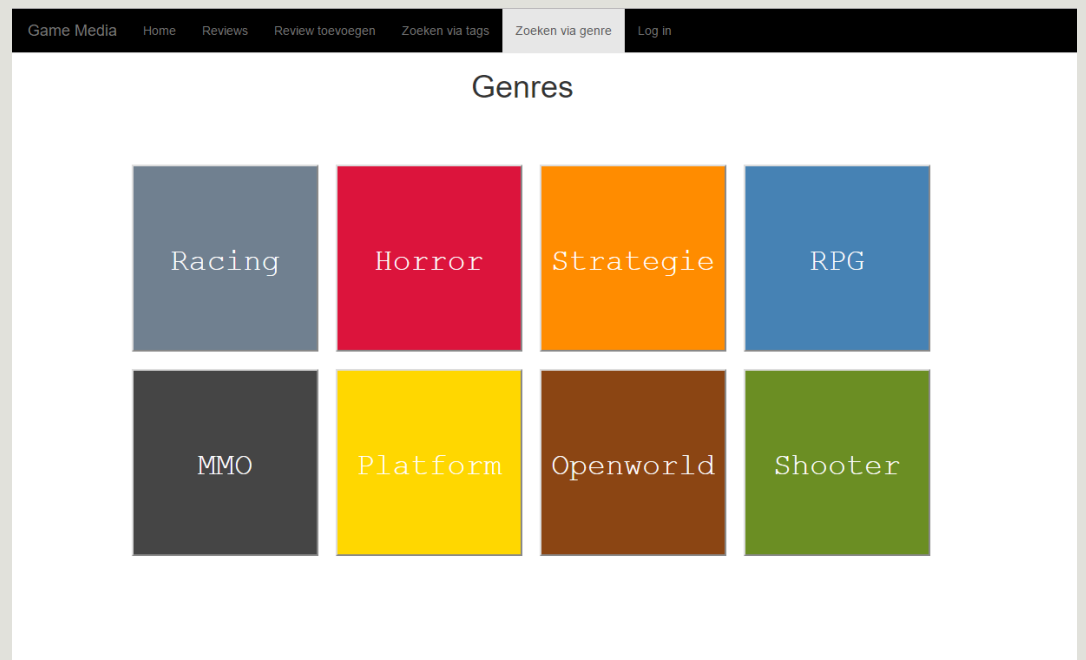
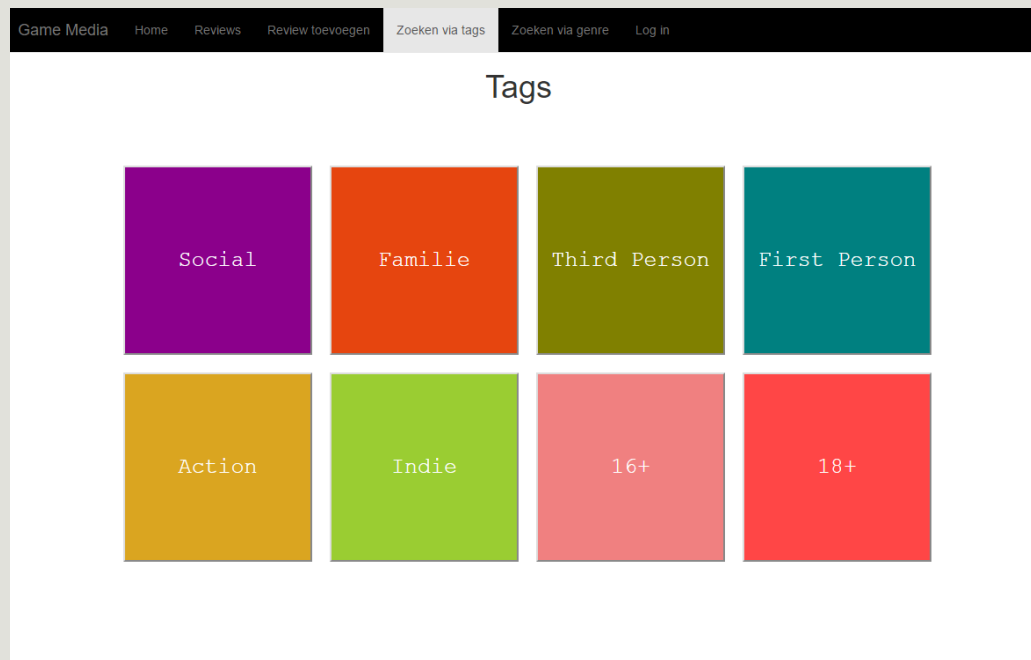
Inhoud: door gebruikers toegevoegd

