# Owen Lindsey

Professor Hughes, Bill

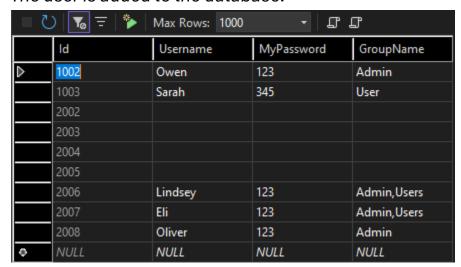
CST-350 Milestone 1 10/27/2024

## Part 1 – Registration

Taking a Username, Password, and Group selection to create a new user:

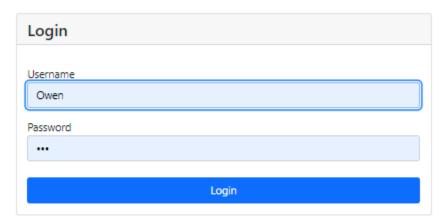
	failed. Please try	- again	
Username			
Oliver			
Password			
Groups			
🛂 Admin 🗌 User	s 🗆 Students		
Register			
Back to Login			

#### The user is added to the database:



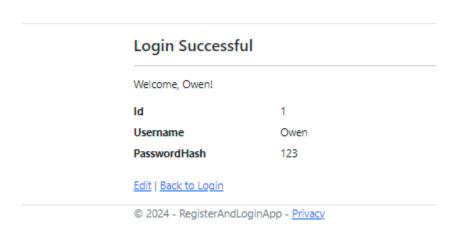
### Part 2 - Login

## Taking a Username and Password to sign into site:



Back to Home

### Successful login attempt:



#### **Part 3 Restrict access**

On page initialization the start game nav bar selection is hidden.

RegisterAndLoginApp	Home Login	Register

On login the user will have other menu options available in the nav bar such as start game.

RegisterAndLoginApp Home Members Logout Start Game

#### Welcome to the Game!

This is the restricted access area for logged-in players. Here, you can access exclusive game features and content.

Start Playing

**GitHub:** Link to my GitHub page for this assignment

Collaboration request sent to: Bill.Hughes@gcu.edu

Loom video: Loom commentary on my code

#### **Summary of key concepts:**

The registration process created a new user model and saved it to the database, while the login functionality verified the provided credentials against the stored user information. To restrict access, the application used a custom action filter that checked the user's session data before allowing access to the restricted content. The application demonstrated a separation of concerns, with the controller handling user interactions, the business logic layer managing application-specific logic, and the data access layer handling database operations.