GAmeshub Group Assessment rEPORT bY cHRISTOPHER sANDERSON

Table of Contents

[Introduction 3](#_Toc499478150)

[The Team 4](#_Toc499478151)

[Background description of the app 5](#_Toc499478152)

[User Analysis 5](#_Toc499478153)

[General Gamer Statistics 5](#_Toc499478154)

[User Profile 1 6](#_Toc499478155)

[User Profile 2 7](#_Toc499478156)

[User Profile 3 8](#_Toc499478157)

[App Functionality 9](#_Toc499478158)

[Uml Diagrams 9](#_Toc499478159)

[Navigation 9](#_Toc499478160)

[The Functional Requirements 9](#_Toc499478161)

[App Design 12](#_Toc499478162)

[Colour Scheme 12](#_Toc499478163)

[Design Documents 23](#_Toc499478164)

[Test Cases 29](#_Toc499478165)

[Header/ footer Navigation 29](#_Toc499478166)

[Home Page 30](#_Toc499478167)

[Add/Edit Game 32](#_Toc499478168)

[Delete Game 32](#_Toc499478169)

[Add/Edit Post 33](#_Toc499478170)

[Delete Post 33](#_Toc499478171)

[Login Page 34](#_Toc499478172)

[Create an account Page 34](#_Toc499478173)

[User List 35](#_Toc499478174)

[Coding 36](#_Toc499478175)

[Style.CSS 37](#_Toc499478176)

[addGame.php 47](#_Toc499478177)

[addPost.php 53](#_Toc499478178)

[dbconx.php 58](#_Toc499478179)

[display.php 60](#_Toc499478180)

[displayPost.php 65](#_Toc499478181)

[editContent.php 68](#_Toc499478182)

[editGame.php 77](#_Toc499478183)

[editpost.php 83](#_Toc499478184)

[editUserProfile.php 89](#_Toc499478185)

[fav.php 94](#_Toc499478186)

[favList.php 96](#_Toc499478187)

[groupProject (2).sql 99](#_Toc499478188)

[homepage.php 112](#_Toc499478189)

[login.php 116](#_Toc499478190)

[newuser.php 119](#_Toc499478191)

[post.php 122](#_Toc499478192)

[profile.php 127](#_Toc499478193)

[README.md 131](#_Toc499478194)

[redirect.js 132](#_Toc499478195)

[reg.php 134](#_Toc499478196)

[script.js 135](#_Toc499478197)

[user.php 141](#_Toc499478198)

[userEdit.php 144](#_Toc499478199)

[userList.php 149](#_Toc499478200)

[Recommendations 152](#_Toc499478201)

# [Introduction](#_Toc232799583)

The purpose of this report is to summarize the 10 main areas that allow this app to be created:

1. The team

This introduces the members of the team and gives a description of the tasks that each person in the team has done for the project.

1. Background description of the app

This gives some background information as to why the app has been created for use by the general public.

1. User Analysis

This is to give some statistical analysis as to who in the public domain we are trying to grab the attention of, in this case gamers of any type.

1. App functionality

This describes the functionality that will be essential to the app being able to work properly when it is deployed for use. As well as this it shows the client the functionality of the app.

1. Functional Requirements

Using the descriptions and information given by the three

1. App Design

This involves exploring the color scheme to make sure that the app itself just by its appearance doesn’t make the user want to turn away from it so we have to make sure that the app is attractive to the users.

1. Design Documents

This involves all the design documents that have been used that are essential to the app being able to work and be seen properly when it is deployed for use by the general public.

1. Test Cases and Test Data

This describes the functionality that will be essential to the app being able to work properly when it is deployed for use. As well as this it shows the client the functionality of the app. This will also show how the app will work when any user goes to try the app.

1. Coding

This shows the code that is behind the display that allows the user to be able to use the app effectively.

1. Recommendations

This involves the team in general giving at least 5 recommendations for better practice when working on a project in the future.

These are the key areas that are needed to make sure that the project has gone as smoothly as possible and that the project meets the requirements set at the start.

# [The](#_Toc232799588) Team

As with any project there are many sections that are essential to making sure that the project works as required. As the project team comprises of five team members who have carried out the specified tasks during the length of the project are:

1. Christopher Sanderson – Requirements Analysis, Font-end Design, Front-end/JavaScript Developer, Report Creator
2. Christine Sarakinis– Back-end/Front-end developer, App Researcher, Tester, SQL Developer
3. Ruby Shakya– Design Documentation(UML), Front-end Developer, Front-end Design
4. Claire King– Project Manager, Back-end Developer, Project Presentation
5. Gerard Gonzalez– Colour Scheme, SQL Developer

# [Background](#_Toc232799588) description of the app

This app was made and designed with the intent of allowing console orientated gamers to display up to date news regarding console games and also games in general. As with every app there has to be Research done to make sure that the project that is going to be created is feasible or not. So user analysis has to be done before the app can be started.