# 3. Worflow:Design



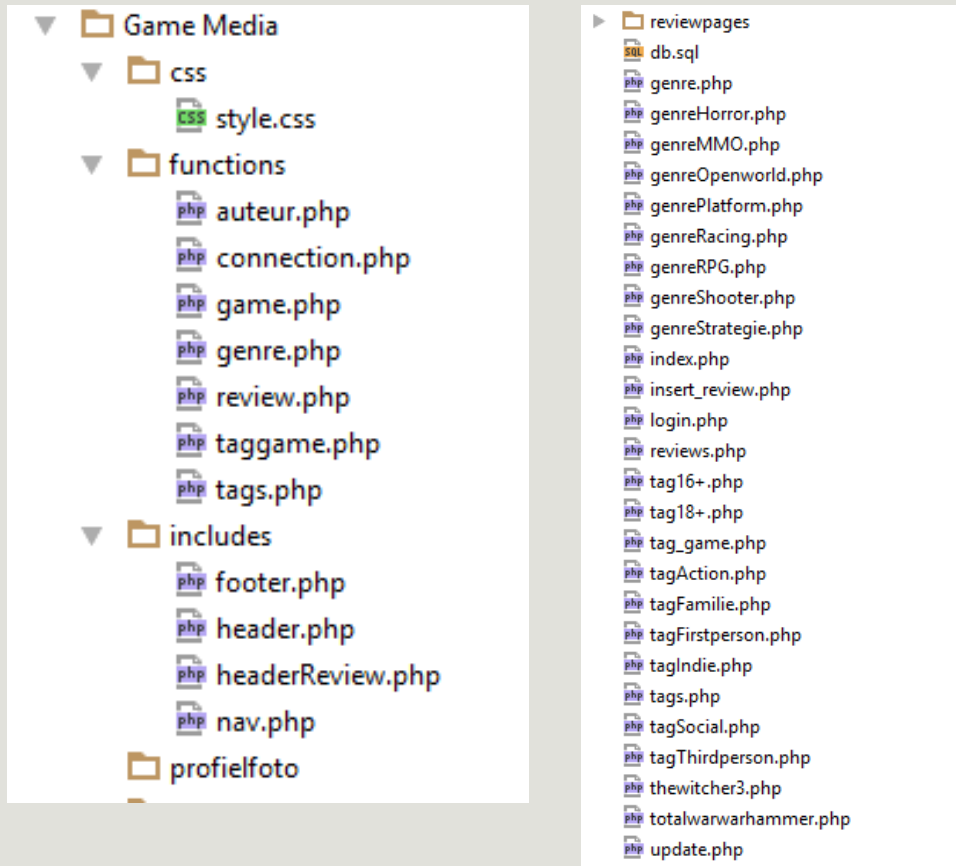
# 3. Workflow:Design

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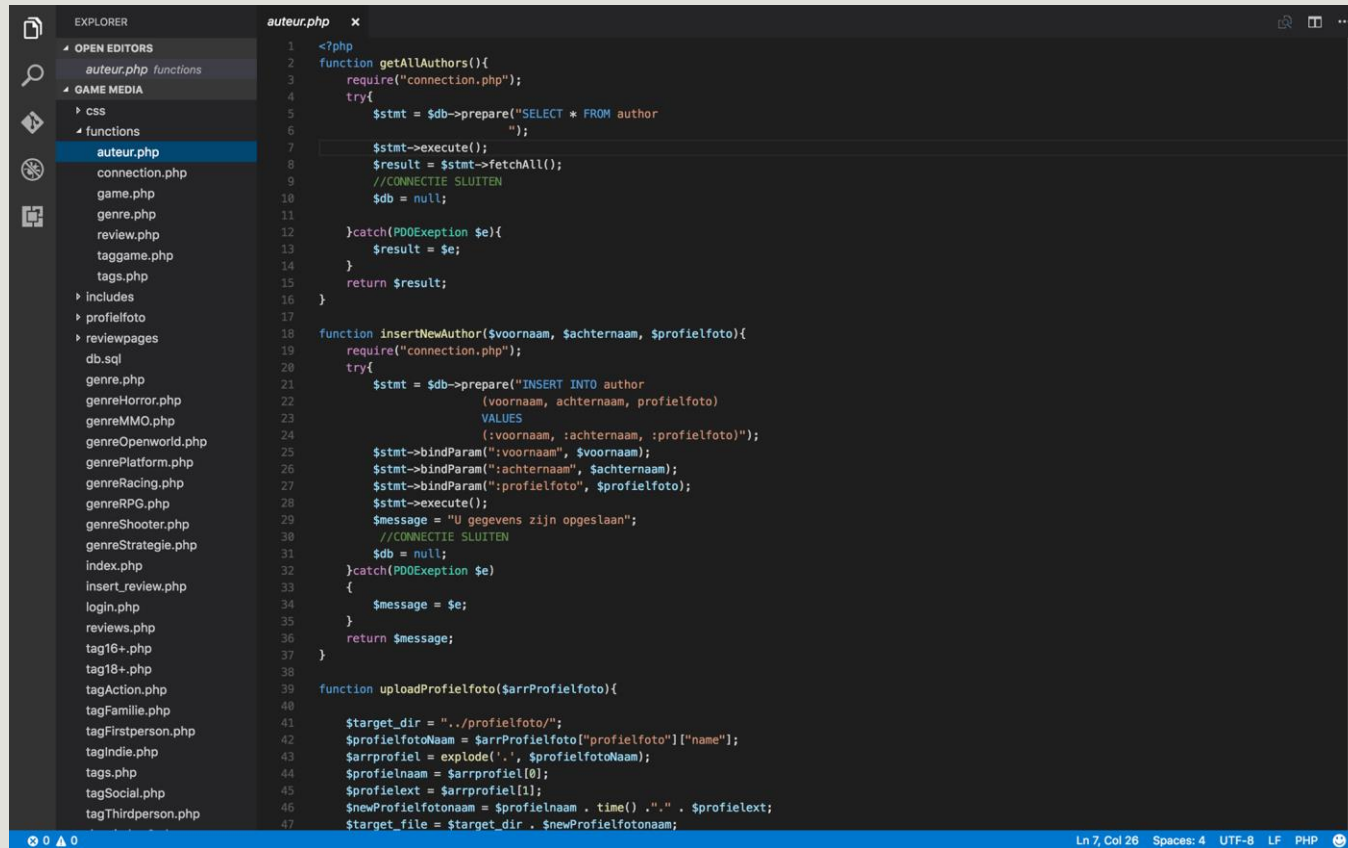


