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THE BRAWLERS

OF

BRAWL  
STARS



# OUR TEAM



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# FRONT-END

Technologies Used: Angular, HTML, CSS, JavaScript

## Main Features:

- Homepage with a list of brawlers
- 4 (click) events for API requests (add, delete, login, view)
- 4 [(ngModel)] bindings in forms
- Routing between pages (home, login, details)
- Used \*ngFor & \*ngIf for dynamic rendering
- "Details" button opens a dedicated page with full information
- Two main categories: "Любимые" and "Убежища"
- Buttons to Add Brawler and Delete Brawler
- Login page for user authentication

## User Interface Highlights:

- Colorful and game-like layout inspired by Brawl Stars
- Each brawler card includes a name, class, and description
- Simple navigation and responsive design



# BACK-END



**Technologies Used: Django with Python**

## Main Features:

- Defined 4 models (Brawler, Category, etc.)
- 2 ForeignKey relationships (e.g., Brawler → Rarity, Category)
- 2 serializers with Serializer, 2 with ModelSerializer
- 2 FBVs, 2 CBVs using APIView
- CRUD for Brawlers, linked to authenticated users
- Token-based auth: login/logout endpoints
- Supports categories like "Любимые" and "Убежища"

## Database Integration:

- Stores all brawler data and user info