ST. XAVIER’S COLLEGE  
Maitighar, Kathmandu

**A Mini Project  
“Mini-Games Website”**

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Prashant Sharma

February 25, 2024

# Abstract

Web development, also known as website development, encompasses the processes involved in creating, constructing, and maintaining websites and web applications accessible through online browsers. It involves various tasks such as web design, web programming, and database management. While web design focuses on conceptualizing features and functionality (user interface), web development specifically refers to the practical implementation of these elements. The fundamental tools used in web development include programming languages like HTML (Hypertext Markup Language), CSS (Cascading Style Sheets), and JavaScript.

The web development industry has seen substantial growth since the 1990s, gaining more prominence in recent decades. It serves diverse sectors, including business, governance, and advertising. The creation of websites has become integral for businesses and industries, facilitating the delivery of services and effective organizational management. The global web landscape comprises approximately 1.13 billion active and inactive websites, with 79% categorized as inactive. Remarkably, an average of three websites is created every second, contributing to over 290,000 new websites daily. This highlights the continuous evolution and significance of web development in shaping the digital presence of organizations worldwide.

Similarly, this project presents a innovative gaming website, a cutting-edge platform which introduces a prototype of a comprehensive gaming hub. This system offers an immersive experience, seamlessly combining single-player challenges like Quiz Mania and the classic Snake Game with multiplayer favorites such as Tic Tac Toe and Connect 4. The website allows new users to easily register and unlock a world of entertainment, where their general gaming information is stored in a database for future reference. The system excels in score tracking, rank management, and fostering healthy competition through leaderboards, encouraging players to showcase their skills globally. With a user-friendly interface and the incorporation of HTML, CSS, JavaScript, and PHP, the platform ensures future vision and applications for smooth and engaging gaming experience, making it a go-to destination for both casual and competitive gamers.

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# List of Abbreviation

|  |  |
| --- | --- |
| HTML | Hypertext Markup Language |
| CSS | Cascading Stylesheet |
| PHP | Hypertext Preprocessor |
| JS | JavaScript |
| SQL | Structured Query Language |
| XAMPP | Cross-platform, Apache, MySQL, PHP, and Perl |
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# **1 Introduction**

A Mini Games website serves as online hub for users to proficiently dive into the gaming world of various operational, and player-centric divisions. This simple gaming platform offers an immersive experience where players can engage in both solo challenges and multiplayer gaming. With features such as user-friendly registration, score tracking, and leaderboard rankings, the Website is not just a gaming platform but a comprehensive system that can celebrate and organize the gaming community. The primary goal is to provide a captivating environment where gamers can unleash their skills and have fun while enjoying together with other gamers.

## 1.1 Key Features

1. User-Friendly Authentication: The user-friendly authentication system for the gaming website is designed to be simple and intuitive, prioritizing ease of use for players. Users access the registration page and fill in the required fields.
2. Intuitive Interface: The gaming website features a straightforward navigation system that allows players to easily explore various game categories, leaderboards, and their personal profiles.
3. Profile Management: You can keep track of your gaming achievements, scores, and progress in various games. Tailoring your gaming identity by editing and updating your profile information.
4. Leaderboard Display: The leaderboard displays the scores achieved by each player in their respective games. Players can see not only their own scores but also the scores of competitors, fostering healthy competition.
5. Diverse Game Selection: You can immerse yourself in single-player challenges that test your skills like Quiz Mania and Snake Game to strategic board games like Tic Tac Toe and Connect 4 for dynamic multiplayer experiences.

In conclusion, our gaming website offers a dynamic and immersive experience, providing users with a user-friendly interface for seamless navigation and gameplay. With a diverse game selection spanning single-player challenges, multiplayer classics, and trending titles, players of all skill levels find a tailored gaming adventure.

# 2 Problem Statement

The primary challenge addressed by our Mini Games Website is the fragmentation and disorganization of online gaming experiences. In the absence of a centralized platform for managing and enjoying a variety of mini-games, users may find it cumbersome to navigate through multiple sites or apps, leading to a disjointed and less enjoyable gaming adventure. The lack of a unified system also poses difficulties in tracking individual gaming achievements, scores, and progress. By providing a consolidated and user-friendly platform for diverse mini-games, our website seeks to eliminate these challenges, fostering a seamless and cohesive gaming environment that enhances user satisfaction and engagement.

# 3 ObjectiveS

The primary objectives of this project include:

1. Diverse Gaming Experience: To offer users a diverse and engaging gaming experience by providing a wide range of mini-games across various genres.
2. User-Friendly Interface: To create a user-friendly interface that ensures easy navigation, accessibility, and an enjoyable gaming journey for players of all ages and skill levels.
3. Community Building: To foster a vibrant gaming community where players can connect, share experiences, and participate in friendly competitions.
4. Achievement Tracking: To enable users to track and showcase their individual gaming achievements, scores, and progress, enhancing their sense of accomplishment and motivation.
5. Seamless Integration: To provide a seamlessly integrated platform that consolidates various mini-games, eliminating the need for users to navigate through multiple sites or apps for different gaming experiences.
6. Promotion of Inclusivity: To promote inclusivity by providing mini-games suitable for players of all ages and skill levels, fostering an environment where everyone can find enjoyable gaming experiences.

# 4 Methodology

In the development of the "Mini Games Website" project, the frontend is constructed using HTML, with MySQL serving as the database management system. CSS and JavaScript are employed for website styling, enhancing the visual appeal and interactivity of the platform while PHP is used to link the data provided from the user to the databases. Additionally, various other significant tools and components are integrated to facilitate the comprehensive development of this project.

## 4.1 User Interface

The user interface of the Mini Games Website is designed using HTML and CSS. The interface includes forms for registration & login and updating details. The design of the interface focuses on straightforward navigation system that allows players to easily explore various game categories, leaderboards, and their personal profiles.

## 4.1.1 HTML

Hyper Text Markup Language is known as HTML. It's used with a markup language to construct web pages. HTML is a markup language and hypertext combination. The connection between the web pages is known as hypertext. Using a markup language, the text is defined. Web page structure is defined by the document within tag. This language is used to annotate text and make comments for the computer so that it may be understood by a machine and changed appropriately. Most markup languages, like HTML, are legible by humans. Tags are used by the language to specify what needs to be altered in the content. HTML was created by Tim Berners-Lee in 1991. The first-ever version of HTML was HTML 1.0, but the first standard version was HTML 2.0, published in 1999.

## 4.1.2 CSS

Cascading Style Sheets, or CSS for short, is a straightforward programming language that makes creating visually appealing web pages easier. You can apply styles to web pages using CSS. More significantly, you can accomplish this without depending on the HTML that comprises each web page thanks to CSS. Although CSS is simple to learn and comprehend, it offers an HTML document's display significant control.

Some features of CSS include:

* CSS saves time because it only requires one write-once CSS sheet that can be used on several HTML pages.
* All elements within the web application will automatically update whenever the style is changed. This allows for easy global changes.
* Because CSS is regarded as a clean coding style, search engines won't have any trouble "reading" its material.
* Compared to HTML attributes, CSS offers a significantly greater range of properties, allowing you to give your HTML page a far nicer appearance.
* Using an offline cache, CSS is able to store web applications locally. We can visit offline websites with this.

## 4.2 Client-Side Scripting

JavaScript would be used for client-side scripting to enhance the user experience and add interactivity to the pages. JavaScript would mainly be embedded on the game pages to build over working and functionalities for the games. JavaScript would be used to validate user input, perform form validation, and dynamically update the user interface in response to user actions.

## 4.2.1 JavaScript

One of the most potent client-side scripting languages is JavaScript. The primary purpose of JavaScript is to improve user engagement with websites. Put another way, JavaScript can help you create a more dynamic and engaging webpage. Game and mobile application developers also make extensive use of JavaScript. Many websites utilize JavaScript (js), a lightweight object-oriented computer language, to script their webpages. When applied to an HTML document, this fully functional programming language that is interpreted allows for dynamic website interaction. It was first made available in 1995 so that users of the Netscape Navigator browser could add programs to their webpages. Every other graphical web browser has since embraced it. JavaScript enables users to create interactive, modern web applications that don't require page reloading. JavaScript is used by the typical website to offer a number of simple and interactive features. JavaScript is an object-oriented programming language that uses prototypes rather than using classes for inheritance. It is a light-weighted and interpreted language.

## 4.3 SERVER-SIDE SCRIPTING

PHP would be used for server-side scripting to process user requests and interact with the database. PHP scripts would be responsible for handling user input, updating form details, and retrieving user information from the database.

## 4.3.1 PHP

PHP stands for "Hypertext Preprocessor" in its full form. PHP was first known as "Personal Home Page," but when it developed into a more capable programming language for web development, the name was changed in 1997. PHP operates on a web server instead of a user's PC and is mainly used for server-side scripting. The PHP code is run on the server and the generated HTML code is transmitted to the user's browser when a user requests a PHP page. This makes it possible for PHP to create web content dynamically in response to user input and other variables. PHP has a broad range of uses, from straightforward scripts that carry out routine operations like email handling and form processing to more sophisticated applications like content management systems and e-commerce websites. In order to store and retrieve data, PHP is also frequently used in connection with databases like MySQL. Because PHP is an open-source language, it can be used and distributed without cost, and a plethora of pre-built frameworks and libraries are available to facilitate PHP development.

## 4.4 DATABASE

A MySQL database would be used to store all personal details of the gym customers. The database would be designed to ensure data integrity, optimize performance, and minimize data redundancy.

## 4.4.1 MYSQL

One relational database management system (RDBMS) that is available for free is MySQL. When used with PHP, it is the most often used database system. Oracle Corporation creates, distributes, and supports MySQL. A MySQL database stores its data in tables made up of rows and columns. A database system called MySQL is hosted on a server. For both small and large applications, MySQL is perfect. MySQL is an extremely dependable, quick, and user-friendly database system. MySQL is cross-platform compliant. MySQL is compatible with a wide range of operating systems and programming languages, such as PHP, PERL, C, C++, Java, etc. MySQL operates efficiently and fast, even with big data sets. MySQL is highly compatible with PHP, which is the most widely used language for web development.

## 4.5 Server Environment

The Mini-Games website would be deployed on a web server running Apache, PHP, and MySQL. The server environment would be configured to ensure security, scalability, and high availability.

## 4.5.1 XAMPP

An all-inclusive environment for web development is offered by the free and open-source software package XAMPP. Developers frequently use it to design and test web apps locally before putting them on a production server. Cross-Platform (X), Apache (A), MySQL (M), PHP (P), and Perl (P) are the acronyms for XAMPP. It comes with all the parts required to set up a local web server, such as the PHP and Perl programming languages, the MySQL database server, and the Apache web server. XAMPP is a cross-platform web development solution that runs on Windows, MacOS, and Linux. With its straightforward user interface, which enables developers to control their databases and start and stop the web server, it is simple to install and configure. With XAMPP, developers can create and test their web applications in a local environment, without the need for an internet connection or a live server. This allows for faster development and testing, as well as greater control over the development process.

# 5 SYSTEM DESIGN

# Implementation

## 6.1 Source Code:

### 6.1.1 SQL Source Codes for Database used in Mini-Games Website

The implementation incorporates SQL queries for seamless interaction with the database, enabling functionalities such as user authentication during login, registration, and the retrieval of gaming scores. The integration of SQL queries ensures optimized data retrieval and manipulation, enhancing the overall performance of the website. By leveraging MySQL for the storage of user login credentials and game scores, our website ensures a reliable, organized, and secure foundation for user accounts and gaming data.

#### 6.1.1.1 Create database comproject

In the SQL, a database named “comproject” is created:

Code: CREATE DATABASE comproject;

#### 6.1.1.2 Create Tables

In the database named “comproject”, a table named “account” is created to insert, store and operate data of login credentials of the users.

Code:

CREATE TABLE `account`

( `id` int(11) NOT NULL,

`name` varchar(50) NOT NULL,

`email` varchar(255) NOT NULL,

`dob` date NOT NULL,

`username` varchar(50) DEFAULT NULL,

`usertag` int(11) NOT NULL,

`password` varchar(255) NOT NULL ) ;

In the database named “comproject”, a table named “quizdb” is created to insert, store and operate scores for the quiz mania game.

Code:

CREATE TABLE `quizdb`

( `id` int(11) NOT NULL,

`username` varchar(50) DEFAULT NULL,

`usertag` int(11) NOT NULL,

`score` int(11) NOT NULL );

In the database named “comproject”, a table named “snakedb” is created to insert, store and operate scores for the snake game.

Code:

CREATE TABLE `snakedb`

( `id` int(11) NOT NULL,

`username` varchar(50) DEFAULT NULL,

`usertag` int(11) NOT NULL,

`score` int(11) NOT NULL );

### 6.1.2 Source Code for Landing Page

This is the first page of the website where the user lands without having to login into a account and acts as a gateway to the main page.

#### Land.html

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8" />

<meta name="viewport" content="width=device-width, initial-scale=1.0" />

<title>Gaming Lounge</title>

<style>

body {

margin: 0;

padding: 0;

height: 100vh;

background: url("./img/sitebg.jpg") center/cover no-repeat;

display: flex;

flex-direction: column;

align-items: center;

justify-content: center;

color: #fff;

font-family: "Arial", sans-serif;

}

#logo {

max-width: 150px;

height: auto;

}

#site-name {

font-size: 36px;

margin-top: 20px;

}

#register-dialog {

background: rgba(0, 0, 0, 0.8);

padding: 20px;

border-radius: 10px;

margin-top: 20px;

text-align: center;

}

#register-button {

background-color: #007bff;

color: #fff;

padding: 10px 20px;

font-size: 18px;

border: none;

border-radius: 5px;

cursor: pointer;

}

</style>

</head>

<body>

<img src="./img/sitelogo.png" alt="Site Logo" id="logo" />

<h1 id="site-name">Gaming Lounge</h1>

<div id="register-dialog">

<p>Join the gaming community! Register now to unleash the fun.</p>

<button id="register-button" onclick="redirectToRegister()">

Register

</button>

</div>

<script>

function redirectToRegister() {

window.location.href = "register.php";

}

</script>

</body>

</html>

### 6.1.3 Source Code for Register Page

New users are redirected to this page through login page and can create new account by entering required details.