## 4. Workflow: Develop

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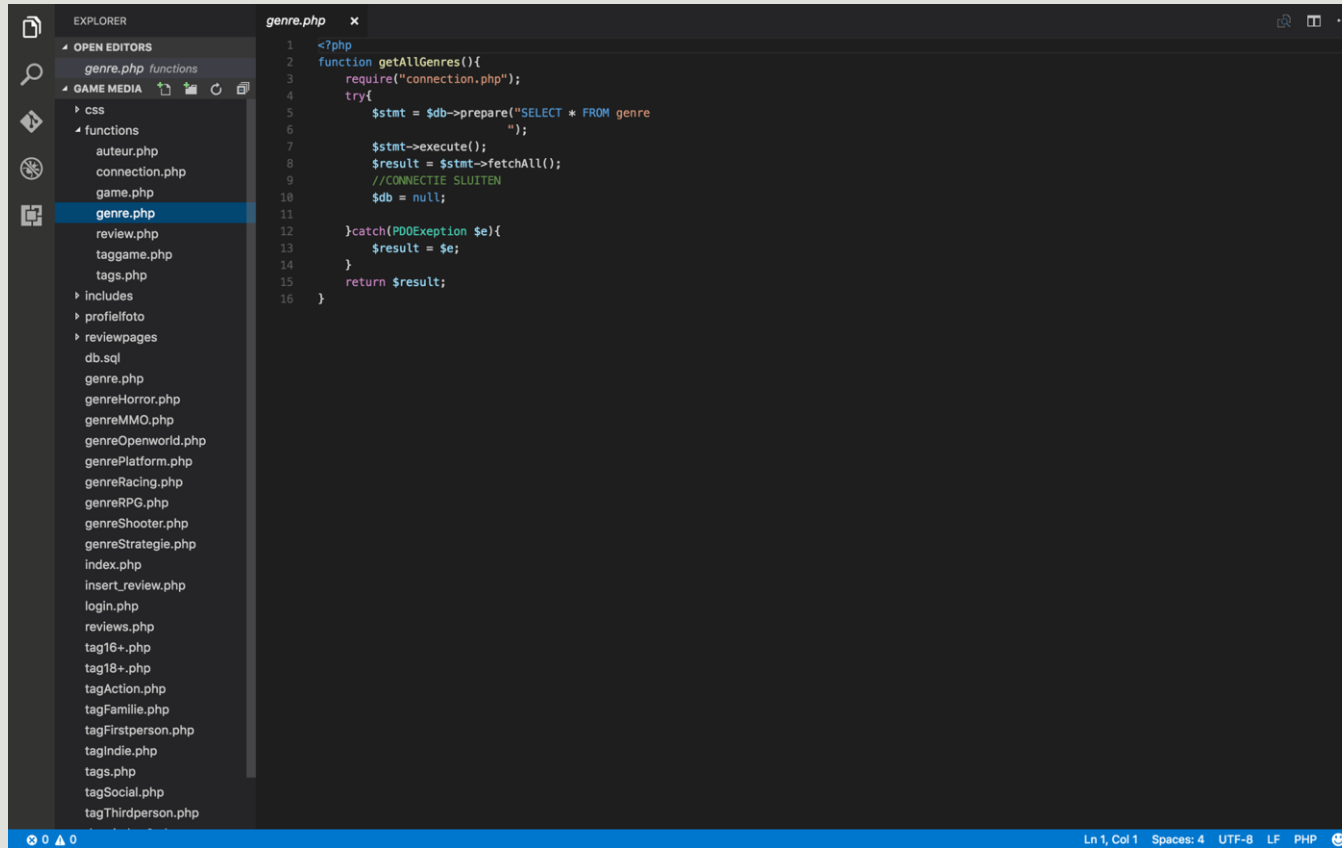
# 4. Workflow: Develop



