Securing microservices

(Demo prep)
- Remove all tokens from Postman
- Clear Authorization values in Postman

Adding users to the Player role
Let's modify the logic behind our User Registration page to properly assign every new user to the Player role and also to read the user's starting gil from configuration as opposed to keep it hard coded in the Registration page.

So here we are in our appsettings.json file, …

In Identity repo
1. Update appsettings.json:

```
"IdentitySettings": {
  "AdminUserEmail": "admin@play.com",
  "StartingGil": 100
},
```

2. Update IdentitySettings.cs:

```
namespace Play.Identity.Service.Settings
{
    public class IdentitySettings
    {
        public string AdminUserEmail { get; init; }
        public string AdminUserPassword { get; init; }
        public decimal StartingGil { get; init; }
    }
}
```

3. Update **Register.cshtml.cs**:

```
namespace Play.Identity.Service.Areas.Identity.Pages.Account
{
    [AllowAnonymous]
    public class RegisterModel : PageModel
    {
        …
        private readonly IEmailSender _emailSender;
        private readonly IdentitySettings identitySettings;
```

```
    public RegisterModel(
      …
      IEmailSender emailSender,
      IOptions<IdentitySettings> identityOptions)
    {
      …
      this.identitySettings = identityOptions.Value;
    }

    …

    public async Task<IActionResult> OnPostAsync(string returnUrl = null)
    {
      …
      if (ModelState.IsValid)
      {
        var user = new ApplicationUser { UserName = Input.Email, Email = Input.Email, Gil =
identitySettings.StartingGil };
        var result = await _userManager.CreateAsync(user, Input.Password);
        if (result.Succeeded)
        {
          _logger.LogInformation("User created a new account with password.");

          await _userManager.AddToRoleAsync(user, Roles.Player);
          _logger.LogInformation($"User added to the {Roles.Player} role.");

          …
        }
        …
      }

      …
    }
  }
}
```

4. Delete the **Users** collection

5. Browse to https://localhost:5003/Identity/Account/register

6. Create a new user

7. Verify user belongs to the **Player** role in DB.

In the next lesson we will introduce role based security across our microservices.