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| 0 | Title Developing an Auction Module for Online Gaming Service |
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| 11 | The goal of this final year project was to develop an auction module for online gaming ser- |
| 12 | vice as well as a management system for this and other future models. It was also decided |
| 13 | that the development should follow a specific set of practices so that it would be easier to |
| 14 | extend the system in the future. |
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| 16 | A large number of different web technologies and tools were used as part of the process |
| 17 | which are all described in this thesis. For front end development, common technologies |
| 18 | like HTML, CSS and JavaScript were used. In addition, JavaScript’s jQuery library and |
| 19 | Twitter’s Bootstrap framework were utilized. Bootstrap, for example, enables bringing to- |
| 20 | gether all the other front end techniques and provides many components for a faster de- |
| 21 | velopment process. In the back end, the main tool was a PHP framework called Laravel |
| 22 | which utilizes a development architecture style known as MVC. Also, MySQL databases |
| 23 | were an essential part of the project. The main ideas of all these technologies are ex- |
| 24 | plained in detail where necessary. |
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| 26 | As a result of this project, a content management system was created and an auction |
| 27 | module was implemented as a part of this system. This system has been built on a pro- |
| 28 | found foundation to support multiple web sites and future implementations. The auction |
| 29 | module works as a fully functional prototype but will still be thoroughly tested in the future |
| 30 | before its final release. The management system on the other hand is already in use and it |
| 31 | will be utilized with all the future modules. Laravel web application framework was very |
| 32 | useful in this, as it turned out to be highly efficient and provided a steady environment for |
| 33 | the development process. |
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| 39 | Keywords HTML, CSS, JavaScript, PHP, Laravel, web development |