The screenshot shows a code editor with a dark theme. On the left is the Explorer sidebar showing a file tree with folders like 'OPEN EDITORS', 'auteur.php functions', and 'GAME MEDIA'. The 'auteur.php' file is selected. The main editor area displays the code for 'auteur.php'. The code includes two functions: 'getAllAuthors()' and 'insertNewAuthor()'. Both functions use PDO to interact with a database. The 'insertNewAuthor()' function also includes a message for successful insertion and a function 'uploadProfielfoto()' for handling profile pictures. The status bar at the bottom indicates 'Ln 7, Col 26', 'Spaces: 4', 'UTF-8', 'LF', and 'PHP'.

```
1 <?php
2 function getAllAuthors(){
3     require("connection.php");
4     try{
5         $stmt = $db->prepare("SELECT * FROM author
6                                ");
7         $stmt->execute();
8         $result = $stmt->fetchAll();
9         //CONNECTIE SLUITEN
10        $db = null;
11    }
12    }catch(PDOException $e){
13        $result = $e;
14    }
15    return $result;
16 }
17
18 function insertNewAuthor($voornaam, $achternaam, $profielfoto){
19     require("connection.php");
20     try{
21         $stmt = $db->prepare("INSERT INTO author
22                                (voornaam, achternaam, profielfoto)
23                                VALUES
24                                (:voornaam, :achternaam, :profielfoto)");
25         $stmt->bindParam(":voornaam", $voornaam);
26         $stmt->bindParam(":achternaam", $achternaam);
27         $stmt->bindParam(":profielfoto", $profielfoto);
28         $stmt->execute();
29         $message = "U gegevens zijn opgeslaan";
30         //CONNECTIE SLUITEN
31         $db = null;
32     }catch(PDOException $e){
33     {
34         $message = $e;
35     }
36     return $message;
37 }
38
39 function uploadProfielfoto($arrProfielfoto){
40
41     $target_dir = "../profielfoto/";
42     $profielfotoNaam = $arrProfielfoto["profielfoto"]["name"];
43     $arrprofiel = explode('.', $profielfotoNaam);
44     $profielnaam = $arrprofiel[0];
45     $profielext = $arrprofiel[1];
46     $newProfielfotonaam = $profielnaam . time() . "." . $profielext;
47     $target_file = $target_dir . $newProfielfotonaam;
```

