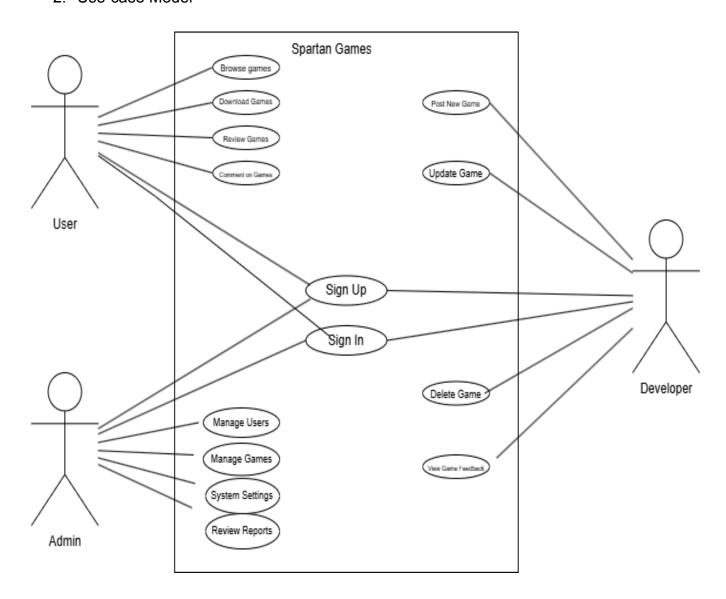
Design Document
Spartan Games
10/30/2024
Version 1

Kevin Ludwig, Rahul Yadav, Richard Antwi-Bediako

1. Project Overview

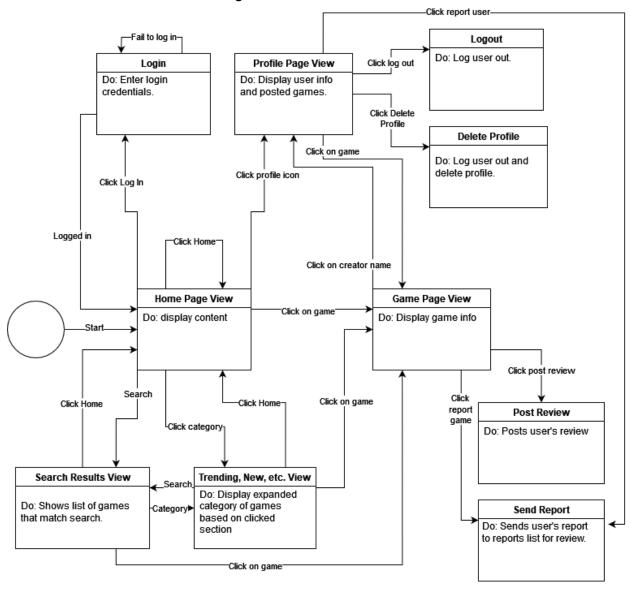
The goal of the Spartan Games web application is to allow users to share and download games, displaying recommended games on the home screen and allowing users to review and comment on games. Every user is able to upload their own game, and they will be considered a developer for games they upload. Uploaded games and user/game reports go to an admin for review. Admins can also view and manage the users and site data.