#### Register.html

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8" />

<meta name="viewport" content="width=device-width, initial-scale=1.0" />

<title>Register - Gaming Lounge </title>

<link

rel="stylesheet"

href="https://cdn.jsdelivr.net/npm/bootstrap@5.2.3/dist/css/bootstrap.min.css"

/>

<style>

body {

background: linear-gradient(45deg, #ff6b6b, #56ccf2);

color: #fff;

}

.container {

background: rgba(255, 255, 255, 0.8);

border-radius: 10px;

box-shadow: 0px 0px 10px 0px rgba(0, 0, 0, 0.1);

padding: 30px;

margin-top: 50px;

}

h1 {

color: #007bff;

}

label {

color: #007bff;

}

input {

border-color: #007bff;

color: #007bff;

background-color: rgba(255, 255, 255, 0.9);

}

button {

background: #007bff;

border: none;

}

button:hover {

background: #0056b3;

}

.logo {

max-width: 100px;

height: auto;

display: block;

margin: 0 auto;

}

</style>

</head>

<body>

<div class="container">

<div class="row justify-content-center">

<div class="col-md-6">

<h1 class="text-center mt-5">Welcome to Gaming Lounge!</h1>

<img

src="/img/sitelogo.png"

class="img-fluid mx-auto d-block mb-4 logo"

alt="Logo"

/>

<form action="signup.php" method="POST">

<div class="mb-3">

<label for="name" class="form-label">Name:</label>

<input

type="text"

class="form-control"

id="name"

name="name"

required

/>

</div>

<div class="mb-3">

<label for="email" class="form-label">Email:</label>

<input

type="email"

class="form-control"

id="email"

name="email"

required

/>

</div>

<div class="mb-3">

<label for="dob" class="form-label">Date of Birth:</label>

<input

type="date"

class="form-control"

id="dob"

name="dob"

required

/>

</div>

<div class="mb-3">

<label for="username" class="form-label">Username:</label>

<input

type="text"

class="form-control"

id="username"

name="username"

required

/>

</div>

<div class="mb-3">

<label for="usertag" class="form-label"

>User Tag (Containing 4 Numbers):</label

>

<input

type="text"

class="form-control"

id="usertag"

name="usertag"

required

/>

</div>

<div class="mb-3">

<label for="password" class="form-label">Password:</label>

<input

type="password"

class="form-control"

id="password"

name="password"

required

/>

</div>

<div class="mb-3">

<label for="confirmPassword" class="form-label"

>Confirm Password:</label

>

<input

type="password"

class="form-control"

id="confirmPassword"

name="confirmPassword"

required

/>

</div>

<button

type="submit"

name="submit"

class="btn btn-primary"

style="display: none"

id="submit"

>

Are You Sure?

</button>

</form>

<button

id="formvalidation"

onclick="validation()"

style="display: inline"

class="confirm"

>

Register

</button>

<div class="text-center mt-3">

<p>Already registered? <a href="./login.php">Login here</a>.</p>

</div>

</div>

</div>

</div>

<script>

function validation() {

event.preventDefault();

var name = document.getElementById("name").value;

var email = document.getElementById("email").value;

var dob = document.getElementById("dob").value;

var username = document.getElementById("username").value;

var usertag = document.getElementById("usertag").value;

var pass = document.getElementById("password").value;

var cpass = document.getElementById("confirmPassword").value;

var submit = document.getElementById("confirm");

if (name == "") {

alert("Please Input Your Name!!");

return false;

} else if (email == "") {

alert("Please Input Your Email!!");

return false;

} else if (dob == "") {

alert("Please Input Your Date of Birth!!");

return false;

} else if (username == "") {

alert("Please Input Your Username!!");

return false;

} else if (usertag == "") {

alert("Please Input Your Usertag!!");

return false;

} else if (pass == "") {

alert("Please Input Your Password!!");

return false;

} else if (cpass == "") {

alert("Please Confirm Your Password!!");

return false;

} else if (pass.length < 8) {

alert("Password must be of atleast 8 characters!!");

}

if (usertag.length != "4") {

alert("Please make sure your usertag contains only 4 numbers!!");

return false;

}

if (cpass != pass) {

alert(

"Please enter same value in confirm password as that of password!!"

);

return false;

}

if (username.length < 8) {

alert("Username must be over 8 characters!!");

return false;

}

if (username.length > 15) {

alert("Username must be less than 15 characters!!");

} else {

document.querySelector(".confirm").style.display = "none";

document.getElementById("submit").style.display = "";

}

}

</script>

</body>

</html>

### 6.1.4 Source Code for Establishing Connection with the Database

This code is responsible for linking the php used in the website directly to the sql database “comproject” to insert, extract and alter data from the tables.

#### Connection.php

<?php

$servername = "localhost";

$database="comproject";

$user="root";

$password="";

$conn=mysqli\_connect($servername, $user, $password, $database);

if(!$conn)

{

die("Connection Failed: ". mysqli\_connect\_error()); }

### 6.1.5 Source Code for Inserting Data from Registration

This code is responsible for taking input from html forms from “register.html” for the newly joining users and insert them into the “account” table.

#### Signup.php

<?php

require "connection.php";

if (isset($\_POST['submit'])) {

$name = $\_POST['name'];

$email = $\_POST['email'];

$dob = $\_POST['dob'];

$username = $\_POST['username'];

$usertag = $\_POST['usertag'];

$password = $\_POST['password'];

$checkEmailQuery = "SELECT \* FROM account WHERE email = ?";

$stmtEmail = mysqli\_prepare($conn, $checkEmailQuery);

mysqli\_stmt\_bind\_param($stmtEmail, "s", $email);

mysqli\_stmt\_execute($stmtEmail);

mysqli\_stmt\_store\_result($stmtEmail);

$isEmailUnique = mysqli\_stmt\_num\_rows($stmtEmail) === 0;

$checkUsernameQuery = "SELECT \* FROM account WHERE username = ?";

$stmtUsername = mysqli\_prepare($conn, $checkUsernameQuery);

mysqli\_stmt\_bind\_param($stmtUsername, "s", $username);

mysqli\_stmt\_execute($stmtUsername);

mysqli\_stmt\_store\_result($stmtUsername);

$isUsernameUnique = mysqli\_stmt\_num\_rows($stmtUsername) === 0;

if ($isEmailUnique && $isUsernameUnique) {

$insertQuery = "INSERT INTO account (name, email, dob, username, usertag, password) VALUES (?, ?, ?, ?, ?, ?)";

$stmtInsert = mysqli\_prepare($conn, $insertQuery);

mysqli\_stmt\_bind\_param($stmtInsert, "ssssis", $name, $email, $dob, $username, $usertag, $password);

$check = mysqli\_stmt\_execute($stmtInsert);

if ($check) {

echo "DATA inserted successfully";

header("Location: http://localhost/comproject/mainpage.php");

exit();

} else {

echo "Error: " . mysqli\_error($conn);

}

} else {

echo "Use a Different Email ID or Change your Username!";

}

}

?>

### 6.1.6 Source Code for Logging Page

This page acts as firewall to allow only registered user into the main pages by entering correct info about their registered emails and password.

#### Login.html

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8" />

<meta name="viewport" content="width=device-width, initial-scale=1.0" />

<title>Login - Gaming Lounge</title>

<link

rel="stylesheet"

href="https://cdn.jsdelivr.net/npm/bootstrap@5.2.3/dist/css/bootstrap.min.css"

/>

<style>

body {

background: linear-gradient(45deg, #ff6b6b, #56ccf2);

color: #fff;

}

.container {

background: rgba(255, 255, 255, 0.8);

border-radius: 10px;

box-shadow: 0px 0px 10px 0px rgba(0, 0, 0, 0.1);

padding: 30px;

margin-top: 50px;

}

h1 {

color: #007bff;

}

label {

color: #007bff;

}

input {

border-color: #007bff;

color: #007bff;

background-color: rgba(255, 255, 255, 0.9);

}

button {

background: #007bff;

border: none;

}

button:hover {

background: #0056b3;

}

.logo {

max-width: 100px;

height: auto;

display: block;

margin: 0 auto;

}

</style>

</head>

<body>

<div class="container">

<div class="row justify-content-center">

<div class="col-md-6">

<h1 class="text-center mt-5">Welcome back to Gaming Lounge!</h1>

<img

src="./img/sitelogo.png"

class="img-fluid mx-auto d-block mb-4 logo"

alt="Logo"

/>

<form action="sessionstart.php" method="POST">

<div class="mb-3">

<label for="email" class="form-label">Email:</label>

<input

type="email"

class="form-control"

id="email"

name="email"

required

/>

</div>

<div class="mb-3">

<label for="password" class="form-label">Password:</label>

<input

type="password"

class="form-control"

id="password"

name="password"

required

/>

</div>

<button type="submit" class="btn btn-primary" name="submit">Login</button>

</form>

<div class="text-center mt-3">

<p>New user? <a href="./register.php">Register here</a>.</p>

</div>

</div>s

</div>

</div>

</body>

</html>

### 6.1.7 Source Code for Login Request and Session Start

This page ensures the login info given by the user is correct and validates them with database to begin a new session for the user.

#### Sessionstart.php

<?php

session\_start();

if (isset($\_POST['submit'])) {

function authenticateUser($email, $lock) {

$sql = "SELECT \* from account";

require "connection.php";

$records = mysqli\_query($conn,$sql);

foreach($records as $record){

if ($record['email'] == $email && $record['password'] == $lock ){

echo 'ok';

return true;

}

}

return false;

}

if ($\_SERVER['REQUEST\_METHOD'] === 'POST') {

$lock = $\_POST['password'];

$email = $\_POST['email'];

if (authenticateUser($email, $lock)) {

require "connection.php";

$sql = "SELECT \* from account";

$records = mysqli\_query($conn,$sql);

foreach($records as $record){

if ($record['email'] == $email && $record['password'] == $lock ){

$\_SESSION['username'] = $record['username'];

header("Location: ./mainpage.php");

exit();

}

}

} else {

echo 'Invalid email or password <br> <a href="./login.php"><button>Return Back</button></a>';

;

}

}

}

?>

### 6.1.8 Source Code for CSS for navigation bar

This page is used for creating navigation to navigate across for the website.

#### Style.css:

@import url("https://fonts.googleapis.com/css2?family=Poppins:wght@500&display=swap");

\* {

margin: 0;

padding: 0;

}

body {

background: linear-gradient(45deg, #ff6b6b, #56ccf2);

color: #1b1b1b;

padding-top: 70px;

}

.container {

background: rgba(255, 255, 255, 0.8);

border-radius: 10px;

box-shadow: 0px 0px 10px 0px rgba(0, 0, 0, 0.1);

padding: 30px;

margin-top: 20px;

}

h1 {

color: #007bff;

}

nav {

background-color: rgba(0, 0, 0, 0.8);

padding: 5px;

border-radius: 0 0 10px 10px;

position: fixed;

width: 100%;

top: 0;

z-index: 1000;

display: flex;

align-items: center;

justify-content: space-between;

}

.container a {

color: #fff;

text-decoration: none;

margin: 0 15px;

font-size: 20px;

}

nav a:hover {

text-decoration: underline;

}

nav img {

max-width: 100px;

height: auto;

display: block;

margin: 0 auto;

}

.logo {

max-width: 80px;

height: auto;

display: block;

margin-right: 30px;

}

.user-info {

display: flex;

align-items: center;

color: #fff;

margin-right: 10px;

margin-left: 10px;

}

.user-info img {

max-width: 30px;

height: 25px;

margin-right: 5px;

}

header {

background-color: #333;

color: #fff;

text-align: center;

padding: 5px;

margin-top: 50px;

}

main {

display: flex;

flex-wrap: wrap;

justify-content: space-around;

margin: 20px;

}

main img {

max-height: 250px;

}

.game-container,

.forums-container,

.patreon-container,

.faq-container,

.social-media-container {

margin: 20px;

padding: 10px;

border: 2px solid #333;

border-radius: 10px;

overflow: hidden;

min-width: 550px;

box-shadow: 0 4px 8px rgba(0, 0, 0, 0.1);

transition: transform 0.3s ease-in-out;

}

.game-container:hover,

.forums-container:hover,

.patreon-container:hover,

.faq-container:hover,

.social-media-container:hover {

transform: scale(1.05);

}

.about-content {

margin-top: 20px;

}

.team-member {

display: flex;

align-items: center;

margin-bottom: 20px;

}

.team-member img {

height: 80px;

margin-right: 20px;

border-radius: 50%;

}

.team-member-text {

flex: 1;

}

.container a,

.game-container a,

.forums-container a,

.patreon-container a,

.faq-container a,

.social-media-container a {

text-decoration: none;

color: #333;

}

.game-container h2,

.forums-container h2,

.patreon-container h2,

.faq-container h2,

.social-media-container h2 {

margin-bottom: 10px;

color: #007bff;

}

footer {

background-color: #333;

color: #fff;

text-align: center;

padding: 9px;

position: relative;

bottom: 0;

width: 100%;

}

### 6.1.9 Source Code for Home Page

This page welcomes the newly logged in user and has navigation to navigate across the website.

#### Mainpage.php

<?php

session\_start();

if (!isset($\_SESSION['username'])) {

header("Location: login.php");

exit();

}

$username = $\_SESSION['username'];

?>

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8" />

<meta name="viewport" content="width=device-width, initial-scale=1.0" />

<title>Home - Gaming Lounge</title>

<link

rel="stylesheet"

href="https://cdn.jsdelivr.net/npm/bootstrap@5.2.3/dist/css/bootstrap.min.css"

/>

<link rel="stylesheet" href="style.css">

</head>

<body>

<nav>

<a href="./mainpage.php" class="logo"><img src="./img/sitelogo.png" /></a>

<div class="container">

<a href="./games.php">Games</a>

<a href="./leaderboard.php">Leaderboard</a>

<a href="./details.php">Account Details</a>

<a href="./aboutus.php">About Us</a>

<a href="./support.php">Contact and Support </a>

</div>

<div class="user-info">

<a href="logout.php"

><img src="./img/logout.png" alt="User Icon"

/></a>

<span id="Username"> <?php echo $username; ?></span>

</div>

</nav>

<div class="container">

<div class="row justify-content-center">

<div class="col-md-8">

<h1 class="text-center mt-5">Welcome to Gaming Lounge!</h1>

<img

src="./img/sitelogo.png"

class="img-fluid mx-auto d-block mb-4 logo"

alt="Logo"

/>

<div class="content">

<p>

Your Gateway to Mini Gaming Bliss! Welcome to Gaming Lounge, where

the thrill of gaming meets simplicity! Are you ready to dive into

a world of basic yet incredibly fun mini-games that promise to

entertain and challenge you? Look no further, Gaming Lounge is

your go-to destination for quick, delightful gaming experiences.

