**Core Requirements**

1. On opening the project website from the bottom of the module website you will be brought to a login page. By default there will be no users in the database so you will have to choose “Register” from the navbar and input your details.
2. Once registered you will automatically be brought to the front page of the Bored Games website. You can check the login functionality by selecting your username from the navbar of the main website and selecting “logout”, this will bring you back to the login page. You may then log in using your details entered into the database in the register stage.
3. You can use the “Games” dropdown from the navbar to select a board game page. Near the bottom of the board game pages you can use the “Add to cart” button to add the board game into your shopping cart.

**Note:** On pressing the “Add to cart” button the item will be added into a local storage object that stores the cart for the user. There is a separate cart for each user.

1. You may view your shopping cart by selecting “Shopping Cart” from the navbar, this will navigate you to a cart page. Where your selected items in your cart will be displayed.

**Note:** In this page if you log out and log back in as a different user you will only see the cart items of the current user and not of any other user.

1. The shopping cart table has an event listener added on page load, you may view this in the cart.js file on starting on line 74 inside the page load function.
2. In the shopping cart page if you press on one of the items in your cart the item will be removed from your shopping cart. This will remove the item from the local storage object and will recalculate the users total in the cart

**Note:** Pressing on an item in the cart will remove the item from the cart no matter the quantity of the item.

1. If there are items in your cart there will be a “Checkout” button visible underneath the shopping cart table. . If there are no items in the cart the checkout button will not be visible.
2. On pressing the “Checkout” button you will be brought to a payment page in which you will have to enter a valid credit card number. A valid number is the default value for testing purposes.
3. Once a name and a valid credit card number is input and the final “checkout” button is pressed you will be brought to a payment confirmation page which will show the order id number of the sale from the database.