

DJANGO FINAL PROJECT:

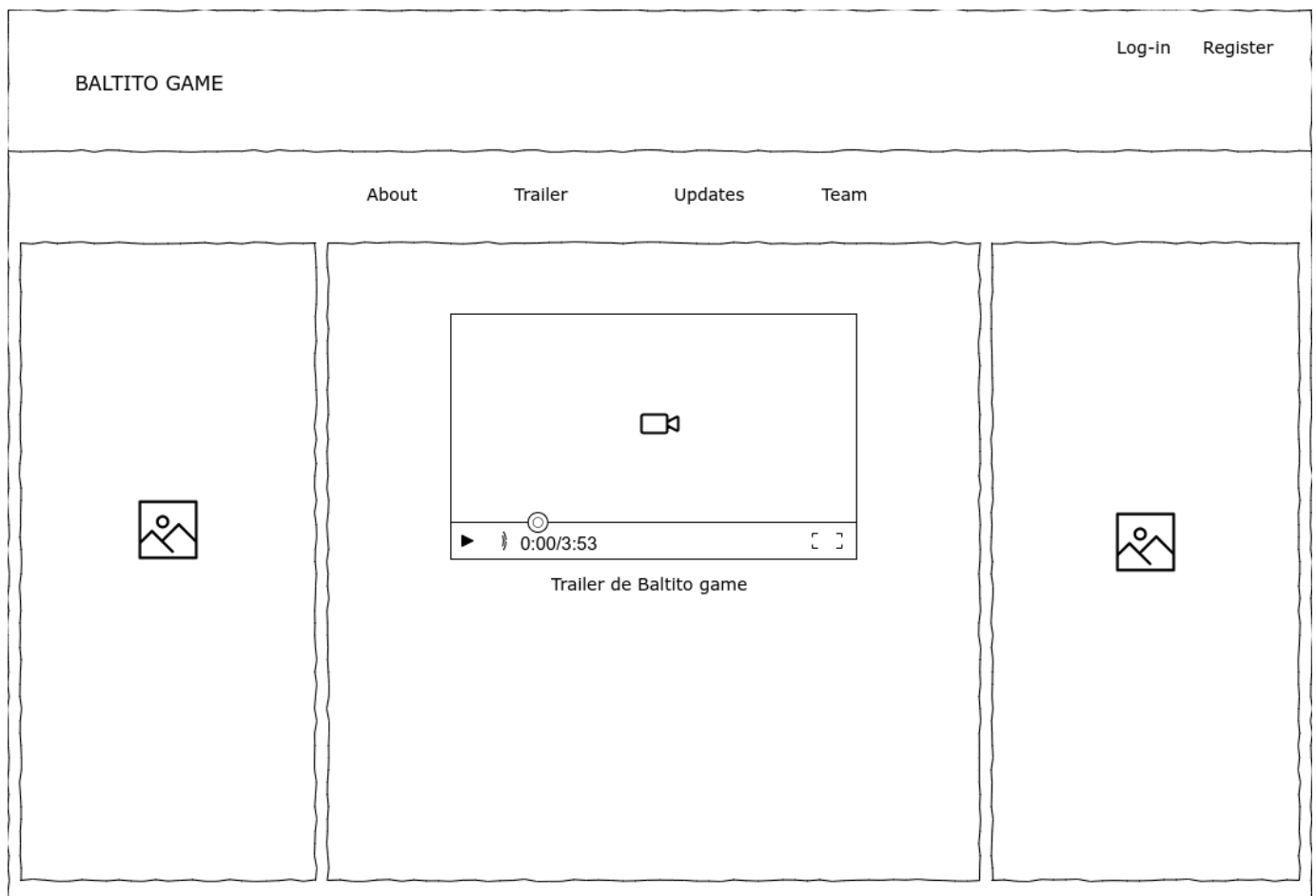
BAL TITO GAME

DESIGN A WEB

Baltito Game is a web application that allows users to explore game-related content, register and log in. The website features two interactive mini-games, user authentication, and session management.

DESIGN OF THE SCREENS AND NAVIGATION

1. Home (Index.html)



The main page features a header with the game's logo and navigation links for login and registration. Below that is a navigation menu with links to the “About,” “Trailer,” “Updates,” and “Team” sections. Depending on the user’s selection, the main content area displays the corresponding section. The sides of the main content are flanked by images.

The "About" page provides a description of the game's narrative and links to play the mini-game, while the "Trailer" page includes an embedded YouTube video. The "Updates" section lists the latest game developments, and the "Team" page introduces the developer and the real-life inspiration behind Balto.

2. Login Screen (Login.html)

Login to Baltito Game

Account name:

Password:

LOGIN

When users go to the login screen, they find a straightforward form with fields for their account name and password. If login details are incorrect, a clear red error message appears, guiding the user to retry. Upon successful login, users are directed to the home screen.

3. Registration Form Screen (form.html)

In the register form screen, users can input their full name and email. There is also a checkbox to subscribe to the newsletter. After submitting, users are taken to the home page.

4. Review Form Screen (review.html)

In the review form screen, there is a field for comments. After submitting, users are taken to a confirmation page where their details are displayed.

After that, they can return to the home screen by pressing the Home button, allowing them to navigate back to the main page.

5. Game screen (game.html)

The game can be played directly in the browser through two pages:

- baltito_jump.html: A game where the user helps Balto jump to avoid obstacles.

Scores are recorded and displayed in a leaderboard accessible from the navigation menu.

DATABASE DESIGN

Baltito Game uses a relational database with two key tables that are connected through a foreign key:

- Users Table

| ID | Full Name | Email | Subscribed |
|----|-----------|--------------------|------------|
| 1 | Raquel | raquel@example.com | Yes |
| 2 | Balto | balto@example.com | No |

- User Score Table

| ID | User (FK) | Score | Played date |
|----|-----------|-------|-------------|
| 1 | 1 | 900 | 2024-02-19 |
| 2 | 2 | 950 | 2024-02-18 |

FORMS

- User register form
- User review form

USE OF SESSIONS

- Sessions are used for user authentication and login persistence.

IMAGES AND STATIC FILES

- Images are stored in /uploads/images/.
- Static files are placed in /static/.