</p>

<h2>Overview</h2>

<ul>

<li>

Simple Yet Addictive: Gaming Lounge is designed for those who

appreciate the beauty of simplicity. Our collection features

basic mini-games that are easy to pick up and enjoy, making

gaming accessible to everyone.

</li>

<li>

Quick Breaks, Big Fun: Need a break from your routine? Our

mini-games are perfect for those short gaming sessions. Whether

you're waiting for a meeting or simply want to unwind, Gaming

Lounge has got you covered.

</li>

<li>

Casual Gaming for All Ages: From classic puzzles to quick reflex

challenges, our mini-games cater to players of all ages. It's a

space where kids, teens, and adults can find joy in

uncomplicated yet engaging gameplay.

</li>

</ul>

<h2>Key Features</h2>

<ul>

<li>

No Frills, Just Thrills: Enjoy the essence of gaming without

unnecessary complexities. Gaming Lounge brings you

straightforward, enjoyable experiences that focus on the pure

joy of playing.

</li>

<li>

Browser-Friendly: No downloads, no installations, just open your

browser and start playing! Gaming Lounge is designed to be

accessible anytime, anywhere, without any hassle.

</li>

<li>

Growing Collection: Our library is continually expanding with

new mini-games added regularly. Discover fresh challenges and

keep the fun alive with our ever-growing collection.

</li>

</ul>

<h2>Why Gaming Lounge?</h2>

<ul>

<li>

Instant Gratification: Jump into the action right away. Gaming

Lounge is all about instant gaming satisfaction with no learning

curve.

</li>

<li>

Community Fun: Connect with other gamers, challenge your

friends, and share your high scores. Gaming Lounge is not just a

gaming site; it's a community where everyone can enjoy the

thrill together.

</li>

Why Gaming Lounge? Ready to experience the joy of simple yet

captivating gaming? Gaming Lounge invites you to explore our

collection and unlock the fun in mini-gaming today!

</ul>

</div>

</div>

</div>

</div>

<footer class="bg-dark text-white text-center mt-5 py-3">

<div class="container">

<div class="row">

<div class="col-md-4">

<h5 class="text-light font-weight-bold">Quick Links</h5>

<ul class="list-unstyled">

<li><a href="#games" class="text-secondary">Games</a></li>

<li>

<a href="#leaderboard" class="text-secondary">Leaderboard</a>

</li>

</ul>

</div>

<div class="col-md-4">

<h5 class="text-light font-weight-bold">Contact Us</h5>

<p class="text-secondary">Email: support@gaminglounge.com</p>

<p class="text-secondary">Phone: +1 (555) 123-4567</p>

</div>

<div class="col-md-4">

<h5 class="text-light font-weight-bold">Follow Us</h5>

<div class="social-icons">

<a href="#" target="\_blank" class="text-secondary">

<img

src="./img/instagram.png"

alt="Instagram Logo"

style="width: 50px; height: 50px"

/>

</a>

<a href="#" target="\_blank" class="text-secondary">

<img

src="./img/twitter.png"

alt="Twitter Logo"

style="width: 45px; height: 45px"

/>

</a>

<a href="#" target="\_blank" class="text-secondary">

<img

src="./img/facebook.png"

alt="Facebook Logo"

style="width: 45px; height: 45px"

/>

</a>

</div>

</div>

</div>

</div>

<p>&copy; 2024 Gaming Lounge. All rights reserved.</p>

</footer>

</body>

</html>

### 6.1.10 Source Code for About Us Page

This page gives info about the developer and basic details on the starting of the page.

#### Aboutus.php

<?php

session\_start();

if (!isset($\_SESSION['username'])) {

header("Location: login.php");

exit();

}

$username = $\_SESSION['username'];

?>

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8" />

<meta name="viewport" content="width=device-width, initial-scale=1.0" />

<title>About Us - Gaming Lounge</title>

<link

rel="stylesheet"

href="https://cdn.jsdelivr.net/npm/bootstrap@5.2.3/dist/css/bootstrap.min.css"

/>

<link rel="stylesheet" href="style.css">

</head>

<body>

<nav>

<a href="./mainpage.php" class="logo"

><img src="./img/sitelogo.png" class="logo"

/></a>

<div class="container">

<a href="./games.php">Games</a>

<a href="./leaderboard.php">Leaderboard</a>

<a href="./details.php">Account Details</a>

<a href="./aboutus.php">About Us</a>

<a href="./support.php">Contact and Support </a>

</div>

<div class="user-info">

<a href="logout.php"><img src="./img/logout.png" alt="User Icon" /></a>

<span id="Username"> <?php echo $username; ?></span>

</div>

</nav>

<header>

<h1>About Gaming Lounge</h1>

</header>

<div class="container about-content">

<h2>Our Mission and Vision</h2>

<p>

At Gaming Lounge, our mission is to create a dynamic and inclusive space

for gamers of all levels, fostering a sense of community and excitement.

We are dedicated to delivering engaging and accessible gaming

experiences that transcend boundaries and bring people together.

</p>

<p>

Our vision is to be a leading platform that redefines the gaming

landscape, making it a source of joy, inspiration, and connection. We

aim to provide a diverse range of games that cater to various interests,

creating a hub where players can explore, compete, and share memorable

moments.

</p>

<h2>Our History</h2>

<p>

Gaming Lounge was founded in 2024 with a passion for bringing the joy of

gaming to people around the world. What started as a small initiative

has grown into a thriving community, offering a diverse range of

mini-games to players of all ages.

</p>

<p>

Over the years, we have expanded our library, constantly adding new and

exciting games to keep the experience fresh. Our journey has been marked

by the support and enthusiasm of our dedicated community, who have made

Gaming Lounge a go-to destination for quick, delightful gaming

experiences.

</p>

<p>

We are proud of the milestones we've achieved and are excited about the

future as we continue to evolve and enhance the gaming experience for

everyone.

</p>

<h2>Meet Our Team</h2>

<div class="team-member">

<div class="team-member-text">

<h3>John Doe</h3>

<p>Founder & CEO</p>

<p>

John is the visionary behind Gaming Lounge, bringing a wealth of

experience and passion for gaming to the team. With a background in

the gaming industry, John is dedicated to creating an inclusive

gaming space for all.

</p>

</div>

<img src="./img/ceo.jpg" alt="Team Member" />

</div>

<h2>Values and Culture</h2>

<p>

At Gaming Lounge, our values and culture form the foundation of who we

are and guide our every decision. We believe in creating a vibrant and

inclusive environment that reflects our commitment to the gaming

community.

</p>

<h3>Our Core Values</h3>

<ul>

<li>

<strong>Passion:</strong> We are passionate about gaming and dedicated

to delivering exceptional experiences.

</li>

<li>

<strong>Inclusivity:</strong> We embrace diversity and strive to make

gaming accessible to everyone.

</li>

<li>

<strong>Innovation:</strong> We continuously explore new ideas and

technologies to push the boundaries of gaming.

</li>

<li>

<strong>Community:</strong> We foster a sense of community,

encouraging collaboration and camaraderie among gamers.

</li>

<li>

<strong>Integrity:</strong> We uphold the highest standards of

integrity, ensuring fairness and transparency in all aspects.

</li>

</ul>

<h3>Our Culture</h3>

<p>

Our culture is built on the belief that gaming is a universal language

that transcends cultural and geographical barriers. We celebrate

creativity, teamwork, and a shared love for gaming. Whether you're a

player enjoying our mini-games or a member of our team, you're part of

the Gaming Lounge family.

</p>

<p>

We encourage an open and collaborative work environment, where every

voice is valued, and ideas are welcomed. Innovation flourishes in an

atmosphere of respect and trust, and we strive to maintain that ethos in

everything we do.

</p>

<p>

Join us on this exciting journey as we continue to shape the gaming

landscape with our values as our guiding principles.

</p>

<h2>Contact Us</h2>

<p>

Have questions or suggestions? Feel free to reach out to us via email at

info@gaminglounge.com or give us a call at +1 (555) 123-4567. Your

feedback is valuable to us!

</p>

</div>

<footer>

<p>&copy; 2024 Gaming Lounge. All rights reserved.</p>

</footer>

</body>

</html>

### 6.1.11 Source Code for Support Page

This page contains links to support pages for help and reporting bugs and issues.

#### Support.php

<?php

session\_start();

if (!isset($\_SESSION['username'])) {

header("Location: login.php");

exit();

}

$username = $\_SESSION['username'];

?>

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8" />

<meta name="viewport" content="width=device-width, initial-scale=1.0" />

<title>Contact and Support - Gaming Lounge</title>

<link

rel="stylesheet"

href="https://cdn.jsdelivr.net/npm/bootstrap@5.2.3/dist/css/bootstrap.min.css"

/>

<link rel="stylesheet" href="style.css">

</head>

<body>

<nav>

<a href="./mainpage.php" class="logo"

><img src="./img/sitelogo.png" class="logo"

/></a>

<div class="container">

<a href="./games.php">Games</a>

<a href="./leaderboard.php">Leaderboard</a>

<a href="./details.php">Account Details</a>

<a href="./aboutus.php">About Us</a>

<a href="./support.php">Contact and Support </a>

</div>

<div class="user-info">

<a href="logout.php"><img src="./img/logout.png" alt="User Icon" /></a>

<span id="Username"> <?php echo $username; ?></span>

</div>

</nav>

<header>

<h1>Contact and Support</h1>

</header>

<main>

<div class="game-container" id="email-support">

<a href="mailto:support@gaminglounge.com">

<h2>Email Support</h2>

<p>Send us an email at support@gaminglounge.com for assistance.</p>

</a>

</div>

<div class="game-container" id="live-chat">

<a href="https://discord.gg/Mf96bG9h" target="\_blank">

<h2>Discord Server</h2>

<p>

Connect with our support team through the Discord server for

real-time help.

</p>

</a>

</div>

<div class="forums-container" id="forums">

<a href="https://forums.gaminglounge.com" target="\_blank">

<h2>Forums</h2>

<p>

Join our forums to share suggestions and connect with the community.

</p>

</a>

</div>

<div class="patreon-container" id="patreon">

<a href="https://www.patreon.com/gaminglounge" target="\_blank">

<h2>Support us on Patreon</h2>

<p>

Consider becoming a Patreon to support the development of new games.

</p>

</a>

</div>

<div class="faq-container" id="faq">

<a href="#">

<h2>FAQs Page</h2>

<p>

Visit our FAQs page to find answers to commonly asked questions.

</p>

</a>

</div>

<div class="social-media-container" id="social-media">

<a href="https://www.facebook.com/gaminglounge" target="\_blank">

<h2>Social Media</h2>

<p>Follow us on Facebook for updates and announcements.</p>

</a>

</div>

</main>

<footer>

<p>&copy; 2024 Gaming Lounge. All rights reserved.</p>

</footer>

</body>

</html>

### 6.1.12 Source Code for Leaderboard Page

This page contains leaderboard for snake game and quiz mania.

#### Leaderboard.php

<?php

session\_start();

if (!isset($\_SESSION['username'])) {

header("Location: login.php");

exit();

}

$username = $\_SESSION['username'];

?>

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8" />

<meta name="viewport" content="width=device-width, initial-scale=1.0" />

<title>Leaderboard - Gaming Lounge</title>

<link

rel="stylesheet"

href="https://cdn.jsdelivr.net/npm/bootstrap@5.2.3/dist/css/bootstrap.min.css"

/>

<link rel="stylesheet" href="style.css">

<style>

header {

background-color: #333;

color: #fff;

text-align: center;

padding: 5px;

margin-top: 50px;

}

.leaderboard-selector {

margin-bottom: 20px;

text-align: center;

}

.leaderboard-table {

width: 100%;

margin-bottom: 20px;

display: none;

}

</style>

</head>

<body>

<nav>

<a href="./mainpage.php" class="logo">

<img src="./img/sitelogo.png" class="logo" />

</a>

<div class="container">

<a href="./games.php">Games</a>

<a href="./leaderboard.php">Leaderboard</a>

<a href="./details.php">Account Details</a>

<a href="./aboutus.php">About Us</a>

<a href="./support.php">Contact and Support</a>

</div>

<div class="user-info">

<a href="logout.php"><img src="./img/logout.png" alt="User Icon" /></a>

<span id="Username"> <?php echo $username; ?></span>

</div>

</nav>

<header>

<h1>Leaderboard</h1>

</header>

<div class="container leaderboard-selector">

<label for="gameSelector" class="form-label">Select Game:</label>

<select class="form-select" id="gameSelector">

<option value="snake">Snake Game</option>

<option value="quiz">Quiz</option>

</select>

</div>

<div class="container leaderboard-table" id="snakeTable">

<h2>Snake Game Leaderboard</h2>

<table class="table table-bordered table-striped">

<thead>

<tr>

<th>Rank</th>

<th>Player</th>

<th>Score</th>

</tr>

</thead>

<tbody>

<?php

require "connection.php";

$sql = "SELECT \* from snakedb ORDER BY score DESC";

$records = mysqli\_query($conn,$sql);

$count = mysqli\_num\_rows($records);

$srank = 0;

if ($count>0)

{

foreach($records as $record){

$srank = $srank +1;

echo "<tr>

<td>". $srank. "</td>

<td>". $record['username']."#".$record['usertag']. "</td>

<td>". $record['score']. "</td>

</tr>";

}

}

?>

</tbody>

</table>

</div>

<div class="container leaderboard-table" id="quizTable">

<h2>Quiz Mania Leaderboard</h2>

<table class="table table-bordered table-striped">

<thead>

<tr>

<th>Rank</th>

<th>Player</th>

<th>Score</th>

</tr>

</thead>

<tbody>

<?php

require "connection.php";

$sql = "SELECT \* from quizdb ORDER BY score DESC";

$records = mysqli\_query($conn,$sql);

$count = mysqli\_num\_rows($records);

$srank = 0;

if ($count>0)

{

foreach($records as $record){

$srank = $srank +1;

echo "<tr>

<td>". $srank. "</td>

<td>". $record['username']."#".$record['usertag']. "</td>

<td>". $record['score']. "</td>

</tr>";

}

}

?>

</tbody>

</table>

</div>

<footer>

<p>&copy; 2024 Gaming Lounge. All rights reserved.</p>

</footer>

<script>

function switchLeaderboard() {

var selectedGame = document.getElementById("gameSelector").value;

var snakeTable = document.getElementById("snakeTable");

var quizTable = document.getElementById("quizTable");

if (selectedGame === "snake") {

snakeTable.style.display = "block";

quizTable.style.display = "none";

} else if (selectedGame === "quiz") {

snakeTable.style.display = "none";

quizTable.style.display = "block";

}

}

document

.getElementById("gameSelector")

.addEventListener("change", switchLeaderboard);

switchLeaderboard();

</script>

</body>

</html>

### 6.1.13 Source Code for User Details Page

This page contains stats and account details about the user and also allows user to change their password or delete their account.

