**eignir – the designer’s hub – A Web Technologies-I Mini-Project**

The website is meant for those who are starting out as a game designer and/or sound designer.   
It hosts assets, meaning small bits of genre-based art/code snippets/sounds. These assets are available for free download. Paid assets will be hosted for free in the future. We have 3 of the most common genres for producing sounds, namely Drum & Bass, Pads & Leads and Dubstep. There are several asset packs and tutorials that can be previewed via SoundCloud and YouTube links and under each link there is a Download button that makes them available offline. Also, there are a few assets and tutorials available under 2 of the most widely used and freely available game engines, namely Unreal Engine 4 and Unity 3D.

Our website offers extensive backend pages for login/sign-up , that gets updated onto an SQL-based database tool called phpMyAdmin. On the tool we have created a table called loginsystem that auto-increments every new user that registers on the website. However, since this is only a localhost and not an online server, it is only used for demonstration purposes. In saying that, it has potential to register practically n number of users, a.k.a designers, who will reap benefits from our site.

Our project is also aimed at serving professionals in the game and sound industry, insofar as to provide them a basis for their game or sound projects.

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