2. Use-case Model

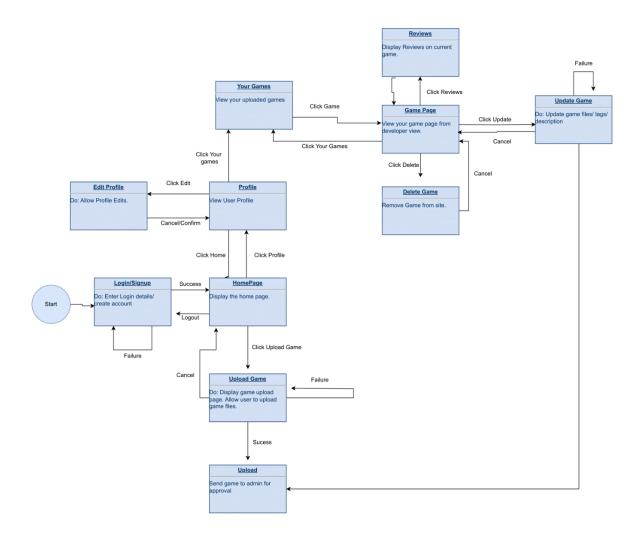


3. State Machine Diagrams

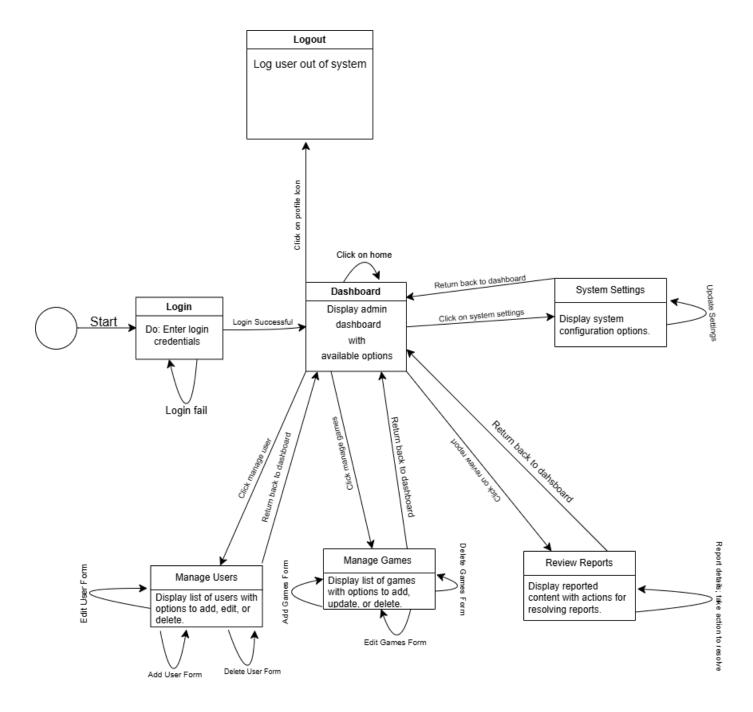
a. User - Kevin Ludwig



b. Developer - Rahul Yadav



c. Admin - Richard Antwi-Bediako



4. Database Schema

Reviews

review_id (INT): Unique identifier for each review

user_id (INT): Foreign key referencing user_id in Users, specifies the user who wrote the

game_id (INT): Foreign key referencing game_id in Games, specifies the reviewed game.

rating (INT): Numeric rating (e.g., 1-5). comment (TEXT): Text content of the review. created_at (DATETIME): Timestamp when the review was created.

Users

user_id (INT): Unique identifier for each user.

username (VARCHAR): Username of the user.

password_hash (VARCHAR): Hashed password for secure storage. email (VARCHAR): Email address of the

role (ENUM: 'admin', 'user', 'developer'): Specifies the role of the user. created_at (DATETIME): Timestamp when the user account was created.

Games

game_id (INT): Unique identifier for each game.

developer_id (INT): Foreign key referencing user_id in Users, specifies the developer who posted the game.

title (VARCHAR). Name of the game. description (TEXT): Detailed description of the game.

file_url (VARCHAR): URL for the downloadable game file. thumbnail_url (VARCHAR): URL for the game thumbnail image.

created_at (DATETIME): Timestamp when the game was posted.

updated_at (DATETIME): Timestamp for the last update to the game.

Reports

report_id (INT): Unique identifier for each report. reporter_id (INT): Foreign key referencing user_id in Users, specifies the user who reported content. reported_content_type (ENUM: 'game', 'review', 'comment'): Specifies the type of content being reported.

reported_content_id (INT): ID of the reported content (either game_id, review_id, or comment_id).

reason (TEXT): Description of the reason for reporting.

status (ENUM: 'pending', 'resolved', 'dismissed'): Status of the report.

created_at (DATETIME): Timestamp when the report was created.

resolved_at (DATETIME): Timestamp when the report was resolved or dismissed.

5. Software Architecture - MVC