#### details.php

<?php

session\_start();

if (!isset($\_SESSION['username'])) {

header("Location: login.php");

exit();

}

$username = $\_SESSION['username'];

?>

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8" />

<meta name="viewport" content="width=device-width, initial-scale=1.0" />

<title>Account Details - Gaming Lounge</title>

<link

rel="stylesheet"

href="https://cdn.jsdelivr.net/npm/bootstrap@5.2.3/dist/css/bootstrap.min.css"

/>

<link rel="stylesheet" href="style.css" />

<style>

#avatar-container {

text-align: center;

margin-top: 20px;

}

#avatar {

max-width: 200px;

max-height: 200px;

border-radius: 50%;

border: 5px solid #fff;

box-shadow: 0 0 10px rgba(0, 0, 0, 0.5);

}

.account-details {

margin-top: 20px;

}

#update-password-form,

#delete-account-button {

margin-top: 30px;

position: relative;

left: 30%;

}

#delete-account-button:hover {

background-color: #bb2d3b;

}

#update-password-form {

position: relative;

left: 50%;

transform: translate(-50%, -10%);

}

</style>

</head>

<body>

<nav>

<a href="./mainpage.php" class="logo"><img src="./img/sitelogo.png" /></a>

<div class="container">

<a href="./games.php">Games</a>

<a href="./leaderboard.php">Leaderboard</a>

<a href="./details.php">Account Details</a>

<a href="./aboutus.php">About Us</a>

<a href="./support.php">Contact and Support </a>

</div>

<div class="user-info">

<a href="logout.php"><img src="./img/logout.png" alt="User Icon" /></a>

<span id="Username"> <?php echo $username; ?></span>

</div>

</nav>

<div class="container">

<div class="row">

<div class="col-md-6 offset-md-3">

<div id="avatar-container">

<img id="avatar" src="./img/avatar.gif" alt="User Avatar" />

</div>

<div id="details">

<div class="account-details">

<h3>Account Details:</h3>

<?php

require "connection.php";

$sql = "SELECT \* FROM account where username='$username'";

$records = mysqli\_query($conn,$sql);

foreach($records as $record){

$name = $record['name'];

$email = $record['email'];

$dob = $record['dob'];

$gamername = $record['username']."#".$record['usertag'];

}

echo "<p>

<strong>Name: </strong>"

. $name . "

</p>

<p>

<strong>Email:</strong>

" . $email . "

</p>

<p>

<strong>DOB:</strong> "

. $dob . "

</p>

<p>

<strong>Gamer Name:</strong>

" . $gamername ."

</p>"

?>

</div>

<button class="btn btn-secondary" onclick="changePass()">

Update Password

</button>

<div class="account-details">

<h3>Gaming Stats:</h3>

<?php

$quizScore=0;

$snakeScore=0;

$snakeRank=0;

$quizRank=0;

require "connection.php";

$quiz = "SELECT \* FROM quizdb ORDER BY score DESC";

$snake = "SELECT \* FROM snakedb ORDER BY score DESC";

$data1 = mysqli\_query($conn,$quiz);

$data2 = mysqli\_query($conn,$snake);

$ctr = 0;

foreach($data1 as $record1){

$ctr++;

if ($record1['username']== $username){

$quizScore = $record1['score'];

$quizRank = $ctr;

}

}

$ctr = 0;

foreach($data2 as $record2){

$ctr++;

if ($record2['username']== $username){

$snakeScore = $record2['score'];

$snakeRank = $ctr;

}

}

?>

<p>

<strong>Quiz Mania High-Score:</strong>

<?php echo $quizScore; ?>

</p>

<p>

<strong>Quiz Mania Rank:</strong>

<?php echo $quizRank; ?>

</p>

<p>

<strong>Snake Game High-Score:</strong>

<?php echo $snakeScore; ?>

</p>

<p>

<strong>Snake Game Rank:</strong>

<?php echo $snakeRank; ?>

</p>

<button class="btn btn-secondary" onclick="toGames()">

Improve Stats

</button>

</div>

<form action="delacc.php">

<button

type="submit"

class="btn btn-primary"

id="delete-account-button"

onclick="deleteAccount()"

>

Delete My Account

</button>

</form>

</div>

<form

id="update-password-form"

action="updatePass.php"

method="POST"

style="display: none"

>

<h3>Current Password:</h3>

<div class="mb-3">

<input

type="password"

class="form-control"

id="current-password"

name="current-password"

required

/>

</div>

<h3>New Password:</h3>

<div class="mb-3">

<input

type="password"

class="form-control"

id="new-password"

name="new-password"

required

/>

</div>

<button type="submit" name="submit" class="btn btn-primary">

Update Password

</button>

<button onclick="refresh()" class="btn btn-primary">Go Back</button>

</form>

</div>

</div>

</div>

<footer>

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</footer>

<script>

function changePass() {

document.getElementById("details").style.display = "none";

document.getElementById("update-password-form").style.display = "";

}

function refresh() {

location.reload();

}

function toGames() {

window.location.replace("/comproject/games.php");

}

function deleteAccount(){

alert("Are You Sure?");

}

</script>

</body>

</html>

### 6.1.14 Source Code for Updating Password

This page updates the user password from accounts table.

#### updatePass.php

<?php

session\_start();

if (!isset($\_SESSION['username'])) {

header("Location: login.php");

exit();

}

$username = $\_SESSION['username'];

require "connection.php";

$import = "SELECT password FROM account where username='$username'";

$records = mysqli\_query($conn,$import);

foreach ($records as $record){

$currentPass=$record['password'];

}

if (isset($\_POST['submit'])){

$pass = $\_POST['current-password'];

$newPass = $\_POST['new-password'];

if (mb\_strlen($newPass, 'UTF-8') > 7){

if ($currentPass == $pass){

$update = "UPDATE account SET password='$newPass' where username='$username'";

$check = mysqli\_query($conn,$update);

if ($check) {

echo 'Password Changed Successfully! <br> <a href="./details.php"><button>Return Back</button></a>';

exit();

} else {

echo "Error: " . mysqli\_error($conn);

echo ' <br> <a href="./details.php"><button>Return Back</button></a>';

exit();

}

}

else {

echo 'Please enter correct current password! <br> <a href="./details.php"><button>Return Back</button></a>';

exit();

}

}else{

echo 'Please ensure new character is above 8 characters! <br> <a href="./details.php"><button>Return Back</button></a>';

exit();

}

}else {

echo "ok";

}

?>

### 6.1.15 Source Code for Account Deletion

This page deletes the user data from all the table.

#### delacc.php

<?php

session\_start();

require "connection.php";

if (!isset($\_SESSION['username'])) {

header("Location: login.php");

exit();

}

$username = $\_SESSION['username'];

$account = "DELETE FROM account WHERE username='$username'";

$quiz = "DELETE FROM quizdb WHERE username='$username'";

$snake = "DELETE FROM snakedb WHERE username='$username'";

$check1 = mysqli\_query($conn,$account);

$check2 = mysqli\_query($conn,$quiz);

$check3 = mysqli\_query($conn,$snake);

if ($check1 && $check2 && $check3){

echo 'Account Deleted Successfully! <br> <a href="./land.php"><button>Return to Home Page</button></a>';

}

else {

echo "Data Deletion Failed!";

}

?>

### 6.1.16 Source Code for Logging Out

This page expires the user session and logs user out to redirect to login page.

#### Logout.php

<?php

session\_start();

session\_destroy();

header("Location: login.php");

exit();

?>

### 6.1.17 Source Code for Games Page

This page allows user to select a game to play.

#### Games.php

<?php

session\_start();

if (!isset($\_SESSION['username'])) {

header("Location: login.php");

exit();

}

$username = $\_SESSION['username'];

?>

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8" />

<meta name="viewport" content="width=device-width, initial-scale=1.0" />

<title>Home - Gaming Lounge</title>

<link

rel="stylesheet"

href="https://cdn.jsdelivr.net/npm/bootstrap@5.2.3/dist/css/bootstrap.min.css"

/>

<link rel=”stylesheet” href=”styles.css”>

<style>

.game-container {

margin: 20px;

padding: 10px;

border: 2px solid #333;

border-radius: 10px;

overflow: hidden;

box-shadow: 0 4px 8px rgba(0, 0, 0, 0.1);

transition: transform 0.3s ease-in-out;

}

.game-container:hover {

transform: scale(1.05);

}

.game-container a {

text-decoration: none;

color: #333;

}

.game-container h2 {

margin-bottom: 10px;

}

</style>

</head>

<body>

<nav>

<a href="./mainpage.php" class="logo"><img src="./img/sitelogo.png" /></a>

<div class="container">

<a href="./games.php">Games</a>

<a href="./leaderboard.php">Leaderboard</a>

<a href="./details.php">Account Details</a>

<a href="./aboutus.php">About Us</a>

<a href="./support.php">Contact and Support </a>

</div>

<div class="user-info">

<a href="logout.php"><img src="./img/logout.png" alt="User Icon" /></a>

<span id="Username"> <?php echo $username; ?></span>

</div>

</nav>

<header>

<h1>Choose a Game!</h1>

</header>

<main>

<div class="game-container" id="snake">

<a href="./games/snake.php">

<h2>Snake Game</h2>

<img src="./img/snake.png" alt="Snake Game Background" />

</a>

</div>

<div class="game-container" id="quiz">

<a href="./games/quiz.php">

<h2>Quiz Mania</h2>

<img src="./img/quiz.png" alt="Quiz Game Background" />

</a>

</div>

<div class="game-container" id="connect4">

<a href="./games/connect4.php">

<h2>Connect 4</h2>

<img src="./img/c4.png" alt="Connect 4 Game Background" />

</a>

</div>

<div class="game-container" id="tictactoe">

<a href="./games/tictactoe.php">

<h2>Tic Tac Toe</h2>

<img src="./img/ttt.png" alt="Tic Tac Toe Game Background" />

</a>

</div>

</main>

<footer>

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</footer>

</body>

</html>

### 6.1.17 Source Code for TicTacToe Game

This page allows play tic tac toe between two players.

#### ./games/tictactoe.php

<?php

session\_start();

if (!isset($\_SESSION['username'])) {

header("Location: login.php");

exit();

}

$username = $\_SESSION['username'];

?>

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8" />

<meta name="viewport" content="width=device-width, initial-scale=1.0" />

<title>Tic Tac Toe - Gaming Lounge</title>

<link

rel="stylesheet"

href="https://stackpath.bootstrapcdn.com/bootstrap/4.5.2/css/bootstrap.min.css"

/>

<style>

body {

background: linear-gradient(45deg, #30c7ec, #ffffff);

background-repeat: no-repeat;

background-size: cover;

color: #333;

margin: 0;

padding: 0;

}

.container {

max-width: 800px;

margin: 50px auto;

}

.header {

text-align: center;

margin-bottom: 30px;

}

.logo {

max-width: 80px;

height: auto;

}

.avatars {

display: flex;

justify-content: space-around;

margin-bottom: 20px;

width: 180px;

}

.avatar {

max-width: 100%;

height: auto;

border-radius: 50%;

margin-bottom: 20px;

}

.username {

text-align: center;

margin-top: 10px;

font-size: 18px;

color: #555;

}

.form-group {

margin-bottom: 20px;

text-align: center;

}

label {

font-weight: bold;

color: #555;

}

.btn-primary {

background-color: #007bff;

border-color: #007bff;

}

.btn-primary:hover {

background-color: #0056b3;

border-color: #0056b3;

}

.ui {

display: flex;

flex-direction: column;

align-items: center;

}

.row {

display: flex;

}

.cell {

border: none;

width: 80px;

height: 80px;

display: flex;

align-items: center;

justify-content: center;

font-size: 24px;

text-align: center;

cursor: pointer;

transition: transform 0.3s ease, box-shadow 0.3s ease;

}

.cell:active {

outline: none;

}

.cell:hover {

transform: scale(1.1);

box-shadow: 0 0 10px rgba(30, 144, 255, 0.8);

}

#b1 {

border-bottom: 1px solid gray;

border-right: 1px solid gray;

}

#b2 {

border-bottom: 1px solid gray;

border-right: 1px solid gray;

border-left: 1px solid gray;

}

#b3 {

border-bottom: 1px solid gray;

border-left: 1px solid gray;

}

#b4 {

border-top: 1px solid gray;

border-bottom: 1px solid gray;

border-right: 1px solid gray;

}

#b5 {

border: 1px solid gray;

}

#b6 {

border-top: 1px solid gray;

border-bottom: 1px solid gray;

border-left: 1px solid gray;

}

#b7 {

border-top: 1px solid gray;

border-right: 1px solid gray;

}

#b8 {

border-top: 1px solid gray;

border-right: 1px solid gray;

border-left: 1px solid gray;

}

#b9 {

border-top: 1px solid gray;

border-left: 1px solid gray;

}

#but {

box-sizing: border-box;

width: 95px;

height: 40px;

border: 1px solid dodgerblue;

margin-left: auto;

border-radius: 8px;

background-color: whitesmoke;

color: dodgerblue;

font-size: 20px;

cursor: pointer;

transition: transform 0.3s ease, box-shadow 0.3s ease;

}

#but:hover {

transform: scale(1.1);

box-shadow: 0 0 10px rgba(30, 144, 255, 0.8);

}

#print {

font-family: Verdana, Geneva, Tahoma, sans-serif;

color: dodgerblue;

font-size: 20px;