# User Analysis

### General Gamer Statistics[[1]](#footnote-1)

**Average Age**: 35 years old

**Gender**: 41% female, 59% male

The biggest group of the age of gamers, and thus potential users of this application, is males between the 36 and 50 however the difference between this group and the other groups is not wide enough to design for this specific group. Indeed, the same can be said about the difference between genders: male gamers make up for 54% of gamers, while women make up for 46%.

From these results, the application should be designed to appeal to both male and female, with no specific aim for age.

### User Profile 1



**Name**: David Davis

**Age**: 15

**Employment**: None, high school student.

**Education Level**: In High School

**Computer Literacy**: Moderate. Has a good working knowledge, grown up using computers and can solve minor problems but any major issues may be out of his league.

**Gaming Behaviour**: Mainly playing online games with his friends. Plays mainly Call of Duty and Destiny. He also plays games such as Skyrim, Assassin’s Creed but always goes back to playing his multiplayer PvP (Player Versus Player) games.

**Device usage**: Both Mobile and Desktop computer, mostly Mobile.

**Reason for Use**: Likes to keep track of the yearly games such as Call of Duty and Assassin’s Creed, as well as the big games that catch his eye.

### User Profile 2



**Name**: Annie Anderson

**Age**: 30

**Employment**: Retail Worker

**Education Level**: College Graduate

**Computer Literacy**: High, can navigate websites easily, and only the more complicated bugs will be a problem for her.

**Gaming Behaviour**: A big gamer, she like to always have a game that she is playing through

**Device usage**: Both Mobile and Desktop computer, mostly Mobile.

**Reason for Use**: Look through the games that are upcoming and mark some for her attention so that if any new information is release about any of the games that she is interested in come up she will know quickly.

### User Profile 3

**Name**: Bob Robertson

**Age**: 50

**Employment**: Electrician

**Education Level**: In High School

**Computer Literacy**: Average. Doesn’t use computers very often. He has a smartphone but games exclusively on gaming consoles. If and errors or bugs come up he is likely unable to work around them and will leave the site, however excluding bugs he can navigate all but the more complicated sites.

**Gaming Behaviour**: Plays games that are larger games, the more critically acclaimed ones. He plays in small sessions at every few nights.

**Device usage**: Very rarely uses desktop computers. He mainly uses his smartphone, and his PS4 for gaming.

**Reason for Use**: Likes to keep up with the release dates of upcoming games, and where he can find the best price for the games he is interested in.

# [App](#_Toc232799589) Functionality

Once the team have had a brief containing the idea created and reassured to them, then there has to be a look at what the requirements are of the app and what type of functionality the app will have exactly.

Here is a list of the pages, with descriptions of what will be on those pages, that will be created for the app GamesHub.

* Members log-in area - add, remove, look through favs.
* Home page - non-member w/all news. Member section has favourites.
* Select Favourites to follow game news
* Use feed to gather info for the site
* Feedback section - link to a form page? General comments page?
* Search functionality
* Categories? - depends on feed. Maybe by console? By genre?

## Uml Diagrams

## Navigation

# [The](#_Toc232799588) Functional Requirements

From gathering the information of what the pages are and how they are required to function, the requirements for the system, app and users can be easily defined and created. There are two types of requirements, functional (these are required for the app to work) or non- functional (these aren’t required for the app to work). Functional requirements mean that they have to be split up into certain sections, in this case the functional requirements are split up into four groups: Super-Admins, Admins, general users and the system.

Functional requirements

Super-Admin – these users have the same powers as the usual admins but they control who uses the system and allows promotions for the roles the registered users have:

1. Log in and out
2. View feeds if logged in or not
3. Create an account
4. View multiple feeds if it is required
5. Add comments and send feedback to developers
6. Add feed to favourites if logged in
7. Remove feed from favourites if logged in
8. View favourites if logged in
9. Search for categories
10. Check feeds depending on how they are stored (console or genre)
11. View separate feeds if logged in
12. Log in to multiple devices
13. Add posts to the database
14. Remove posts from the database
15. Add users to the database
16. Remove users from the database
17. Promote users to admins or super-admins

Admin– these users have the same as any general/registered user but they can create the posts that the users can see when they open the app:

1. Log in and out
2. View feeds if logged in or not
3. Create an account
4. View multiple feeds if it is required
5. Add comments and send feedback to developers
6. Add feed to favourites if logged in
7. Remove feed from favourites if logged in
8. View favourites if logged in
9. Search for categories
10. Check feeds depending on how they are stored (console or genre)
11. View separate feeds if logged in
12. Log in to multiple devices
13. Add posts to the database
14. Remove posts from the database
15. Add users to the database
16. Remove users from the database

