School of Computers and Information Engineering
STUDENT LEARNING ACTIVITY
Spring Semester 2021

Internet Programming[202101-SOC2110]

Team name: GGMania
Motto: Community of gamers and source of sharp opinions

Project URL github.com/iuthub/group-project-ggmania
Website URL ggmania.uz

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Brief description of the company

Business Area: Game Development and Games

Type of the Website: Blog

Idea and Mission:
This is a blog for all those who are in love with Game Industry: gamers, developers and many more

People post or just read articles about Game Development and Gaming.

There are three categories: Game Development, Mobile, PC

Screenshots for each feature/requirements for the web site

The welcome page of our blog for guets is Sign In/Sign Up page. Therefore in Laravel the route is '/' or just empty. This layout is typical almost for all social websites on the Internet. Therefore on the left you can observe our logo with the motto below it. On the right side of the page, there is a standard form. On this screenshot we can see an attempt to enter a blank field and front-end validation that prevents it. Another thing is a footer. Footer was t contains feedback form, which is tested on the next screenshot.

Below is zoomed and filled version of the feedback footer. From grid layout and buttons it is clear that Bootstrap was used.

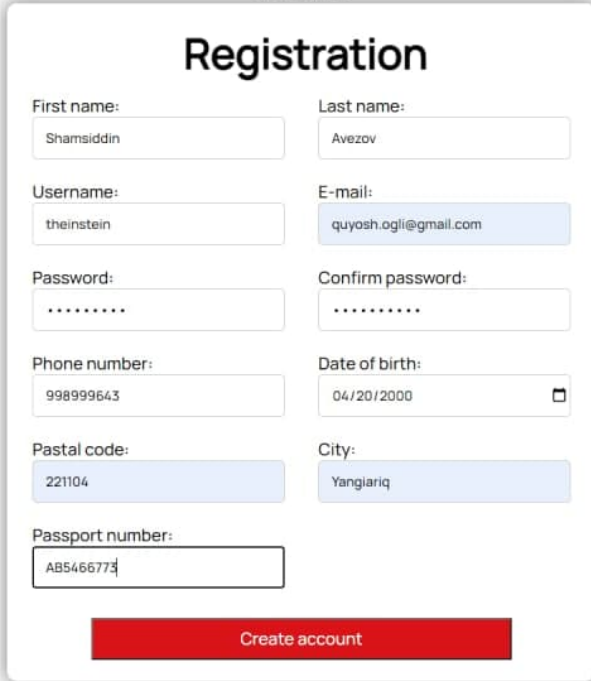After submitting a form a success message pops out, so the user knows that feedback was sent.