}

#main {

text-align: center;

}

#ins {

font-family: Verdana, Geneva, Tahoma, sans-serif;

color: dodgerblue;

transition: transform 0.3s ease;

}

#ins:hover {

transform: scale(1.1);

}

</style>

</head>

<body>

<div class="container">

<div class="header">

<img src="./img/ttt.png" alt="Logo" class="logo" />

<h1 class="mb-4" style="color: #007bff">Tic Tac Toe</h1>

</div>

<div id="landing-page">

<div class="username">

<span style="color: #555">Welcome, <?php echo $username; ?>!</span>

</div>

<form>

<div class="form-group">

<div class="row">

<div class="col-md-6">

<label for="playerName1">

<img

src="./img/avatar1.png"

alt="Avatar X"

class="avatars"

id="avatarX"

/>Player 1 Name:</label

>

<input

type="text"

class="form-control"

id="playerName1"

placeholder="Player 1 Name"

required

/>

</div>

<div class="col-md-6">

<label for="playerName2"

><img

src="./img/avatar2.png"

alt="Avatar O"

class="avatars"

id="avatarO"

/>Player 2 Name:</label

>

<input

type="text"

class="form-control"

id="playerName2"

placeholder="Player 2 Name"

required

/>

</div>

</div>

</div>

<div class="form-group">

<label for="symbolDropdown">Choose Symbol:</label>

<select class="form-control" id="symbolDropdown">

<option value="X">X</option>

<option value="O">O</option>

</select>

</div>

<button type="button" class="btn btn-primary" onclick="startGame()">

Start Game

</button>

<button

type="button"

class="btn btn-secondary float-start"

onclick="goBack()"

>

Back

</button>

</form>

</div>

<div id="main" style="display: none">

<form id="reset">

<span id="ins">

<p>

Game starts by just Tap on box<br /><br />First Player starts as

<b>Player X </b>And Second Player as

<b>Player 0</b>

</p>

</span>

<br /><br />

<div class="ui">

<div class="row">

<input

type="text"

id="b1"

class="cell"

onclick="myfunc\_3(); myfunc();"

readonly

/>

<input

type="text"

id="b2"

class="cell"

onclick="myfunc\_4(); myfunc();"

readonly

/>

<input

type="text"

id="b3"

class="cell"

onclick="myfunc\_5(); myfunc();"

readonly

/>

</div>

<div class="row">

<input

type="text"

id="b4"

class="cell"

onclick="myfunc\_6(); myfunc();"

readonly

/>

<input

type="text"

id="b5"

class="cell"

onclick="myfunc\_7(); myfunc();"

readonly

/>

<input

type="text"

id="b6"

class="cell"

onclick="myfunc\_8(); myfunc();"

readonly

/>

</div>

<div class="row">

<input

type="text"

id="b7"

class="cell"

onclick="myfunc\_9(); myfunc();"

readonly

/>

<input

type="text"

id="b8"

class="cell"

onclick="myfunc\_10();myfunc();"

readonly

/>

<input

type="text"

id="b9"

class="cell"

onclick="myfunc\_11();myfunc();"

readonly

/>

</div>

</div>

<br /><br /><br />

<button id="but" onclick="myfunc\_2()">RESET</button>

<br /><br />

<p id="print"></p>

</form>

</div>

</div>

<script>

var ins = document.getElementById("ins");

var instruct = ins.querySelector("p");

var symbs = document.getElementById("symbolDropdown");

var wins1 = 0;

var wins2 = 0;

function startGame() {

if (symbs.value == "X") {

var user1 = document.getElementById("playerName1");

var user2 = document.getElementById("playerName2");

instruct.innerHTML =

"Game starts by just tapping on a box<br /><br />" +

user1.value +

" starts as <b>Player X</b> and " +

user2.value +

" starts as <b>Player O</b>";

} else {

var user2 = document.getElementById("playerName1");

var user1 = document.getElementById("playerName2");

instruct.innerHTML =

"Game starts by just tapping on a box<br /><br />" +

user1.value +

" starts as <b>Player X</b> and " +

user2.value +

" starts as <b>Player O</b>";

}

if (user1.value != "" || user2.value != "") {

document.getElementById("landing-page").style.display = "none";

document.getElementById("main").style.display = "";

} else {

alert("Please enter both player name!");

}

}

function myfunc() {

if (symbs.value == "X") {

var user1 = document.getElementById("playerName1");

var user2 = document.getElementById("playerName2");

} else {

var user2 = document.getElementById("playerName1");

var user1 = document.getElementById("playerName2");

}

var b1, b2, b3, b4, b5, b6, b7, b8, b9;

b1 = document.getElementById("b1").value;

b2 = document.getElementById("b2").value;

b3 = document.getElementById("b3").value;

b4 = document.getElementById("b4").value;

b5 = document.getElementById("b5").value;

b6 = document.getElementById("b6").value;

b7 = document.getElementById("b7").value;

b8 = document.getElementById("b8").value;

b9 = document.getElementById("b9").value;

var b1btn, b2btn, b3btn, b4btn, b5btn, b6btn, b7btn, b8btn, b9btn;

b1btn = document.getElementById("b1");

b2btn = document.getElementById("b2");

b3btn = document.getElementById("b3");

b4btn = document.getElementById("b4");

b5btn = document.getElementById("b5");

b6btn = document.getElementById("b6");

b7btn = document.getElementById("b7");

b8btn = document.getElementById("b8");

b9btn = document.getElementById("b9");

if (

(b1 == "x" || b1 == "X") &&

(b2 == "x" || b2 == "X") &&

(b3 == "x" || b3 == "X")

) {

document.getElementById("print").innerHTML =

"Player " + user1.value + " won";

b4btn.disabled = true;

b5btn.disabled = true;

b6btn.disabled = true;

b7btn.disabled = true;

b8btn.disabled = true;

b9btn.disabled = true;

b1btn.style.color = "red";

b2btn.style.color = "red";

b3btn.style.color = "red";

} else if (

(b1 == "x" || b1 == "X") &&

(b4 == "x" || b4 == "X") &&

(b7 == "x" || b7 == "X")

) {

document.getElementById("print").innerHTML =

"Player " + user1.value + " won";

b2btn.disabled = true;

b3btn.disabled = true;

b5btn.disabled = true;

b6btn.disabled = true;

b8btn.disabled = true;

b9btn.disabled = true;

b1btn.style.color = "red";

b4btn.style.color = "red";

b7btn.style.color = "red";

} else if (

(b7 == "x" || b7 == "X") &&

(b8 == "x" || b8 == "X") &&

(b9 == "x" || b9 == "X")

) {

document.getElementById("print").innerHTML =

"Player " + user1.value + " won";

b1btn.disabled = true;

b2btn.disabled = true;

b3btn.disabled = true;

b4btn.disabled = true;

b5btn.disabled = true;

b6btn.disabled = true;

b7btn.style.color = "red";

b8btn.style.color = "red";

b9btn.style.color = "red";

} else if (

(b3 == "x" || b3 == "X") &&

(b6 == "x" || b6 == "X") &&

(b9 == "x" || b9 == "X")

) {

document.getElementById("print").innerHTML =

"Player " + user1.value + " won";

b1btn.disabled = true;

b2btn.disabled = true;

b4btn.disabled = true;

b5btn.disabled = true;

b7btn.disabled = true;

b8btn.disabled = true;

b3btn.style.color = "red";

b6btn.style.color = "red";

b9btn.style.color = "red";

} else if (

(b1 == "x" || b1 == "X") &&

(b5 == "x" || b5 == "X") &&

(b9 == "x" || b9 == "X")

) {

document.getElementById("print").innerHTML =

"Player " + user1.value + " won";

b2btn.disabled = true;

b3btn.disabled = true;

b4btn.disabled = true;

b6btn.disabled = true;

b7btn.disabled = true;

b8btn.disabled = true;

b1btn.style.color = "red";

b5btn.style.color = "red";

b9btn.style.color = "red";

} else if (

(b3 == "x" || b3 == "X") &&

(b5 == "x" || b5 == "X") &&

(b7 == "x" || b7 == "X")

) {

document.getElementById("print").innerHTML =

"Player " + user1.value + " won";

b1btn.disabled = true;

b2btn.disabled = true;

b4btn.disabled = true;

b6btn.disabled = true;

b8btn.disabled = true;

b9btn.disabled = true;

b3btn.style.color = "red";

b5btn.style.color = "red";

b7btn.style.color = "red";

} else if (

(b2 == "x" || b2 == "X") &&

(b5 == "x" || b5 == "X") &&

(b8 == "x" || b8 == "X")

) {

document.getElementById("print").innerHTML =

"Player " + user1.value + " won";

b1btn.disabled = true;

b2btn.disabled = true;

b4btn.disabled = true;

b6btn.disabled = true;

b7btn.disabled = true;

b9btn.disabled = true;

b2btn.style.color = "red";

b5btn.style.color = "red";

b8btn.style.color = "red";

} else if (

(b4 == "x" || b4 == "X") &&

(b5 == "x" || b5 == "X") &&

(b6 == "x" || b6 == "X")

) {

document.getElementById("print").innerHTML =

"Player " + user1.value + " won";

b1btn.disabled = true;

b2btn.disabled = true;

b3btn.disabled = true;

b7btn.disabled = true;

b8btn.disabled = true;

b9btn.disabled = true;

b4btn.style.color = "red";

b5btn.style.color = "red";

b6btn.style.color = "red";

} else if (

(b1 == "0" || b1 == "0") &&

(b2 == "0" || b2 == "0") &&

(b3 == "0" || b3 == "0")

) {

document.getElementById("print").innerHTML =

"Player " + user2.value + " won";

b4btn.disabled = true;

b5btn.disabled = true;

b6btn.disabled = true;

b7btn.disabled = true;

b8btn.disabled = true;

b9btn.disabled = true;

b1btn.style.color = "red";

b2btn.style.color = "red";

b3btn.style.color = "red";

} else if (

(b1 == "0" || b1 == "0") &&

(b4 == "0" || b4 == "0") &&

(b7 == "0" || b7 == "0")

) {

document.getElementById("print").innerHTML =

"Player " + user2.value + " won";

b2btn.disabled = true;

b3btn.disabled = true;

b5btn.disabled = true;

b6btn.disabled = true;

b8btn.disabled = true;

b9btn.disabled = true;

b1btn.style.color = "red";

b4btn.style.color = "red";

b7btn.style.color = "red";

} else if (

(b7 == "0" || b7 == "0") &&

(b8 == "0" || b8 == "0") &&

(b9 == "0" || b9 == "0")

) {

document.getElementById("print").innerHTML =

"Player " + user2.value + " won";

b1btn.disabled = true;

b2btn.disabled = true;

b3btn.disabled = true;

b4btn.disabled = true;

b5btn.disabled = true;

b6btn.disabled = true;

b7btn.style.color = "red";

b8btn.style.color = "red";

b9btn.style.color = "red";

} else if (

(b3 == "0" || b3 == "0") &&

(b6 == "0" || b6 == "0") &&

(b9 == "0" || b9 == "0")

) {

document.getElementById("print").innerHTML =

"Player " + user2.value + " won";

b1btn.disabled = true;

b2btn.disabled = true;

b4btn.disabled = true;

b5btn.disabled = true;

b7btn.disabled = true;

b8btn.disabled = true;

b3btn.style.color = "red";

b6btn.style.color = "red";

b9btn.style.color = "red";

} else if (

(b1 == "0" || b1 == "0") &&

(b5 == "0" || b5 == "0") &&

(b9 == "0" || b9 == "0")

) {

document.getElementById("print").innerHTML =

"Player " + user2.value + " won";

b2btn.disabled = true;

b3btn.disabled = true;

b4btn.disabled = true;

b6btn.disabled = true;

b7btn.disabled = true;

b8btn.disabled = true;

b1btn.style.color = "red";

b5btn.style.color = "red";

b9btn.style.color = "red";

} else if (

(b3 == "0" || b3 == "0") &&

(b5 == "0" || b5 == "0") &&

(b7 == "0" || b7 == "0")

) {

document.getElementById("print").innerHTML =

"Player " + user2.value + " won";

b1btn.disabled = true;

b2btn.disabled = true;

b4btn.disabled = true;

b6btn.disabled = true;

b8btn.disabled = true;

b9btn.disabled = true;

b3btn.style.color = "red";

b5btn.style.color = "red";

b7btn.style.color = "red";

} else if (

(b2 == "0" || b2 == "0") &&

(b5 == "0" || b5 == "0") &&

(b8 == "0" || b8 == "0")

) {

document.getElementById("print").innerHTML =

"Player " + user2.value + " won";

b1btn.disabled = true;

b3btn.disabled = true;

b4btn.disabled = true;

b6btn.disabled = true;

b7btn.disabled = true;

b9btn.disabled = true;

b2btn.style.color = "red";

b5btn.style.color = "red";

b8btn.style.color = "red";

} else if (

(b4 == "0" || b4 == "0") &&

(b5 == "0" || b5 == "0") &&

(b6 == "0" || b6 == "0")

) {

document.getElementById("print").innerHTML =

"Player " + user2.value + " won";

b1btn.disabled = true;

b2btn.disabled = true;

b3btn.disabled = true;

b7btn.disabled = true;

b8btn.disabled = true;

b9btn.disabled = true;

b4btn.style.color = "red";

b5btn.style.color = "red";

b6btn.style.color = "red";

}

else if (

(b1 == "X" || b1 == "0") &&

(b2 == "X" || b2 == "0") &&

(b3 == "X" || b3 == "0") &&

(b4 == "X" || b4 == "0") &&

(b5 == "X" || b5 == "0") &&

(b6 == "X" || b6 == "0") &&

(b7 == "X" || b7 == "0") &&

(b8 == "X" || b8 == "0") &&

(b9 == "X" || b9 == "0")

) {

document.getElementById("print").innerHTML = "Match Tie";

} else {

if (flag == 1) {

document.getElementById("print").innerHTML =

"Player" + user1.value + " Turn";

} else {

document.getElementById("print").innerHTML =

"Player" + user2.value + " Turn";

}

}

}

function myfunc\_2() {

location.reload();

}

flag = 1;

function myfunc\_3() {

if (flag == 1) {

document.getElementById("b1").value = "X";

document.getElementById("b1").disabled = true;

flag = 0;

