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# Connect 4

# **Technologies**







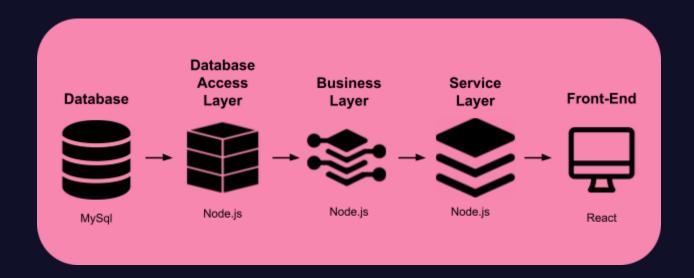
React.js
Frontend

Node.js

Backend

MySQL Database

# System Architecture



## **User Registration Nonce**

### **Creating Tokens**

### Undoing the token

### Validating the token

```
this.validateToken = (ip, browser, token) => {

// Undo the token

// Remove dots and colons from ip

// Check it the ips match

// return false if they do not match

// Format the browser they come from

// Check it the browsers match

// return false if they do not match
```

```
// Check if token has expired
    // return false if expiry date is before current date
return true;
};
```

### Websockets

Basic Javascript Web Sockets...

### Server Side

Default Node.js web socket dependency.

Hosted on port 443 so that it would be secure. 443 is the only secure web socket port.

```
var WebSocketServer = require("ws").Server;
var wss = new WebSocketServer({ server: server });
wss.on("connection", function (ws) {
   ws.on("message", function (message) { ... }
}
```

### **Client Side**

Default Javascript Websocket connector

```
ws.current = new WebSocket(socketUrl);
```

# **ER** Diagram

https://lucid.app/lucidchart/09802c0d-fa86-437a-bb43-3ae6eb3dc314/edit?viewport\_loc=-55% 2C-242%2C2366%2C1601%2C0\_0&invitationId=inv\_e55bc62e-eb98-4dd0-9a0a-cc14fde9792b

displayed in the lobby. Messages that are older than 10 minutes will be deleted Lobby Message Stores the user information and whether messageId (int) PK autoincrement or not they are in the timestamp (timestamp) lobby user (varchar 60) FK User message (varchar 200) username (varchar 60) PK password (varchar 60) hashed inLobby (boolean) **Current Games** gameld (int) PK autoincrement 0..1 playerPink (varchar 60) FK playerYellow (varchar 60) FK This embodies a current game turn (int) at this moment in time. When winner (int) the game is over, it will be gameboard (json) deleted. The current board information is stored in a Game Message string-ified json obj messageId (int) PK autoincrement timestamp (timestamp) gameld (int) FK user (varchar 60) FK message (varchar 200) This is a message that is currently being

This is a message that is currently being

### **Bells** and Whistles

displayed in the game chat. Messages Only live as long as the game is in session.

### • Fantastic styling

- o check out the wonderful CSS, thanks to Figma and me
- I even have CSS Constants (That's pretty cool)
- The whole thing is in the *imported* Google font: Ubuntu
- It even has an MUI Custom Theme...
- Created my own theme + my own themed components (like buttons and inputs)
  - All inputs and buttons look flawless because of css selectors

### Game request dialogs

- They are fancy
- Actionable dialogs... (speaks for itself)
  - I used an MUI Modal and styled them and edited them (pretty fancy)

- They work really well
- Game Request Timeout Countdown
  - o I mean...it speaks for itself
  - o It's wonderful
  - o Gives good feedback to the user
    - Also cancels the request after countdown expires
- Randomized, Chat GPT generated, messages to go along with status updates while playing the game
  - o It's cool, it's funny, chat gpt makes fun of the players
  - Add humor
- Hosted on my own domain
  - o It was hard
    - Very annoying to set up, very hard
    - ...but I did it!
    - And it WORKS!
  - You can use the site forever from wherever (unlimited connect 4)