Project 1 – JEOPARDY- Summary

Our project was based on the popular game show called JEOPARDY! My group members were Patrick Davis and Farhana Chadni. Patrick Davis was the team leader alongside being a programmer, designer and tester, and Farhana Chadni and myself (Jay Limbasia) were also programmers, designers, and testers. We used GitHub, and the Xampp server to test our project’s functionality. We communicated using Discord and used the platform to brainstorm prior to implementation. Moving onto the project, one of the essential aspects of this project was the user registration/login system. This system was implemented through PHP scripting, and the MySQL database. An important characteristic of the login/registration system was that it did not allow for duplicate usernames to be stored on the database. If a user tried to sign up with a username that previously existed on the database, then the user would be ensued a message which would ask the user to sign up with different username. The same idea applies to password matching whilst in the process of signing up for the game i.e., if the user enters 2 mismatching passwords whilst signing up then the form will not be submitted, and the user will be notified of the mistake. Furthermore, to describe the security measures in place to protect user data once sign up was successful, the function known as password\_hash() in PHP would generate a hash for the password that the user chose to have for the account, and store that hash onto the database rather than the storing the password as plain text. Continuing, when the user logs in, the password by the user in the password would be matched with the hash present in the database through the password\_verify() function in PHP, and on the basis of that if the hash matches the password entered by the user, then the user will be given access to the game else access will be denied due to possibility of security concern and data being breached. To elaborate on the game upon login, the user will see a table that has buttons in each column and upon clicking the button the user will be led to a question that the user will have to give the answer to gain points. When the user clicks on the answer button, dependent upon whether the answer was correct the corresponding CSS will display, and the points table which is also present in the website can be accessed from every page once the user logs in by clicking on a button which leads to that file containing the leaderboard. The leaderboard is used to keep track of the user’s points every session and will be updated through a MySQL query based on the user response to a question. Once the user clicks on the logout button, the leaderboard will be truncated by a MySQL query, and all session variables will be unset, and destroyed, and the user will be redirected to the welcome page which serves as the website’s home page. To summarize, the project is designed in a way such that a user can gain access only if the user registers an account for the website and importantly, the user data has been given enough protection to prevent data from being breached. Lastly, the user can play as long as per preference and enjoy the experience.