} else {

document.getElementById("b1").value = "0";

document.getElementById("b1").disabled = true;

flag = 1;

}

}

function myfunc\_4() {

if (flag == 1) {

document.getElementById("b2").value = "X";

document.getElementById("b2").disabled = true;

flag = 0;

} else {

document.getElementById("b2").value = "0";

document.getElementById("b2").disabled = true;

flag = 1;

}

}

function myfunc\_5() {

if (flag == 1) {

document.getElementById("b3").value = "X";

document.getElementById("b3").disabled = true;

flag = 0;

} else {

document.getElementById("b3").value = "0";

document.getElementById("b3").disabled = true;

flag = 1;

}

}

function myfunc\_6() {

if (flag == 1) {

document.getElementById("b4").value = "X";

document.getElementById("b4").disabled = true;

flag = 0;

} else {

document.getElementById("b4").value = "0";

document.getElementById("b4").disabled = true;

flag = 1;

}

}

function myfunc\_7() {

if (flag == 1) {

document.getElementById("b5").value = "X";

document.getElementById("b5").disabled = true;

flag = 0;

} else {

document.getElementById("b5").value = "0";

document.getElementById("b5").disabled = true;

flag = 1;

}

}

function myfunc\_8() {

if (flag == 1) {

document.getElementById("b6").value = "X";

document.getElementById("b6").disabled = true;

flag = 0;

} else {

document.getElementById("b6").value = "0";

document.getElementById("b6").disabled = true;

flag = 1;

}

}

function myfunc\_9() {

if (flag == 1) {

document.getElementById("b7").value = "X";

document.getElementById("b7").disabled = true;

flag = 0;

} else {

document.getElementById("b7").value = "0";

document.getElementById("b7").disabled = true;

flag = 1;

}

}

function myfunc\_10() {

if (flag == 1) {

document.getElementById("b8").value = "X";

document.getElementById("b8").disabled = true;

flag = 0;

} else {

document.getElementById("b8").value = "0";

document.getElementById("b8").disabled = true;

flag = 1;

}

}

function myfunc\_11() {

if (flag == 1) {

document.getElementById("b9").value = "X";

document.getElementById("b9").disabled = true;

flag = 0;

} else {

document.getElementById("b9").value = "0";

document.getElementById("b9").disabled = true;

flag = 1;

}

}

function goBack() {

window.location.replace("/comproject/games.php");

}

</script>

</body>

</html>

### 6.1.18 Source Code for Connect4 Game

This page allows play connect4 between two players.

#### ./games/connect4.php

<?php

session\_start();

if (!isset($\_SESSION['username'])) {

header("Location: login.php");

exit();

}

$username = $\_SESSION['username'];

?>

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8" />

<meta name="viewport" content="width=device-width, initial-scale=1.0" />

<title>Connect 4 - Gaming Lounge</title>

<link

rel="stylesheet"

href="https://stackpath.bootstrapcdn.com/bootstrap/4.5.2/css/bootstrap.min.css"

/>

<style>

body {

background: linear-gradient(45deg, #30c7ec, #ffffff);

background-repeat: no-repeat;

background-size: cover;

color: #333;

margin: 0;

padding: 0;

}

.container {

max-width: 800px;

margin: 50px auto;

}

.header {

text-align: center;

margin-bottom: 30px;

}

.logo {

max-width: 80px;

height: auto;

}

.avatars {

display: flex;

justify-content: space-around;

margin-bottom: 20px;

width: 180px;

}

.avatar {

max-width: 100%;

height: auto;

border-radius: 50%;

margin-bottom: 20px;

}

.username {

text-align: center;

margin-top: 10px;

font-size: 18px;

color: #555;

}

#main-container {

text-align: center;

align-items: center;

display: flex;

flex-direction: column;

justify-content: center;

min-height: 100vh;

}

#player {

background-color: #d5deff;

border: 8px solid #4f3ff0;

border-radius: 10px;

margin-top: 50px;

padding: 20px;

max-width: 500px;

}

#player-type {

color: #4f3ff0;

font-family: "Poppins";

letter-spacing: 5px;

text-align: center;

text-transform: uppercase;

}

#grid {

background-color: #4f3ff0;

border: 3.5px solid #d5deff;

border-radius: 8px;

box-shadow: 2px 3px 7px grey;

margin-top: 50px;

max-width: 600px;

padding: 3px;

}

.row {

display: flex;

}

.col {

align-items: center;

background-color: #d5deff;

border: 1px solid #4f3ff0;

border-radius: 5px;

display: flex;

justify-content: center;

height: 75px;

margin: 5px;

width: 75px;

}

.btn {

background-color: transparent;

border: none;

color: transparent;

height: 100%;

padding: 0;

width: 100%;

}

#reset-btn {

background-color: transparent;

border: 2px solid #4f3ff0;

border-radius: 5px;

color: #4f3ff0;

font-family: "Poppins";

font-size: 1.5rem;

margin: 50px 0;

padding: 10px 40px;

text-transform: uppercase;

transition: 0.7s;

display: inline;

}

#reset-btn:hover {

background-color: #4f3ff0;

color: #d5deff;

cursor: pointer;

transition: 0.7s;

}

.btn-player-1 {

background-color: #34c471;

border: 2px solid #34c471;

border-radius: 50%;

color: red;

height: 50px;

width: 50px;

}

.btn-player-2 {

background-color: #df3670;

border: 2px solid #df3670;

border-radius: 50%;

color: red;

height: 50px;

width: 50px;

}

@media (max-width: 800px) {

#grid {

width: 500px;

}

.col {

height: 62px;

margin: 4px;

width: 62px;

}

#player {

width: 450px;

}

#reset-btn {

font-size: 1.2rem;

}

.btn-player-1 {

height: 40px;

width: 40px;

}

.btn-player-2 {

height: 40px;

width: 40px;

}

}

@media (max-width: 550px) {

#grid {

width: 400px;

}

.col {

height: 50px;

margin: 3px;

width: 50px;

}

#player {

width: 350px;

}

#reset-btn {

font-size: 1rem;

}

.btn-player-1 {

height: 30px;

width: 30px;

}

.btn-player-2 {

height: 30px;

width: 30px;

}

}

@media (max-width: 450px) {

#grid {

width: 90%;

}

.col {

height: 40px;

margin: 2px;

}

#player {

align-items: center;

display: flex;

border-width: 5px;

justify-content: center;

height: 30px;

width: 78%;

}

#player-type {

font-size: 1.2rem;

}

#reset-btn {

font-size: 0.8rem;

}

.btn-player-1 {

height: 20px;

width: 20px;

}

.btn-player-2 {

height: 20px;

width: 20px;

}

}

#scoreboard {

background-color: #007bff;

color: #fff;

padding: 15px;

border-radius: 10px;

box-shadow: 0 4px 6px rgba(0, 0, 0, 0.1);

margin-top: 20px;

text-align: center;

}

#scoreboard p {

margin: 0;

font-size: 18px;

margin-bottom: 10px;

}

#scoreboard span {

font-weight: bold;

font-size: 24px;

display: inline-block;

margin-top: 5px;

margin-left: 10px;

}

</style>

</head>

<body>

<div class="container">

<div class="header">

<img src="./img/c4.png" alt="Logo" class="logo" />

<h1 class="mb-4" style="color: #007bff">Connect 4</h1>

</div>

<div id="landing-page">

<div class="username">

<span style="color: #555">Welcome, <?php echo $username; ?>!</span>

</div>

<form>

<div class="form-group">

<div class="row">

<div class="col-md-6">

<label for="playerName1">

<img

src="./img/avatar3.png"

alt="Avatar X"

class="avatars"

id="avatarX"

/>Player 1 Name:</label

>

<input

type="text"

class="form-control"

id="playerName1"

placeholder="Player 1 Name"

required

/>

</div>

<div class="col-md-6">

<label for="playerName2"

><img

src="./img/avatar4.png"

alt="Avatar O"

class="avatars"

id="avatarO"

/>Player 2 Name:</label

>

<input

type="text"

class="form-control"

id="playerName2"

placeholder="Player 2 Name"

required

/>

</div>

</div>

</div>

<div class="form-group">

<label for="colordropdown">Choose Color:</label>

<select class="form-control" id="colorDropdown">

<option value="red">Red</option>

<option value="green">Green</option>

</select>

</div>

<button type="button" class="btn btn-primary" onclick="startGame()">

Start Game

</button>

<button

type="button"

class="btn btn-secondary float-start"

onclick="goBack()"

>

Back

</button>

</form>

</div>

<div id="main-container" style="display: none">

<div id="player">

<h1 id="player-type">Player - 1</h1>

</div>

<div id="grid">

<div class="row">

<div class="col">

<button class="btn btn-1"></button>

</div>

<div class="col">

<button class="btn btn-2"></button>

</div>

<div class="col">

<button class="btn btn-3"></button>

</div>

<div class="col">

<button class="btn btn-4"></button>

</div>

<div class="col">

<button class="btn btn-5"></button>

</div>

<div class="col">

<button class="btn btn-6"></button>

</div>

<div class="col">

<button class="btn btn-7"></button>

</div>

</div>

<div class="row">

<div class="col">

<button class="btn btn-8"></button>

</div>

<div class="col">

<button class="btn btn-9"></button>

</div>

<div class="col">

<button class="btn btn-10"></button>

</div>

<div class="col">

<button class="btn btn-11"></button>

</div>

<div class="col">

<button class="btn btn-12"></button>

</div>

<div class="col">

<button class="btn btn-13"></button>

</div>

<div class="col">

<button class="btn btn-14"></button>

</div>

</div>

<div class="row">

<div class="col">

<button class="btn btn-15"></button>

</div>

<div class="col">

<button class="btn btn-16"></button>

</div>

<div class="col">

<button class="btn btn-17"></button>

</div>

<div class="col">

<button class="btn btn-18"></button>

</div>

<div class="col">

<button class="btn btn-19"></button>

</div>

<div class="col">

<button class="btn btn-20"></button>

</div>

<div class="col">

<button class="btn btn-21"></button>

</div>

</div>

<div class="row">

<div class="col">

<button class="btn btn-22"></button>

</div>

<div class="col">

<button class="btn btn-23"></button>

</div>

<div class="col">

<button class="btn btn-24"></button>

</div>

<div class="col">

<button class="btn btn-25"></button>

</div>

<div class="col">

<button class="btn btn-26"></button>

</div>

<div class="col">

<button class="btn btn-27"></button>

</div>

<div class="col">

<button class="btn btn-28"></button>

</div>

</div>

<div class="row">

<div class="col">

<button class="btn btn-29"></button>

</div>

<div class="col">

<button class="btn btn-30"></button>

</div>

<div class="col">

<button class="btn btn-31"></button>

</div>

<div class="col">

<button class="btn btn-32"></button>

</div>

<div class="col">

<button class="btn btn-33"></button>

</div>

<div class="col">

<button class="btn btn-34"></button>

</div>

<div class="col">

<button class="btn btn-35"></button>

</div>

</div>

<div class="row">

<div class="col">

<button class="btn btn-36"></button>

</div>

<div class="col">

<button class="btn btn-37"></button>

</div>

<div class="col">

<button class="btn btn-38"></button>

</div>

<div class="col">

<button class="btn btn-39"></button>

</div>

<div class="col">

<button class="btn btn-40"></button>

</div>

<div class="col">

<button class="btn btn-41"></button>

</div>

<div class="col">

<button class="btn btn-42"></button>

</div>

</div>

</div>

<div id="scoreboard">

<p>

<span id="username1"> </span> Wins:

<span id="player1-wins">0</span> |

<span id="username2"> </span> Wins:

<span id="player2-wins">0</span>

</p>

</div>

<span style="display: inline">

<button type="button" id="reset-btn">Play Again</button>

<button type="button" id="reset-btn" onclick="refresh()">

Go Back

</button>

</span>

</div>

</div>

<script>

function startGame() {

color = document.getElementById("colorDropdown");

if (color.value == "green") {

var user1 = document.getElementById("playerName1");

var user2 = document.getElementById("playerName2");

console.log(user1.value);

} else {

var user2 = document.getElementById("playerName1");

var user1 = document.getElementById("playerName2");

}

if (user1.value != "" || user2.value != "") {

document.getElementById("landing-page").style.display = "none";

document.getElementById("main-container").style.display = "";

} else {

alert("Please enter both player name!");

}

document.getElementById("username1").textContent = user1.value;

document.getElementById("username2").textContent = user2.value;

document.getElementById("player-type").textContent = user1.value;

}

var user1Wins = 0;

var user2Wins = 0;

color = document.getElementById("colorDropdown");

if (color.value == "Red") {

var user1 = document.getElementById("playerName1");

var user2 = document.getElementById("playerName2");

console.log(user1.value);

} else {

var user2 = document.getElementById("playerName1");

var user1 = document.getElementById("playerName2");

}

var buttons = document.getElementsByClassName("btn");

var resetButton = document.getElementById("reset-btn");

var playerTypeDisplay = document.getElementById("player-type");

var currentPlayer = 1;

var filledGrid = Array.from({ length: 6 }, () => Array(7).fill(-1));

var filledCellsCount = 0;

resetButton.addEventListener("click", function () {

resetGame();

});

for (var i = 0; i < buttons.length; i++) {

buttons[i].addEventListener("click", function () {

var buttonNo = this.classList[1];

handleMove(this, buttonNo.slice(4));

});

}

function handleMove(button, buttonNo) {

var row = calculateRow(buttonNo);

var col = calculateColumn(buttonNo);

if (currentPlayer === 1) {

applyMoveStyles(button, "btn-player-1");

filledGrid[row][col] = 1;

filledCellsCount++;

if (checkWinner(row, col, 1)) {

setTimeout(function () {

user1Wins++;

document.getElementById("player1-wins").textContent = user1Wins;

alert("Game Over: " + user1.value + " Wins!");

resetGame();

}, 200);

}

currentPlayer = 2;

updatePlayerTypeDisplay(user2.value);

} else {

applyMoveStyles(button, "btn-player-2");

filledGrid[row][col] = 2;

filledCellsCount++;

if (checkWinner(row, col, 2)) {

setTimeout(function () {

alert("Game Over: " + user2.value + " Wins!");

user2Wins++;

document.getElementById("player2-wins").textContent = user2Wins;

resetGame();

}, 200);

}

currentPlayer = 1;

updatePlayerTypeDisplay(user1.value);

