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Web programming project report



Super Mario Bros Wiki

Introduction:

The project “Super Mario Wiki” has been conducted by a team of 2 persons : Sebastien Heng and Theo Joly, both forth years students from the international section of ESIEA.

The objectives for our project were as follow:

- Creating a website where the user can add and edit articles
- Allowing the user to sign in and to log in and restrict edition to logged in users
- Making use of Vue.js, Node.js and express

To realize our project, we divided the work according to our skills:

- Theo had to build the site’s HTML and CSS and had to program the users system.
- Sebastien had to make the editable pages using Vue.js and link the pages to their proper data.
- The configuration of the server with Node.js was made by both theo and sebastien together.

Goal:

The project is the creation of a wiki that allows users to edit create and delete pages. Those users must log in to do these actions, otherwise they can only read the content.

We used Node.js and Express for the server side of the website, and Vue with bootstrap for the front end.

The website is deployed on glitch with the following url:

<https://spiral-celsius.glitch.me/>

Realisation:

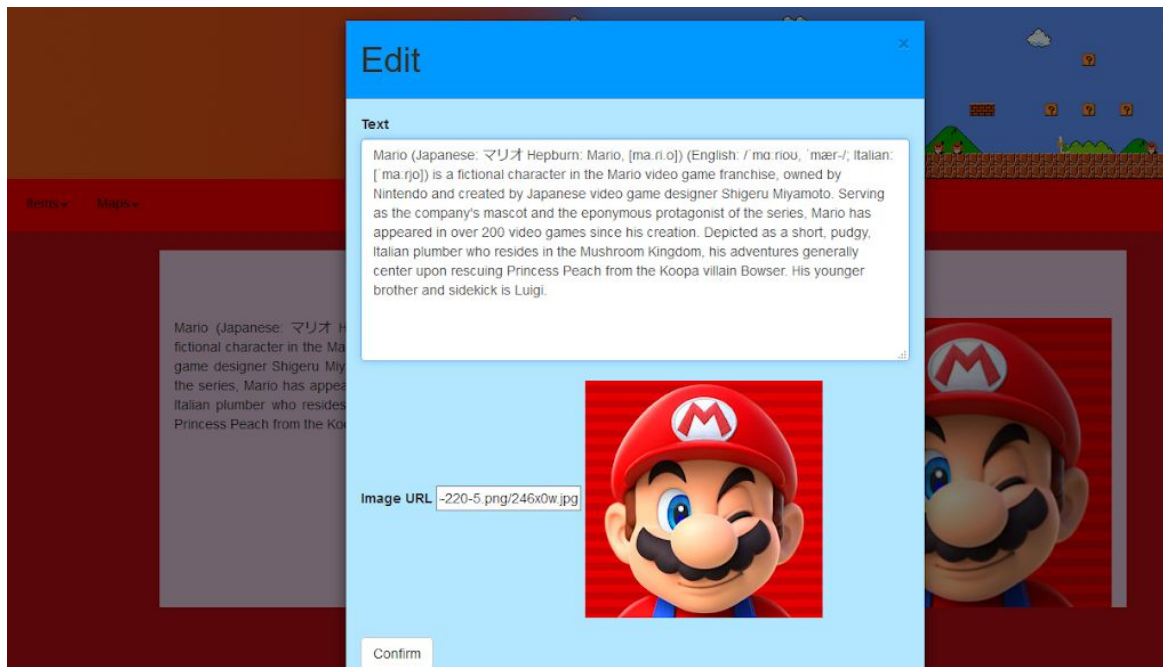
Sebastien's part:

The interaction that we had to do with the user was to edit json files and to login. Indeed the website is a single page that has its variables changing. The json file allows use to load the values of corresponding variables to the various fields, thus changing the content.

The users are able to create edit and delete pages in each categories.

The login feature in our project is really simple and allows us to register also. the file containing the users and password is stored in the server side.

The deployment through glitch is very simple and straightforward : we simply had to link our repository to glitch while maintaining the folder tree.