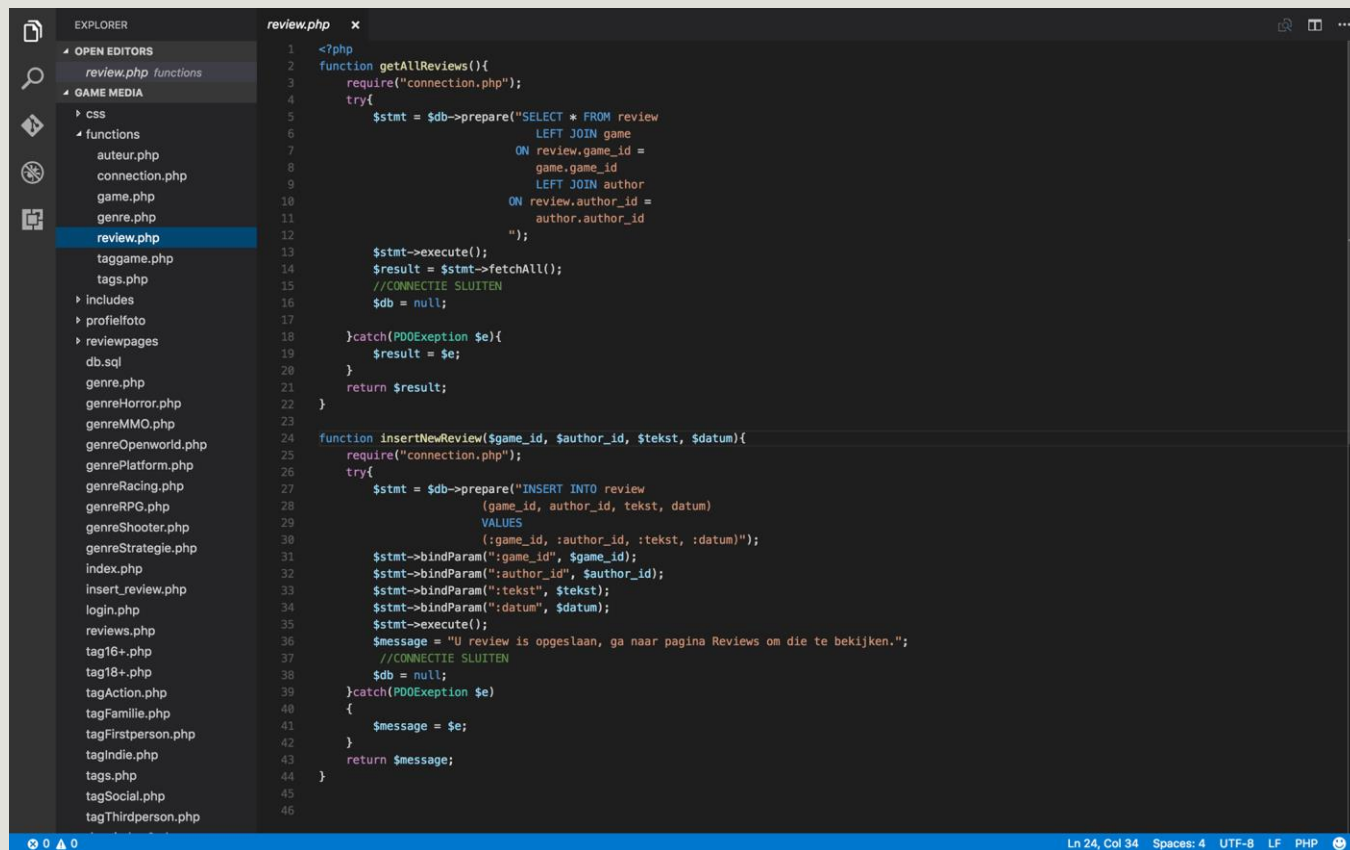
# 4. Workflow: Develop



```
1 <?php
2 function getAllGenres(){
3     require("connection.php");
4     try{
5         $stmt = $db->prepare("SELECT * FROM genre
6                                ");
7         $stmt->execute();
8         $result = $stmt->fetchAll();
9         //CONNECTIE SLUITEN
10        $db = null;
11
12    }catch(PDOException $e){
13        $result = $e;
14    }
15    return $result;
16 }
```