}

if (filledCellsCount === 42) {

setTimeout(function () {

alert("Game Draw");

resetGame();

}, 200);

return;

}

setTimeout(function () {

button.disabled = true;

}, 10);

}

function applyMoveStyles(button, playerClass) {

button.classList.add(playerClass);

}

function checkWinner(row, col, player) {

var count = 0;

for (var i = 0; i < 7; i++) {

if (filledGrid[row][i] === player) {

count++;

if (count === 4) return true;

} else {

count = 0;

}

}

count = 0;

for (var i = 0; i < 6; i++) {

if (filledGrid[i][col] === player) {

count++;

if (count === 4) return true;

} else {

count = 0;

}

}

count = 0;

if (row >= col) {

var i = row - col;

var j = 0;

for (; i <= 5; i++, j++) {

if (filledGrid[i][j] === player) {

count++;

if (count == 4) return true;

} else {

count = 0;

}

}

} else {

var i = 0;

var j = col - row;

for (; j <= 6; i++, j++) {

if (filledGrid[i][j] === player) {

count++;

if (count == 4) return true;

} else {

count = 0;

}

}

}

count = 0;

if (row + col <= 5) {

var i = row + col;

var j = 0;

for (; i >= 0 && j <= row + col; i--, j++) {

if (filledGrid[i][j] === player) {

count++;

if (count == 4) return true;

} else {

count = 0;

}

}

} else {

var i = 5;

var j = row + col - 5;

for (; j <= 6; j++, i--) {

if (filledGrid[i][j] === player) {

count++;

if (count == 4) return true;

} else {

count = 0;

}

}

}

return false;

}

function resetGame() {

for (var i = 0; i < buttons.length; i++) {

buttons[i].disabled = false;

buttons[i].classList.remove("btn-player-1");

buttons[i].classList.remove("btn-player-2");

}

currentPlayer = 1;

updatePlayerTypeDisplay(user1.value);

filledCellsCount = 0;

for (var i = 0; i < 6; i++) {

for (var j = 0; j < 7; j++) {

filledGrid[i][j] = -1;

}

}

}

function calculateRow(buttonNo) {

return buttonNo % 7 === 0

? Math.floor(buttonNo / 7) - 1

: Math.floor(buttonNo / 7);

}

function calculateColumn(buttonNo) {

return buttonNo % 7 === 0 ? 6 : (buttonNo % 7) - 1;

}

function updatePlayerTypeDisplay(playerType) {

playerTypeDisplay.textContent = playerType;

}

function refresh() {

location.reload();

}

function goBack() {

window.location.replace("/comproject/games.php");

}

</script>

</body>

</html>

### 6.1.19 Source Code for CSS for Snake game and Quiz Mania

This page allows provides css for snake game and quiz mania.

#### ./games/styles2.php

@import url("https://fonts.googleapis.com/css2?family=Poppins:wght@500&display=swap");

\* {

margin: 0;

padding: 0;

}

body {

display: flex;

justify-content: center;

align-items: center;

background-image: linear-gradient(120deg, #a1c4fd 0%, #c2e9fb 100%);

background-repeat: no-repeat;

background-size: cover;

background-attachment: fixed;

height: 100vh;

}

.container {

display: flex;

justify-content: center;

width: 500px;

height: 670px;

border-radius: 10px;

border: 2px solid rgb(20, 20, 220);

box-shadow: rgba(0, 0, 0, 0.35) 0px 5px 15px;

}

.landing-page,

.game-container,

.leaderboard-container {

display: flex;

flex-direction: column;

align-items: center;

}

.landing-page img {

width: 100px;

margin-top: 100px;

}

.landing-page h1 {

text-align: center;

font-size: 45px;

font-weight: bold;

margin: 20px 20px;

}

.landing-page button {

font-size: 25px;

padding: 5px;

height: 50px;

width: 300px;

border: none;

border-radius: 10px;

background-image: radial-gradient(

circle 248px at center,

#16d9e3 0%,

#30c7ec 47%,

#46aef7 100%

);

box-shadow: rgba(0, 0, 0, 0.35) 0px 5px 15px;

margin: 20px;

cursor: pointer;

}

.landing-page button:hover {

font-size: 27px;

background-image: linear-gradient(to right, #4facfe 0%, #00f2fe 100%);

}

.header {

display: flex;

align-items: center;

justify-content: space-evenly;

height: 60px;

width: 497px;

border-radius: 10px 10px 0 0;

background-image: radial-gradient(

circle 248px at center,

#16d9e3 0%,

#30c7ec 47%,

#46aef7 100%

);

box-shadow: rgba(99, 99, 99, 0.2) 0px 2px 8px 0px;

}

.header h3 {

font-size: 25px;

font-weight: bold;

margin: 0 !important;

}

.header img {

width: 50px;

}

.time-score {

display: flex;

justify-content: space-between;

padding: 20px;

width: 460px;

text-shadow: 3px 3px 2px rgba(72, 206, 255, 1);

}

.game-container > h1 {

font-size: 60px;

text-shadow: 3px 3px 2px rgba(72, 206, 255, 1);

margin: 10px;

}

.game-container > button {

width: 300px;

height: 50px;

font-size: 20px;

padding: 5px;

border-radius: 5px;

border: none;

box-shadow: rgba(0, 0, 0, 0.24) 0px 3px 8px;

background-image: linear-gradient(120deg, #89f7fe 0%, #66a6ff 100%);

}

.game-container > button:hover {

font-size: 22px;

background-image: linear-gradient(to right, #4facfe 0%, #00f2fe 100%);

}

.game-container > input {

font-size: 30px;

width: 70px;

padding: 5px;

text-align: center;

background-color: transparent;

outline: none;

border: none;

box-shadow: rgba(0, 0, 0, 0.24) 0px 3px 8px;

border-radius: 5px;

}

form {

max-width: 600px;

margin: 0 auto;

}

.question {

margin-bottom: 15px;

}

.options {

margin-left: 20px;

}

input[type="radio"] {

margin-right: 5px;

}

input[type="submit"] {

margin-top: 15px;

padding: 10px;

background-color: #4caf50;

color: #fff;

border: none;

cursor: pointer;

}

.footer button {

font-size: 20px;

box-shadow: rgba(0, 0, 0, 0.24) 0px 3px 8px;

border: none;

width: 120px;

padding: 5px;

border-radius: 5px;

background-image: linear-gradient(120deg, #a1c4fd 0%, #c2e9fb 100%);

cursor: pointer;

margin: 20px;

}

.footer button:hover {

background-image: linear-gradient(to right, #4facfe 0%, #00f2fe 100%);

}

#submit {

background-image: linear-gradient(to top, #00c6fb 0%, #00c6fb 100%);

}

### 6.1.20 Source Code for Snake Game

This page allows to play snake game.

#### ./games/snake.php

<?php

session\_start();

if (!isset($\_SESSION['username'])) {

header("Location: login.php");

exit();

}

$username = $\_SESSION['username'];

?>

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8" />

<meta name="viewport" content="width=device-width, initial-scale=1.0" />

<title>Snake Game - Gaming Lounge</title>

<link

rel="stylesheet"

href="https://cdn.jsdelivr.net/npm/bootstrap@4.6.2/dist/css/bootstrap.min.css"

/>

<link rel="stylesheet" href="./styles2.css">

</head>

<body>

<div class="container">

<div class="landing-page">

<img src="./img/snake.png" alt="" />

<h1>Snake Game</h1>

<div class="username">

<span style="color: #555">Welcome, <?php echo $username; ?>!</span>

</div>

<button onclick="startGame()">Start Game</button>

<button onclick="returnback()">

Return Back

</button>

</div>

</div>

<section class="content" style="display: none">

<h1 class="title"><img src="./img/snake.png" /> Snake Game</h1>

<h2 class="mb-4">

Timer: <span id="timer" class="badge badge-secondary">00:00</span>

</h2>

<canvas id="canvas" width="640" height="480"></canvas>

<br />

<form id="gameForm" class="form-inline" action="snakedb.php" method="POST">

<label for="score" class="mr-2" style="font-size: 35px"

>Final Score:</label

>

<input

type="number"

readonly

name="final-score"

id="score"

class="form-control mb-2 mr-sm-2"

/>

<div class="input-group mb-2 mr-sm-2">

<button type="submit" name="submit" class="btn btn-primary">

Submit

</button>

<button

type="button"

onclick="reloadPage()"

class="btn btn-secondary"

>

Back

</button>

</div>

</form>

</section>

<script>

function startGame() {

startTimer();

document.querySelector(".landing-page").style.display = "none";

document.querySelector(".content").style.display = "";

var styleElement = document.getElementById("customStyles");

if (styleElement) {

styleElement.innerHTML = `

\* {

margin: 0;

padding: 0;

outline: none;

box-sizing: border-box;

}

html, body {

width: 100%;

height: 100%;

position: relative;

}

body {

background: radial-gradient(

circle 248px at center,

#16d9e3 0%,

#30c7ec 47%,

#46aef7 100%

);

background-size: cover;

font-size: 62.5%;

}

section img {

max-width: 70px;

}

.content {

display: flex;

flex-flow: column;

align-items: center;

position: relative;

left: 50%;

top: 50%;

transform: translate(-50%, -36%);

padding: 0em;

}

.content .title {

font: 5em Lobster, cursive;

text-shadow: 0 2px 0 rgba(0, 0, 0, 0.5);

color: #fafafa;

margin: -0.5em 0 0.5em 0;

}

.content canvas {

background: #fafafa;

box-shadow: 0 2px 16px rgba(0, 0, 0, 0.25);

}

`;

} else {

console.error("Style element with id 'customStyles' not found.");

}

var canvas = document.getElementById("canvas");

var ctx = canvas.getContext("2d");

var dir, score, snake, food;

var speed = 222;

var speedSnake = 20;

document.addEventListener("keydown", function (e) {

var keyCode = e.keyCode;

if (keyCode == 37 && dir != "right") {

dir = "left";

}

if (keyCode == 38 && dir != "down") {

dir = "up";

}

if (keyCode == 39 && dir != "left") {

dir = "right";

}

if (keyCode == 40 && dir != "up") {

dir = "down";

}

});

setInterval(draw, speed);

function init() {

dir = "right";

score = 0;

snake = [

{ x: 40, y: 40 },

{ x: 60, y: 40 },

{ x: 80, y: 40 },

];

createFood();

}

function add() {

var lastsnake = snake[snake.length - 1];

if (dir == "right") {

snake.push({ x: lastsnake.x + speedSnake, y: lastsnake.y });

}

if (dir == "down") {

snake.push({ x: lastsnake.x, y: lastsnake.y + speedSnake });

}

if (dir == "left") {

snake.push({ x: lastsnake.x - speedSnake, y: lastsnake.y });

}

if (dir == "up") {

snake.push({ x: lastsnake.x, y: lastsnake.y - speedSnake });

}

}

function createFood() {

food = {

x: Math.floor(Math.random() \* 25),

y: Math.floor(Math.random() \* 25),

};

for (var i = 0; i < snake.length; i++) {

var snake2 = snake[i];

if (food.x == snake2.x && food.y == snake2.y) {

createFood();

}

}

}

function draw() {

ctx.clearRect(0, 0, 888, 555);

snake.shift();

add();

var lastsnake = snake[snake.length - 1];

if (lastsnake.x == food.x \* 20 && lastsnake.y == food.y \* 20) {

score += 5;

add();

createFood();

}

for (i = 0; i < snake.length; i++) {

snake2 = snake[i];

if (i == snake.length - 1) {

ctx.fillStyle = "#83a41a";

} else {

ctx.fillStyle = "#b4ce3a";

}

if (snake2.x > 640) {

snake2.x = 0;

}

if (snake2.x < 0) {

snake2.x = 640;

}

if (snake2.y > 480) {

snake2.y = 0;

}

if (snake2.y < 0) {

snake2.y = 480;

}

if (

snake2.x == lastsnake.x &&

snake2.y == lastsnake.y &&

i < snake.length - 2

) {

alert("Game Over! Your Score is: " + score);

document.getElementById("score").value = score;

resetTimer();

init();

startTimer();

}

ctx.fillRect(snake2.x, snake2.y, 19, 19);

}

ctx.fillRect(food.x \* 17, food.y \* 20, 19, 19);

ctx.fillText("Score: " + score, 10, 20);

}

requestAnimationFrame(init);

}

function back() {

location.reload();

}

function formatTime(seconds) {

const minutes = Math.floor(seconds / 60);

const remainingSeconds = seconds % 60;

return `${String(minutes).padStart(2, "0")}:${String(

remainingSeconds

).padStart(2, "0")}`;

}

let seconds = 0;

let timerInterval;

function startTimer() {

timerInterval = setInterval(function () {

seconds++;

document.getElementById("timer").textContent = formatTime(seconds);

}, 1000);

}

function stopTimer() {

clearInterval(timerInterval);

}

function resetTimer() {

stopTimer();

seconds = 0;

document.getElementById("timer").textContent = formatTime(seconds);

}

function reloadPage() {

location.reload();

}

function returnback() {

window.location.replace("/comproject/games.php");

}

</script>

</body>

</html>

### 6.1.21 Source Code for Registering Snake Game Score

This page registers the score into “snake” database

#### ./games/snakedb.php

<?php

session\_start();

if (!isset($\_SESSION['username'])) {

header("Location: login.php");

exit();

}

$playername = $\_SESSION['username'];

require "connection.php";

if (isset($\_POST['submit'])) {

$score = $\_POST['final-score'];

$checkPastScore = "SELECT \* FROM snakedb WHERE username = '$playername'";

$checkResult = mysqli\_query($conn,$checkPastScore);

if ($checkResult -> num\_rows >0){

$updateQuery = "UPDATE snakedb SET score=$score where username = '$playername'";

$conn->query($updateQuery);

echo "Score updated successfully for $playername";

header("Location: http://localhost/comproject/snake.php");

exit();

} else {

$sql = "SELECT \* FROM account where username = '$playername'";

$records = mysqli\_query($conn,$sql);

$count = mysqli\_num\_rows($records);

if ($count >0){

foreach($records as $record){

$usertag = $record['usertag'];

}

}else {

echo "No Account Info Found!";

}

$insert = "INSERT INTO snakedb (username, usertag, score)

VALUES ('$playername','$usertag','$score');";

$check = mysqli\_query($conn,$insert);

if ($check){

echo "Score Registered Successfully!";

header("Location: http://localhost/comproject/games/snake.php");

exit();

} else {

echo "Error: " . mysqli\_error($conn);

}

}

}

### 6.1.22 Source Code for Quiz Mania

This page allows to play quiz mania.