Screenshot of the page editor

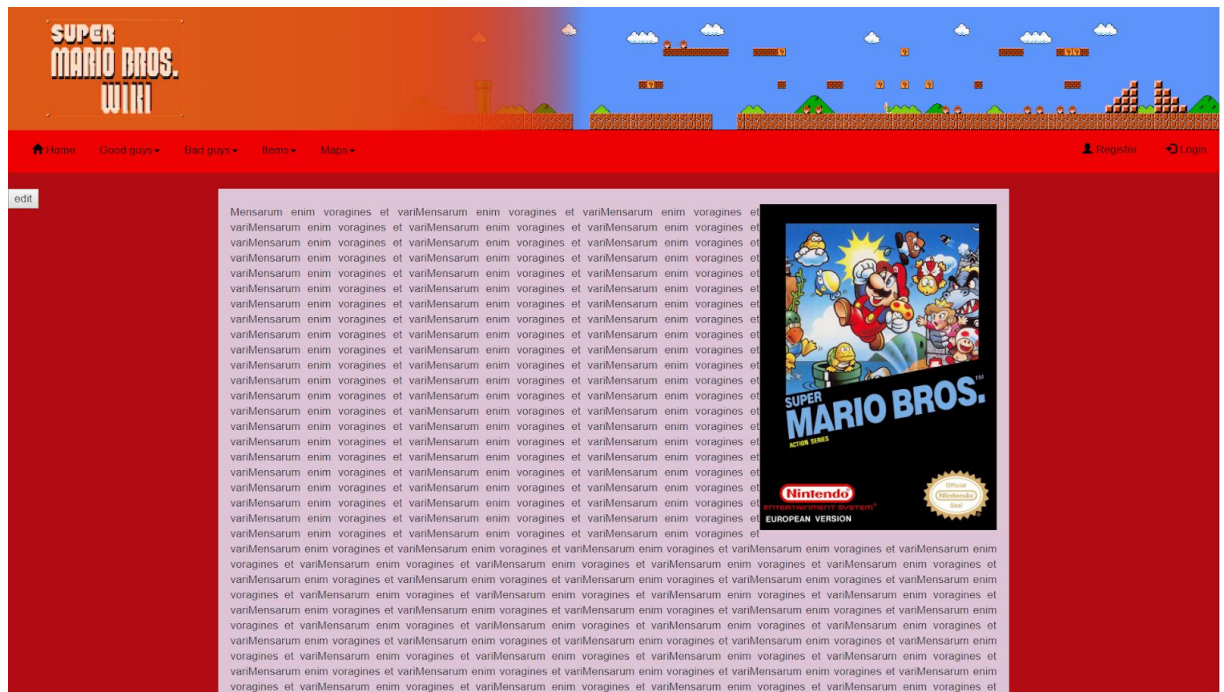
Theo's Part:

The first thing that had to be done was the creation of the website and the elements it would contain using html and css. Theo built the website using bootstrap that made the construction of elements such as the navigation far easier.



Screenshot of the navigation bar and the banner of the website

Since there were a lot of works to be done in javascript and new tools to discover, Theo only made a very basic layout for the website composed only by a text area with a picture, aside from the side bar and the banner, before getting started with node.js.



Screenshot of the first shot of the website layout

After that, theo started configuring the server with node.js with the help of the sebastien. Although the first steps with this were very fastidious and hesitant since we only felt node.js was a new way to restrict our programing even more, we eventually achieved to launch the website from a server and to manipulate basic url data. From there on, Sebastien started working on how to link our buttons to the correct pages while Theo started to build the users login system using json files.

The register and login button create a form in which the user can enter a password and his username, the user can't create an account if the login is already taken. To store the data, since we were ne allowed to use a database, we chose to use a json file that we modify everytime a new user is added.

Problems encountered

During the development of our website, we went through many issues and hardship that made us concede several features originally planned.

The one issue that restricted us in this project was the time. The short span of time we had been given combined with the new tools we had to work with caught us off guard. We had originally planned to redo the design of the website, to add commentary section, moderately fill the website and other minor features that would have improved it but we failed to find the time for those.

This is also due to multiples issues we've had as some misunderstanding in the beginning that made us do both the same thing and wasted precious time. Managing the users account was also a very hard task since editing json files is not possible with common javascript.

The lack of speed and knowledge didn't help either, leading to great loss of time following tutorials and striding across forums. The project may have been too ambitious for our team.

Conclusion:

Even if we have been taken aback by the short span of time we had and the complexity of the new tools we were using, we still managed to bring something that if not really attractive and optimized is still functional and meet the requirements set for the project.

If we had more time, we could definitely do something better but we are still satisfied with what we have done because even if it is far from perfect, it was very instructive and we both learnt a lot from this project.