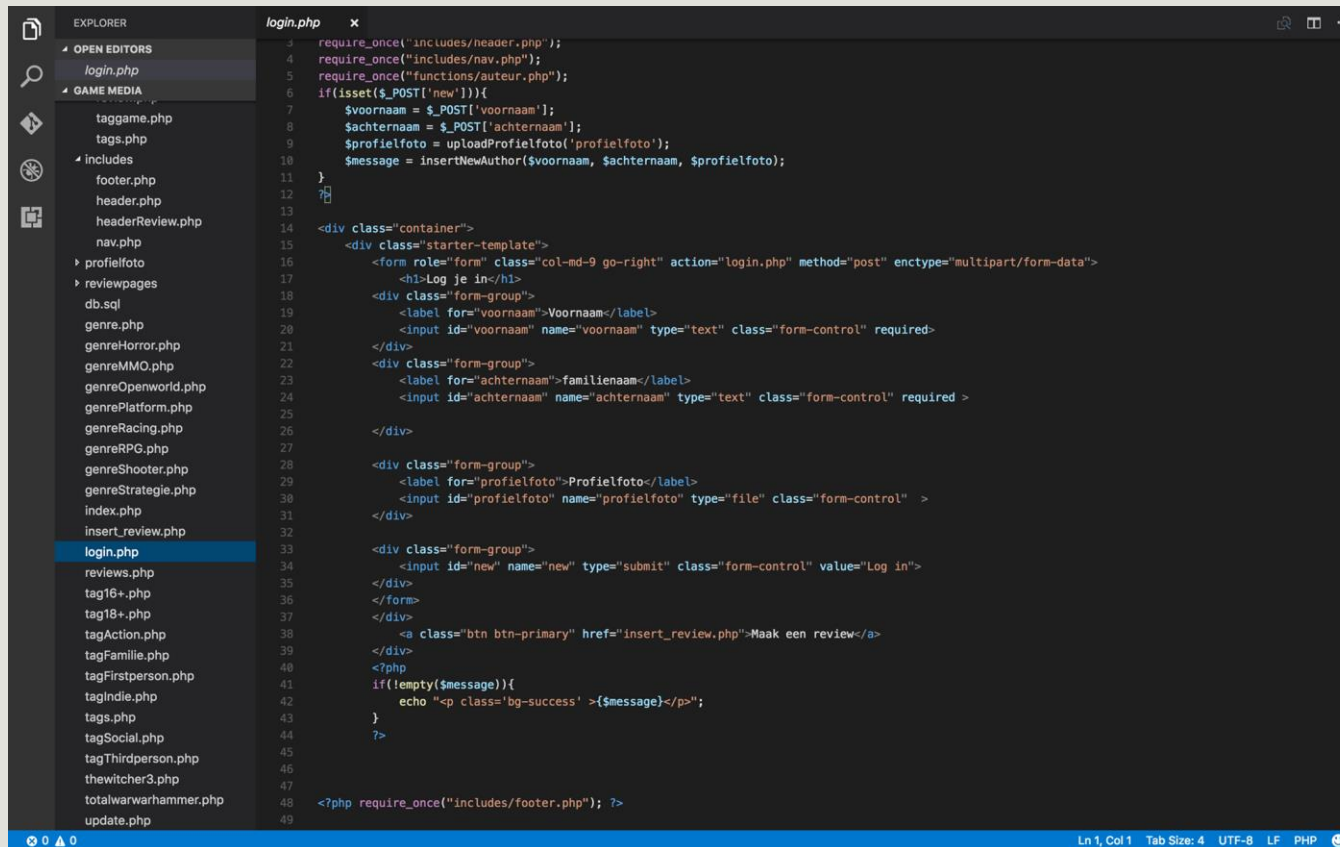
# 4. Workflow: Develop



```
1 <?php
2 function getAllReviews(){
3     require("connection.php");
4     try{
5         $stmt = $db->prepare("SELECT * FROM review
6                               LEFT JOIN game
7                               ON review.game_id =
8                               game.game_id
9                               LEFT JOIN author
10                              ON review.author_id =
11                              author.author_id
12                              ");
13         $stmt->execute();
14         $result = $stmt->fetchAll();
15         //CONNECTIE SLUITEN
16         $db = null;
17     }catch(PDOException $e){
18         $result = $e;
19     }
20     return $result;
21 }
22
23
24 function insertNewReview($game_id, $author_id, $tekst, $datum){
25     require("connection.php");
26     try{
27         $stmt = $db->prepare("INSERT INTO review
28                               (game_id, author_id, tekst, datum)
29                               VALUES
30                               (:game_id, :author_id, :tekst, :datum)");
31         $stmt->bindParam(":game_id", $game_id);
32         $stmt->bindParam(":author_id", $author_id);
33         $stmt->bindParam(":tekst", $tekst);
34         $stmt->bindParam(":datum", $datum);
35         $stmt->execute();
36         $message = "U review is opgeslaan, ga naar pagina Reviews om die te bekijken.";
37         //CONNECTIE SLUITEN
38         $db = null;
39     }catch(PDOException $e){
40     {
41         $message = $e;
42     }
43     return $message;
44 }
45
46 }
```