#### ./games/quiz.php

<?php

session\_start();

if (!isset($\_SESSION['username'])) {

header("Location: login.php");

exit();

}

$username = $\_SESSION['username'];

?>

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8" />

<meta name="viewport" content="width=device-width, initial-scale=1.0" />

<title>Quiz Mania - Gaming Lounge</title>

<link

rel="stylesheet"

href="https://cdn.jsdelivr.net/npm/bootstrap@4.6.2/dist/css/bootstrap.min.css"

/>

<link rel="stylesheet" href="./styles2.css">

</head>

<body>

<div class="container">

<div class="landing-page">

<img src="./img/quiz.png" alt="" />

<h1>Quiz Mania</h1>

<div class="username">

<span style="color: #555">Welcome, <?php echo $username; ?>!</span>

</div>

<button onclick="startGame()">Start Game</button>

<button onclick="returnback()">

Return Back

</button>

</div>

<div class="game-container" style="display: none">

<div class="header">

<img src="./img/quiz.png" alt="" class="img-fluid" />

<h3>Quiz Mania in Gaming Lounge</h3>

</div>

<div class="time-score">

<h3 id="timer">Time: 00:30s</h3>

<h3>High Score:</h3>

</div>

<div class="quiz-container">

<form id="quiz-form">

<div class="question">

<div id="question-holder" class="d-inline-block">

<img

src="./img/question.png"

style="width: 50px"

class="img-fluid"

/>

<b> Question?? </b>

</div>

<div class="options mt-3">

<label class="d-block">

<input

id="input1"

type="radio"

value="a"

name="options"

checked

/>

<span id="option1">A. Option 1</span>

</label>

<label class="d-block">

<input id="input2" type="radio" value="b" name="options" />

<span id="option2">B. Option 2</span>

</label>

<label class="d-block">

<input id="input3" type="radio" value="c" name="options" />

<span id="option3">C. Option 3</span>

</label>

<label class="d-block">

<input id="input4" type="radio" value="d" name="options" />

<span id="option4">D. Option 4</span>

</label>

</div>

</div>

<button id="startquiz" type="button" class="btn btn-primary mt-3">

Start Quiz

</button>

</form>

</div>

<div class="table-responsive mt-4">

<table class="table">

<tr>

<td style="padding-right: 50px">Correct Answers</td>

<td>Incorrect Answers</td>

</tr>

<tr>

<td id="correctans" style="padding-right: 50px">-</td>

<td id="wrongans">-</td>

</tr>

</table>

</div>

<h3 id="cscore" class="mt-4">Score: <span id="score">00</span></h3>

<form action="quizdb.php" method="POST" style="display: none" id="form">

<label class="mt-3">Final Score: </label>

<div class="input-group mb-3">

<input

type="number"

name="final-score"

id="final-score"

class="form-control"

readonly

/>

<button type="submit" name="submit" class="btn btn-success">

Submit

</button>

</div>

</form>

<div class="footer mt-4">

<button onclick="back()" class="btn btn-secondary">Back</button>

<button id="restart" onclick="back()" class="btn btn-warning">

Restart

</button>

</div>

</div>

</div>

<script>

function startGame() {

document.querySelector(".landing-page").style.display = "none";

document.querySelector(".game-container").style.display = "";

// DOM Elements

const form = document.getElementById("quiz-form");

const quizbegin = document.getElementById("startquiz");

const quest = document.getElementById("question-holder");

const opt1 = document.getElementById("option1");

const opt2 = document.getElementById("option2");

const opt3 = document.getElementById("option3");

const opt4 = document.getElementById("option4");

const scoreEl = document.getElementById("score");

const correct = document.getElementById("correctans");

const incorrect = document.getElementById("wrongans");

const finalscore = document.getElementById("final-score");

const restartEl = document.getElementById("restart");

var ctr = 0;

var right = 0;

var wrong = 0;

var seconds = 30;

var score = 0;

var timerElement = document.getElementById("timer");

var inputs = form.querySelectorAll("input[type='radio']:checked");

const questions = {

first: "What country has the highest life expectancy?",

second: "What game studio makes the Red Dead Redemption series?",

third:

"What is the highest-rated film on IMDb as of January 1st, 2024? ",

fourth: "In what country would you find Mount Kilimanjaro?",

fifth: "What is the world's fastest bird?",

sixth: "From what grain is the Japanese spirit Sake made?",

seventh:

"In which part of your body would you find the cruciate ligament?",

eighth: "What is the complete form of RADAR?",

ninth:

"The whistle of a fast-moving rail engine is heard ascending-descending when it crosses the station; it is called:",

tenth: "What is the dimensional formula of the Planck’s constant?",

eleventh:

" If the length of a pendulum is doubled and the diameter of its ball is reduced to half, what will it’s time period be?",

twelveth:

"Which of the following properties doesn’t change when electromagnetic waves pass from one medium to another?",

thirteenth: "What is the SI unit of magnetic flux?",

fourteenth:

"Thin wires can be drawn from a piece of metal. Which property of the metal is it responsible for?",

fifteenth: "Who discovered radioactivity? ",

sixteenth:

"In ‘One Piece’, Monkey D. Luffy originally sets out with the Straw Hat Pirates to become the pirate king on which ship?",

seventeenth:

"In Greek mythology, what was left in Pan­dora’s box after the evils, ills, diseases, and burdensome labor had escaped?",

eighteenth:

"Which one is the first avatar of Lord Vishnu from his Dashavatar?",

nineteenth:

"On which day of Kurukshetra War, Bhishma was put on deathbed of arrows by Arjun",

tweentyth:

"In computer field, what is the difference between a virus and a worm? ",

};

const answers = {

first: "B. Hong Kong",

second: "A. Rockstar Games

third: "B. The Shawshank Redemption",

fourth: "C. Tanzania",

fifth: "D. The Peregrine Falcon",

sixth: "C. Rice",

seventh: "B. Knee",

eighth: "A. Radio Detecting and Ranging",

ninth: "B. Doppler Effect",

tenth: "D. [ML2T-1]",

eleventh: "A. √2",

twelveth: "A. Frequency",

thirteenth: "B. Weber",

fourteenth: "A. Ductility",

fifteenth: "D. Henri Becquerel",

sixteenth: "A. Going Merry",

seventeenth: "C. Hope",

eighteenth: "A. Matsya",

nineteenth: "C. 10th Day", Day

tweentyth: "C. A virus is a self-replicating program, while a worm is not.",

};

const first = {

opt1: "A. Japan",

opt2: "B. Hong Kong",

opt3: "C. Finland",

opt4: "D. Denmark",

};

const second = {

opt1: "A. Rockstar Games",

opt2: "B. Activision ",

opt3: "C. Devoted Studios",

opt4: "D. Red Soft Systems",

};

const third = {

opt1: "A. The Godfather ",

opt2: "B. The Shawshank Redemption",

opt3: "C. The Dark Knight ",

opt4: "D. Fight Club",

};

const fourth = {

opt1: "A. Lebanon",

opt2: "B. Lesotho",

opt3: "C. Tanzania",

opt4: "D. Japan",

};

const fifth = {

opt1: "A. Pyrrhuloxia ",

opt2: "B. Dickcissel ",

opt3: "C. Blue Footed Booby ",

opt4: "D. The Peregrine Falcon",

};

const sixth = {

opt1: "A. Maize",

opt2: "B. Wheat",

opt3: "C. Rice",

opt4: "D. Barley",

};

const seventh = {

opt1: "A. Ankle",

opt2: "B. Knee",

opt3: "C. Wrist",

opt4: "D. Neck",

};

const eighth = {

opt1: "A. Radio Detecting and Ranging",

opt2: "B. Radio Device and Ranging",

opt3: "C. Radio Detects and Range",

opt4: "D. Region Device and Ranging",

};

const ninth = {

opt1: "A. Peltier Effect",

opt2: "B. Doppler Effect",

opt3: "C. Ultrasonic Voice",

opt4: "D. Subsonic Effect",

};

const tenth = {

opt1: "A. [ML2T-2]",

opt2: "B. [MLT]",

opt3: "C. [M2L2T3]",

opt4: "D. [ML2T-1]",

};

const eleventh = {

opt1: "A. √2",

opt2: "B. Half",

opt3: "C. Remains Same",

opt4: "D. Double",

};

const twelveth = {

opt1: "A. Frequency",

opt2: "B. Speed",

opt3: "C. Wavelength",

opt4: "D. All of These",

};

const thirteenth = {

opt1: "A. Tesla",

opt2: "B. Weber",

opt3: "C. Armstrong",

opt4: "D. Maxwell",

};

const fourteenth = {

opt1: "A. Ductility",

opt2: "B. Hardness",

opt3: "C. Malleability",

opt4: "D. Conductivity",

};

const fifteenth = {

opt1: "A. Marie Curie",

opt2: "B. Roentgen",

opt3: "C. John Dalton",

opt4: "D. Henri Becquerel",

};

const sixteenth = {

opt1: "A. Going Merry",

opt2: "B. Jolly Roger",

opt3: "C. Thousand Sunny",

opt4: "D. Ever Darker",

};

const seventeenth = {

opt1: "A. Charity",

opt2: "B. Faith",

opt3: "C. Hope",

opt4: "D. Tolerance",

};

const eighteenth = {

opt1: "A. Matsya",

opt2: "B. Kurma",

opt3: "C. Varah",

opt4: "D. Narasimbha",

};

const nineteenth = {

opt1: "A. 5th Day",

opt2: "B. 8th Day",

opt3: "C. 10th Day",

opt4: "D. 16th Day",

};

const tweentyth = {

opt1: "A. A virus needs a host program to run, while a worm can run independently.",

opt2: "B. A virus can only spread through removable media, while a worm can spread over a network.",

opt3: "C. A virus is a self-replicating program, while a worm is not.",

opt4: "D. All of the above",

};

var list = [ "first", "second", "third", "fourth", "fifth", "sixth", "seventh", "eighth", "ninth", "tenth", "eleventh", "twelveth", "thirteenth", "fourteenth", "fifteenth", "sixteenth", "seventeenth", "eighteenth", "nineteenth", "tweentyth", ];

questchange();

function questchange() {

correct.textContent = right;

incorrect.textContent = wrong;

quizbegin.onclick = function nextques() {

function updateTimer() {

timerElement.textContent = "Time: " + seconds;

seconds--;

if (seconds < 0) {

var formElement = form.elements;

for (let i = 0; i < formElement.length; i++) {

formElement[i].disabled = true;

}

finalscore.value = score;

document.getElementById("form").style.display = "";

document.getElementById("cscore").style.display = "none";

clearInterval(timerInterval);

timerElement.textContent = "Time's up!";

}

}

if (ctr == 0) {

var timerInterval = setInterval(updateTimer, 1000);

}

quizbegin.textContent = "Confirm?";

for (var i = list.length - 1; i > 0; i--) {

var j = Math.floor(Math.random() \* (i + 1));

var temp = list[i];

list[i] = list[j];

list[j] = temp;

}

var questno = list.pop();

let newquest = quest.querySelector("b");

newquest.textContent = questions[questno];

opt1.textContent = eval(questno).opt1;

opt2.textContent = eval(questno).opt2;

opt3.textContent = eval(questno).opt3;

opt4.textContent = eval(questno).opt4;

document.getElementById("input1").value = eval(questno).opt1;

document.getElementById("input2").value = eval(questno).opt2;

document.getElementById("input3").value = eval(questno).opt3;

document.getElementById("input4").value = eval(questno).opt4;

quizbegin.onclick = function nextques() {

quizbegin.textContent = "Next Question!";

var input = form.querySelectorAll("input[type='radio']:checked");

console.log(input[0].value);

if (input[0].value == answers[questno]) {

score = score + 5;

right = right + 1;

scoreEl.textContent = score;

} else {

wrong = wrong + 1;

score = score - 2;

scoreEl.textContent = score;

}

ctr = ctr + 1;

questchange();

};

};

}

}

function back() {

location.reload();

}

function returnback() {

window.location.replace("/comproject/games.php");

}

</script>

</body>

</html>

### 6.1.23 Source Code for Registering Quiz Mania Score

This page registers the score into “quiz” database

#### ./games/quizdb.php

<?php

session\_start();

if (!isset($\_SESSION['username'])) {

header("Location: login.php");

exit();

}

$playername = $\_SESSION['username'];

require "connection.php";

if (isset($\_POST['submit'])) {

$score = $\_POST['final-score'];

$checkPastScore = "SELECT \* FROM quizdb WHERE username = '$playername'";

$checkResult = mysqli\_query($conn,$checkPastScore);

if ($checkResult -> num\_rows >0){

$updateQuery = "UPDATE quizdb SET score=$score where username = '$playername'";

$conn->query($updateQuery);

echo "Score updated successfully for $playername";

header("Location: http://localhost/comproject/quiz.php");

exit();

} else {

$sql = "SELECT \* FROM account where username = '$playername'";

$records = mysqli\_query($conn,$sql);

$count = mysqli\_num\_rows($records);

if ($count >0){

foreach($records as $record){

$usertag = $record['usertag'];

}

}else {

echo "No Account Info Found!";

}

$insert = "INSERT INTO quizdb (username, usertag, score)

VALUES ('$playername','$usertag','$score');";

$check = mysqli\_query($conn,$insert);

if ($check){

echo "Score Registered Successfully!";

header("Location: http://localhost/comproject/games/quiz.php");

exit();

} else {

echo "Error: " . mysqli\_error($conn);

}

}

}

**CHAPTER VI**

# Suggestion For Further Researches

It is advised to conduct further research to learn more specifically about how preservatives are used and the damaging effects they have on the health. Some specific recommendations for potential research projects comprise:

* Collecting a survey with people from different food industries to get a clear view on how preservatives are applied.
* Examining the different chemical preservative to understand their properties and specific uses.
* Analyzing the data on trend of use of chemical preservatives.
* Evaluating the laws and policies made by local government about controlling the excessive use of chemical preservatives.
* Taking some public opinions on preservatives play important life in the preservation of food.

# References

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