Using Feedback controler and Mail in Laravel, feedback messages are sent to ipprojecttestmail@gmail.com. Below the same message as above in the footer, with details is recieved.
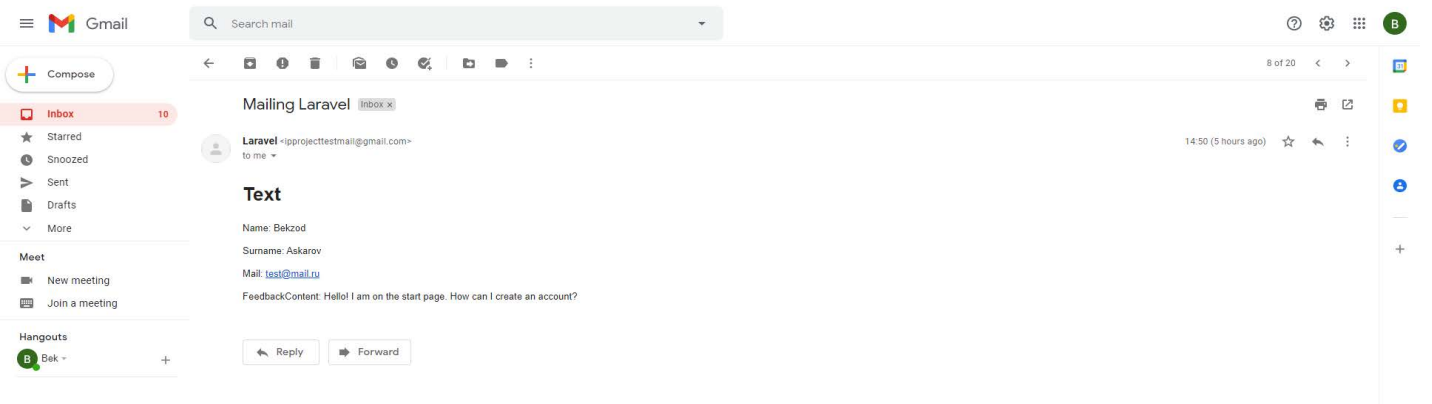
From the welcome page it is clear that our main colors are red, black and white. However, backround is grayish, as our team observed on many other blogs. It is worth mentioning that our site uses Manrope font from Google Fonts. Our logo is influeced by gaming news company PCgamer(www.pcgamer.com). Our recreation in graphics application has mainly two types of logos, full and compact one. As an experiment our compact logo is in SVG format, so it can be stretched and still have good quality.
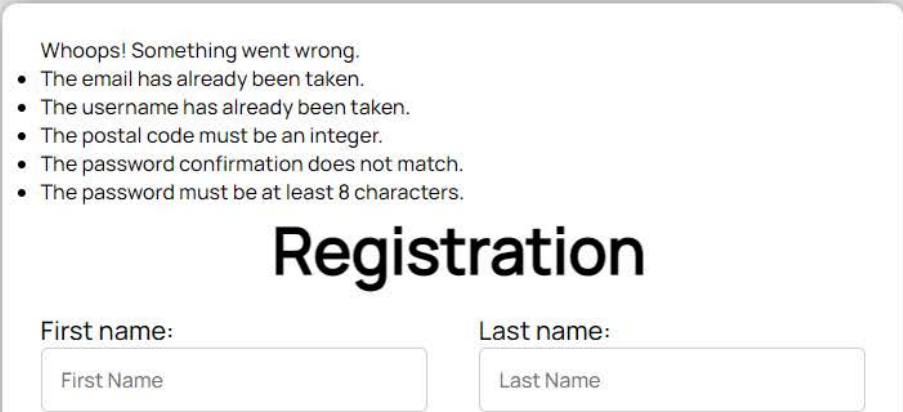
Next is the registration page. Route is '/register'. Laravel Breeze was used to create authorization system. Thus, if we assume that a user has logged in on the start page. Trying to access the registration page will redirect an authorized user to '/feed' (will be mentioned later).


Sign up form has both types of validation front-end and back-end. Below are some examples of back-end validation. After submission all field are stored in database User model.

