**Technologies Used :**

|  |  |
| --- | --- |
| Backend Technologies | Java |
| UI Technologies | HTML5, Bootstrap, JQuery, Javascript, CSS |
| Frameworks | Spring MVC |
| Web server | Apache Tomcat |
| Database | Mongo DB |

**Database Creation**

1. Created new database called “game”
2. Created 2 collections - game and users and 1 counter - game counter used for game indexing
3. Game collection - used to store game details such as game name, no of cards being used, min users and max users can play.
4. Users collection - used to store player details such as player name, game name and points gained.

**Business Logic :**

For pocker game simulator, 4 screens. will be presented.

1. Sign up screen to register new game or to select registered games.
2. Games List with option to select number of players
3. Actual Game with selected player names
4. Summary screen showing winner and players history for that game.

**Database interaction details with commands:**

>

>

> use game

switched to db game

>

>

>

>

> show collections

game

gamecounter

users

>

>

> db.gamecounter.find().pretty();

{ "\_id" : "gid", "seq" : 2 }

>

>

>

> db.game.find().pretty()

{

"\_id" : ObjectId("59ec6751b22c509922753d05"),

"gid" : 1,

"gname" : "5 Cards",

"minUsers" : 2,

"maxUsers" : 5,

"noOfcards" : 5

}

{

"\_id" : ObjectId("59ec67c7b22c509922753d06"),

"gid" : 2,

"gname" : "7 Cards",

"minUsers" : 2,

"maxUsers" : 5,

"noOfcards" : 5

}

>

> db.users.find().pretty()

{

"\_id" : ObjectId("59ec695ab22c509922753d07"),

"uname" : "test",

"gpoints" : 10,

"gname" : “7 Cards"

}

{

"\_id" : ObjectId("59ed8f0a504825861f4ffc92"),

"uname" : "TEST1",

"gname" : "5 Cards",

"gpoints" : 140

}