Ln 24, Col 34 Spaces: 4 UTF-8 LF PHP

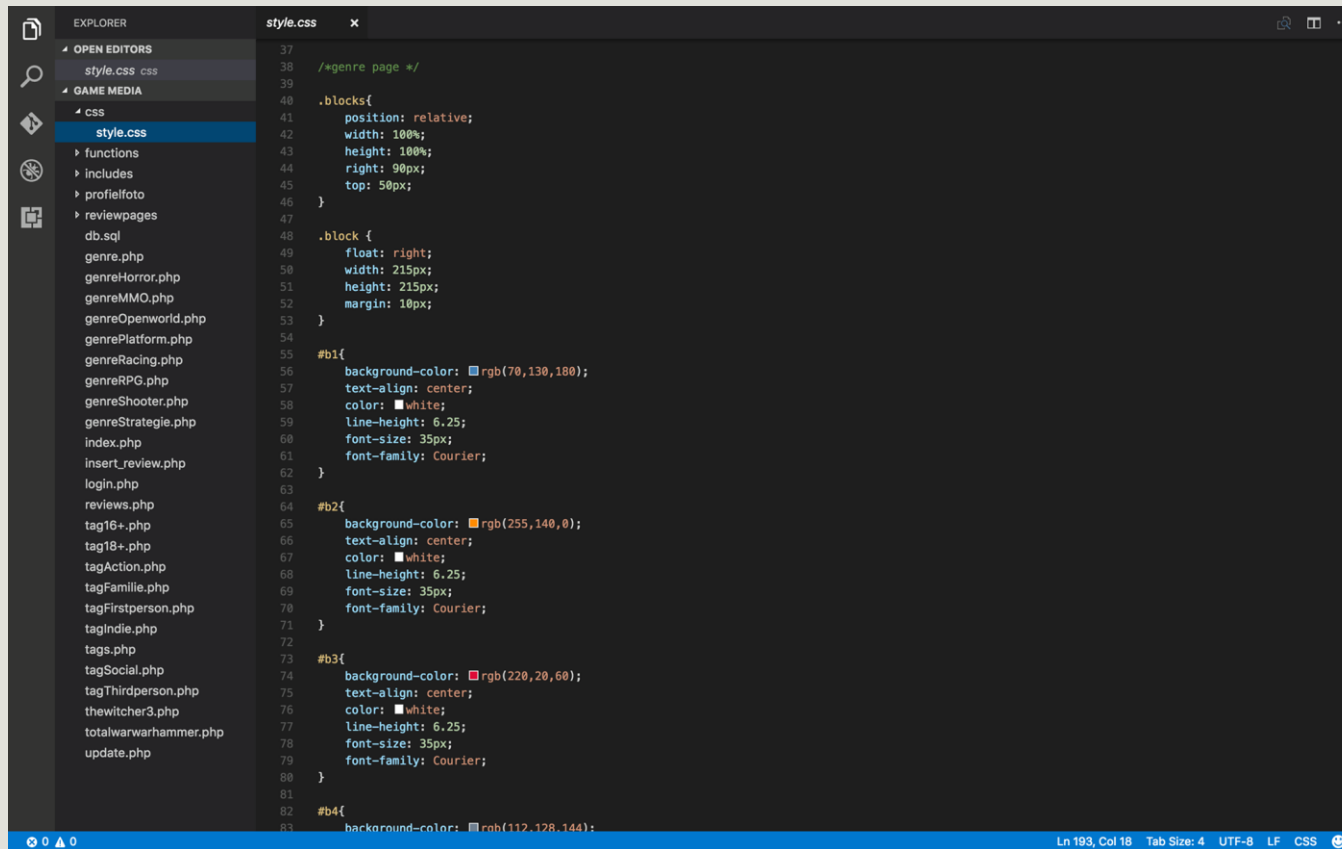
# 4. Workflow: Develop



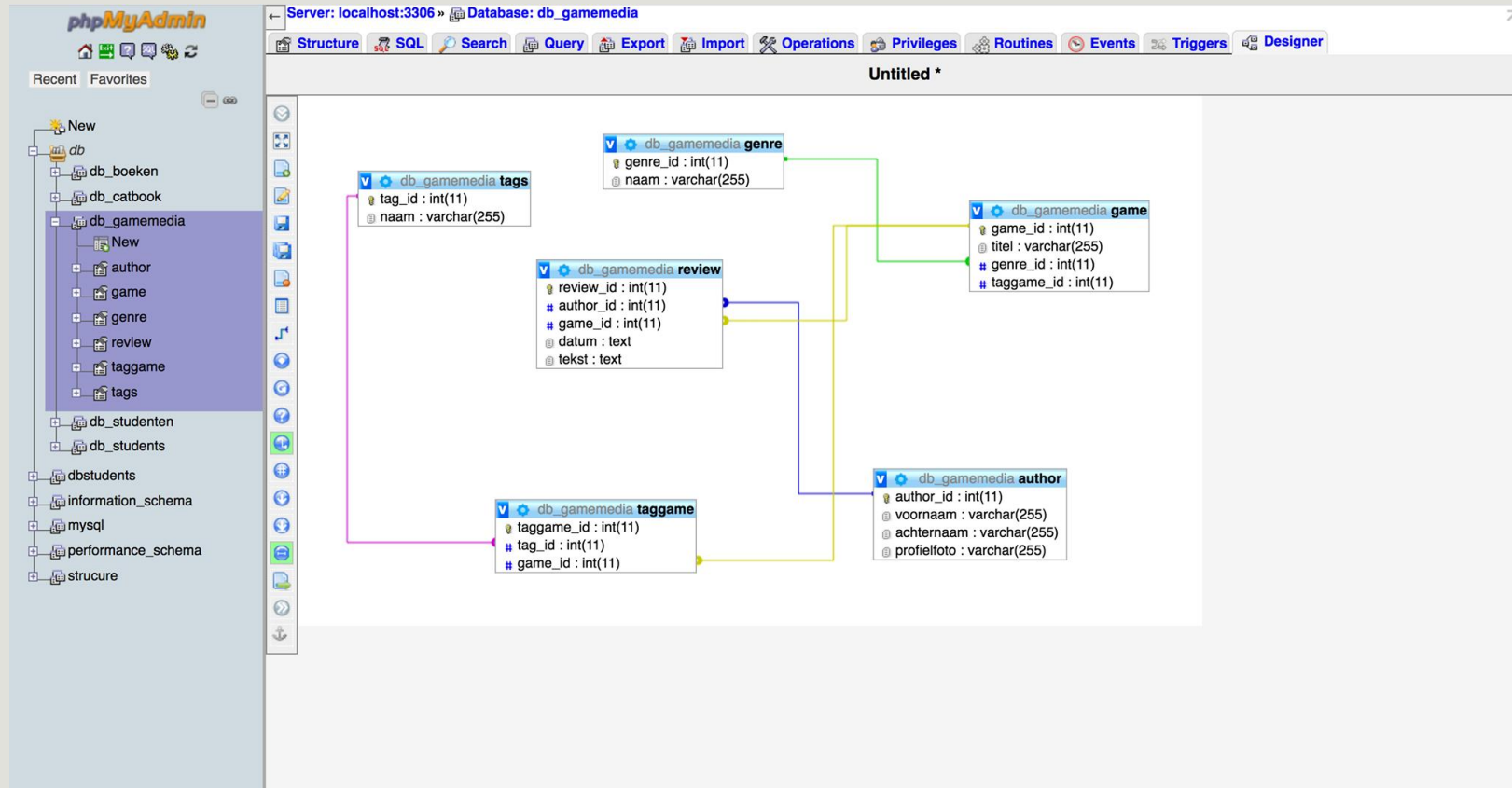
The screenshot shows a code editor with a file explorer on the left and a code editor on the right. The file explorer lists various files, including 'login.php', 'tags.php', 'includes', 'footer.php', 'header.php', 'headerReview.php', 'nav.php', 'profielfoto', 'reviewpages', 'db.sql', 'genre.php', 'genreHorror.php', 'genreMMO.php', 'genreOpenworld.php', 'genrePlatform.php', 'genreRacing.php', 'genreRPG.php', 'genreShooter.php', 'genreStrategie.php', 'index.php', 'insert\_review.php', 'login.php', 'reviews.php', 'tag16+.php', 'tag18+.php', 'tagAction.php', 'tagFamilie.php', 'tagFirstperson.php', 'tagIndie.php', 'tags.php', 'tagSocial.php', 'tagThirdperson.php', 'thewitcher3.php', 'totalwarwarhammer.php', and 'update.php'. The code editor displays the contents of 'login.php', which includes PHP code for session management, form processing, and HTML for a login form. The form has fields for 'voornaam' (first name), 'achternaam' (last name), and 'profielfoto' (profile picture), along with a 'new' button. The code also includes a message display for success or failure.

```
login.php
1 require_once('includes/header.php');
2 require_once('includes/nav.php');
3 require_once('functions/autor.php');
4 if(isset($_POST['new'])){
5     $voornaam = $_POST['voornaam'];
6     $achternaam = $_POST['achternaam'];
7     $profielfoto = uploadProfielfoto('profielfoto');