After successfully creating an account or signing in. Users are redirected to home feed. With the help of middleware now this is the welcome page for authorized users. The feed is chronological, fresh articles are showed first. Footer is the same as on screenshots above, with feedback form and mailing functionality. However, now users have the header. Pressing Home button will just refresh the page because we are already on home page. LogOut lets users to sign out from their account and redirects to Sign In/Sign Up page.
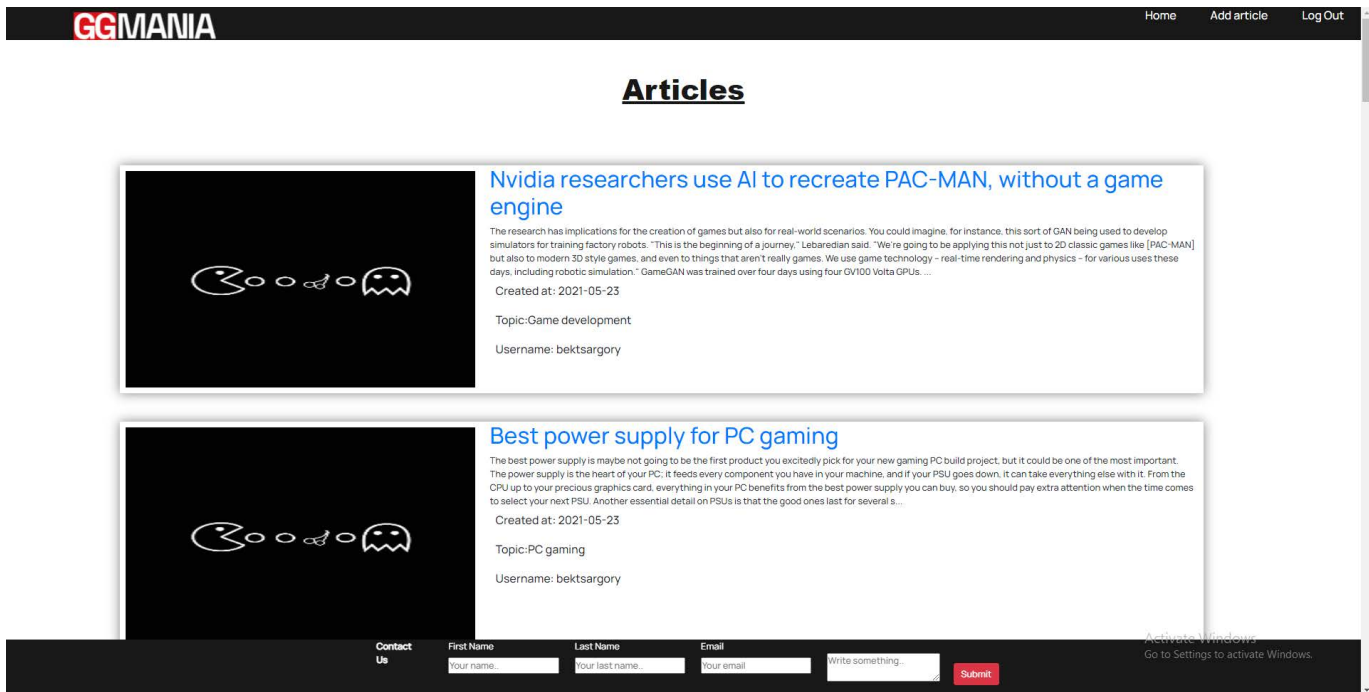
If we click on Add article '/add_article' page will open. Inputs are Catergory, Title, Content.
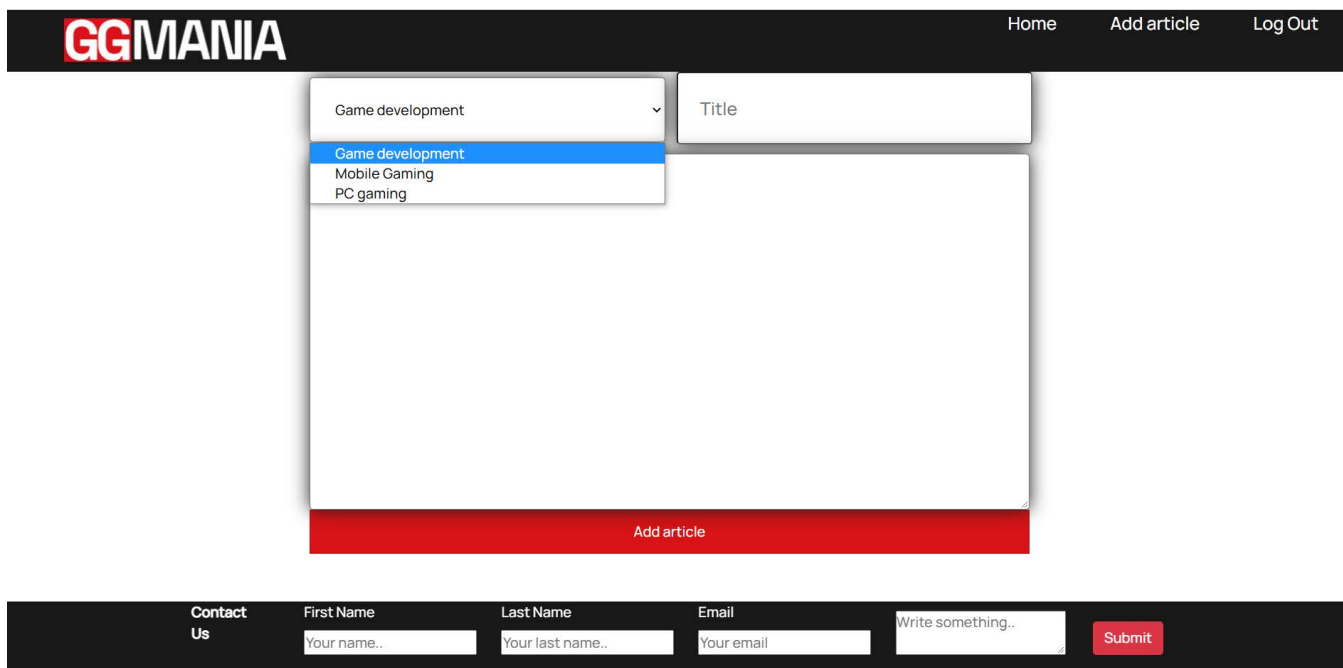
Using dynamic routing right after posting an article user is redirected to a newly added article page.
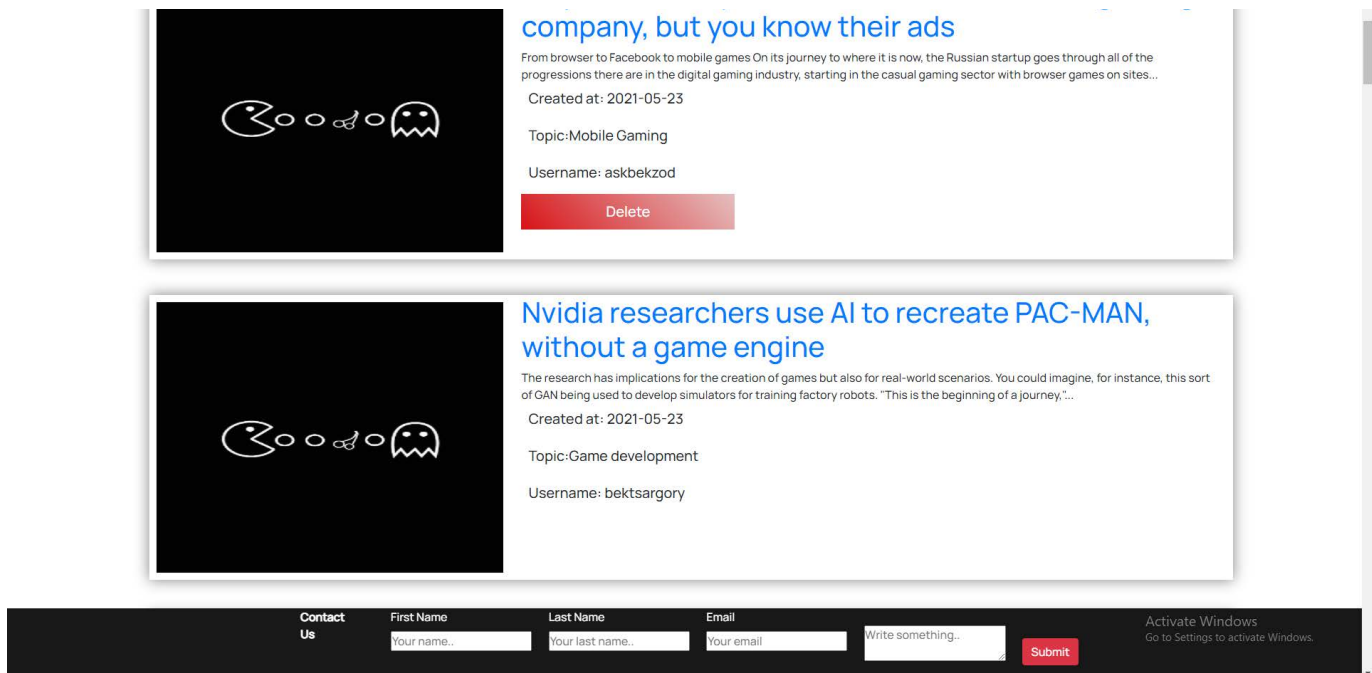

