

Owen Lindsey

Professor Hughes, Bill

CST-350 Milestone 1

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Part 1 – Registration

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

Register

- Registration failed. Please try again.

Username

Oliver

Password

...

Groups

☒ Admin ☐ Users ☐ Students

Register

[Back to Login](#)

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The user is added to the database:

Max Rows: 1000				
	Id	Username	MyPassword	GroupName
▶	1002	Owen	123	Admin
	1003	Sarah	345	User
	2002			
	2003			
	2004			
	2005			
	2006	Lindsey	123	Admin, Users
	2007	Eli	123	Admin, Users
	2008	Oliver	123	Admin
⚙	NULL	NULL	NULL	NULL

Part 2 – Login

Taking a Username and Password to sign into site:

Login

Username

Owen

Password

...

Login

[Back to Home](#)

Successful login attempt:

Login Successful

Welcome, Owen!

Id	1
Username	Owen
PasswordHash	123

[Edit](#) | [Back to Login](#)

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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.