8     $message = insertNewAuthor($voornaam, $achternaam, $profielfoto);
9 }
10
11 <div class="container">
12 <div class="starter-template">
13 <form role="form" class="col-md-9 go-right" action="login.php" method="post" enctype="multipart/form-data">
14 <h1>Log je in</h1>
15 <div class="form-group">
16 <label for="voornaam">Voornaam</label>
17 <input id="voornaam" name="voornaam" type="text" class="form-control" required>
18 </div>
19 <div class="form-group">
20 <label for="achternaam">Achternaam</label>
21 <input id="achternaam" name="achternaam" type="text" class="form-control" required >
22 </div>
23 <div class="form-group">
24 <label for="profielfoto">Profielfoto</label>
25 <input id="profielfoto" name="profielfoto" type="file" class="form-control" >
26 </div>
27 <div class="form-group">
28 <input id="new" name="new" type="submit" class="form-control" value="Log in">
29 </div>
30 </form>
31 </div>
32 <a class="btn btn-primary" href="insert_review.php">Maak een review</a>
33 </div>
34 <?php
35 if(!empty($message)){
36     echo "<p class='bg-success' >{$message}</p>";
37 }
38 <?php require_once('includes/footer.php'); >
```

# 4. Workflow: Develop



# 4. Workflow: Develop



# 5. Workflow: Deliver

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Voldoen aan de minimale functionaliteiten:

- 5 tabellen in de databank: genre, game, review, author, tag
- 1 linktabel: taggame
- Administrator gedeelte: login
- 3 type-lijst schermen: reviews, navigatie, games
- 3 type-detail schermen: home page, tags, genres
- 1 image upload: omslagfoto van game, profielfoto