Thanks to Bootstrap articles can be read from mobile devices.
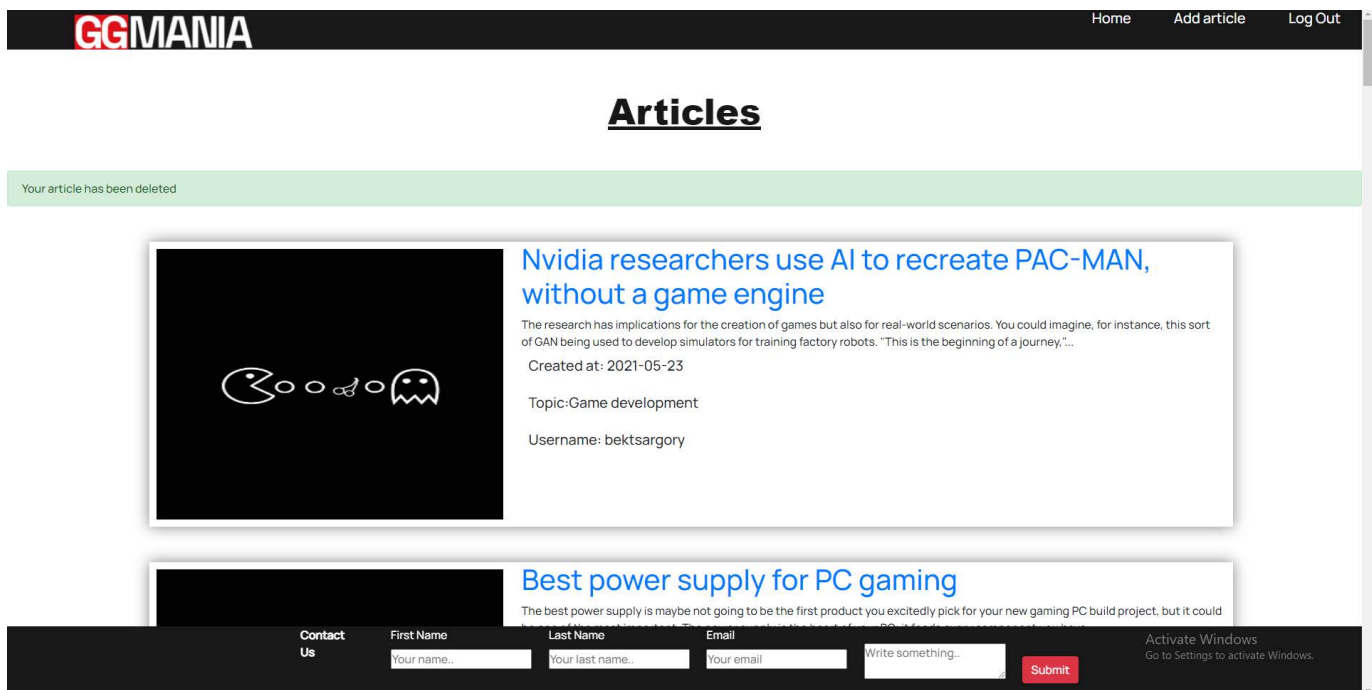
Now our article is at home feed. On the screenshot below there are two authors that are distinguished by username. Users can delete only their articles. That is why there is no delete option on the second article card.

