Group 5 - MediaMate Documentation

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CSCI 342: Web Scripting

About:

The name of our web application is called MediaMate. Inspired by similar websites such as GoodReads, IMDB, and LetterBoxd, MediaMate serves to be a repository of information about many different games, movies and books. This site also allows users to access and see information about those games, movies and books, to create an account to add movies, games and books to their library, and to see other users' changes to their library through the feed.

Features:

- Account registration and log-in

- View information about games, movies and books

- Database for user account information, media

- Search for media (movies, games, books)

- Add media to your library (consumed media or wishlist)

- See other people's recent additions to their libraries though the feed

Pages:

- Home screen (landing page: "Welcome to MediaMate!")

- Log-in screen

- Registration screen

- Media Information screen (when clicking on media titles, it redirects to media info)

- Feed (shows recent additions made to other users' libraries)

- Browse (search for movies, games, or books and add to your library)

- Library (allows users to redirect to either consumed list or wishlist)

- Consumed Media (aka MyMedia, displays current user's consumed media)

- Wishlist (aka WantList, displays current user's want to consume media)

- Page not found

How to install

From classroom github, clone the repo using git clone. As this application is not hosted, you will need to run it locally. Thankfully, this documentation has you covered. Here are the steps for installing:

1. Clone from classroom repo using https or ssh, your choice (although on principle, I recommend setting up ssh keys with github)
2. Once cloned, navigate to the media-mate folder, within the outermost MediaMate folder (path: MediaMate/media-mate).
3. From here, run npm i to make sure all of the npm dependencies are there
4. Repeat steps 2-3 with path: MediaMate/server
5. Now that your dependencies are installed, you should be good to go. See the **How to Use** section for how to actually use

Connecting to Database

Contact nghiemt2@wwu.edu and give your ip address so our Backend Lead can whitelist the IP address for database access

How to Use

1. Change directory from the main folder into server folder of the project
2. Run the program starting with the server by using the command "npm run dev"
3. Once, in the app, play around with the features and feel free to make an account to start building out your own library

How to Test

Since the testing wasn't implemented, the only way to test unfortunately is to create an account and try out the features. While some may see this lack of unit testing as a failure of the development team, we choose to see it as a strategic marketing move to ensure that interested parties make an account so we can sell their data to the highest bidder.