company, but you know their ads

From browser to Facebook to mobile games On its journey to where it is now, the Russian startup goes through all of the progressions there are in the digital gaming industry, starting in the casual gaming sector with browser games on sites...

Created at: 2021-05-23

Topic:Mobile Gaming

Username: askbekzod

Delete

Nvidia researchers use AI to recreate PAC-MAN, without a game engine

The research has implications for the creation of games but also for real-world scenarios. You could imagine, for instance, this sort of GAN being used to develop simulators for training factory robots. "This is the beginning of a journey,"...

Created at: 2021-05-23

Topic:Game development

Username: bektsargory

Contact Us

First Name	Last Name	Email	Write something..	
Your name..	Your last name..	Your email		Submit

Chosing the delete option returns a success message.

GGMANIA   Home   Add article   Log Out

Articles

Your article has been deleted

Nvidia researchers use AI to recreate PAC-MAN, without a game engine

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Created at: 2021-05-23

Topic:Game development

Username: bektsargory

Best power supply for PC gaming

The best power supply is maybe not going to be the first product you excitedly pick for your new gaming PC build project, but it could

Contact Us

First Name	Last Name	Email	Write something..	
Your name..	Your last name..	Your email		Submit

There are admin rights in case not appropriate content is posted. Admins can delete any article.

Contribution

Shulgin Dmitry: Report form, Hosting, Backend assistance
Avezov Shamsiddin: Authentication, Hosting
Gapurova Zarnigor: CSS, UX
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