Users – these users can only view the posts that have been created by the admin/super-admin:

1. Log in and out
2. View feeds if logged in or not
3. Create an account
4. View multiple feeds if it is required
5. Add comments and send feedback to developers
6. Add feed to favourites if logged in
7. Remove feed from favourites if logged in
8. View favourites if logged in
9. Search for posts
10. Check feeds depending on how they are stored (console or genre)
11. View separate feeds if logged in
12. Log in to multiple devices

System must be able to:

1. Connect to feeds and display them on the app
2. Add posts to the database
3. Remove posts from the database
4. Add users to the database
5. Remove users from the database

Non-functional requirements

1. Adding notifications for logged in users
2. Adding feedback option for any user for developers
3. Colour Scheme must be the same
4. Layout must be the same for every page

# App [Design](#_Toc232799590)

The design of any app is important as this allows the users to decide whether or not they want to use the app or not and one aspect of the design that is key is the colour scheme of the app.

## Colour Scheme

**Colours**

**The importance of colors in apps development**

The colors of an app are of vital importance as each color, or combination of colors, causes different feelings and emotional reactions to the user. Therefore, depending on the theme of your application or the feeling that you want to provoke at user will be more convenient to use some colors or others.

**Color theory for designers**

In the visual arts, color theoryis a body of practical guidance to color mixing and the visual effects of a specific color combination.

We will not go into details about it in this document, but it is important to consider it for the development of our mobile application.

**Color Psychology: How colors affect us and what each one means**

We must keep in mind that one color can represent totally different things in different cultures, so it may not trigger the same sensations for everybody around the world.

For example, white color usually represents purity, peace, luminosity. In fact, in many countries wedding dresses are usually white. However, in India and other Eastern countries, white is the color of mourning and women dress in orange or red on their wedding day, colors that represent prosperity and fertility for them.

In the same way, a color can cause totally different reactions if we vary the hue or saturation.

The study of colors and their influence on the human brain is very extensive. For this reason we give only a summary of some of its meanings.

**Red: Passion, Love, Wrath**

Invites action, to do something, opens the appetite, symbolizes passion and love, etc.

Invites to be impulsive because it creates a sense of urgency.

Its extent and intensity must be controlled due to its excitation power. In large areas it can tire easily.

**Orange: Energy, Happiness, Vitality**

Denotes excitement and enthusiasm, which is why its use is limited to calls to action and generate impulsive buying opportunities. But always being reliable.

**Yellow: Happiness, Hope, Deception**

Usually represents happiness and brings optimism. Yellow color is linked with intelligence and creativity as it stimulates mental activity and feelings of happiness. It acts as a tranquilizer for certain states of nervous excitement. It is a warm color and generate good vibes and joy. It is the color of light, sun, action, power, strength…

It also has a negative meaning like laziness, arrogance and envy.

**Verde: New beginnings, Abundance, Nature**

Associated with nature, tranquility and health. Although associated with wealth and symbolizing money, it is used in marketing to calm the customer.

It is a useful color for web design related to the environment.

**Azul:** **Calm, Responsibility, Sadness**

Brings serenity and peace to the client/user, increases productivity. Creates a sense of security and confidence.

It can have a negative meaning like depression or indifference.

**Purple:** **Creativity, Royalty, Wealth**

It acts directly to the heart. It suggests abundance, sophistication, intelligence, spirituality, religiosity, dignity. But it can also evoke frivolity, artificiality and pomposity.It represents mystery, ceremony, enlightenment, telepathy, empathy. Ideal color for web designs aimed at a female audience.

**Black:** **Mystery, Elegance, Evil**

It is related to darkness, pain, despair, formality, sadness, melancholy, unhappiness, anger and the dark. It is a color that denotes power, mystery and style. In web design can give image of elegance and sophistication and increases the sense of depth and perspective.

**Pink: Charm, Courtesy, Tenderness**

Used for romance and feminine presence because it suggests calm and tranquility, very useful to create a relaxed atmosphere. It means spring, gifts, appreciation, admiration, sympathy, health, love, june …

**Brown:** **Nature, Healthy, Reliability**

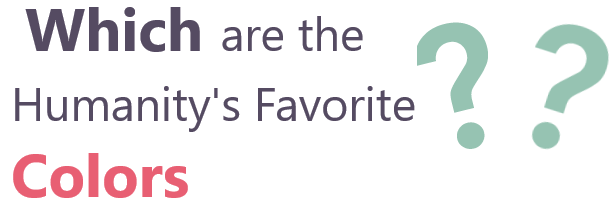
It symbolizes friendship, earth, materialistic thinking, reliability, peace, productivity and practical work. It represents old age, has connotations of quality, comfort, conservative and natural.

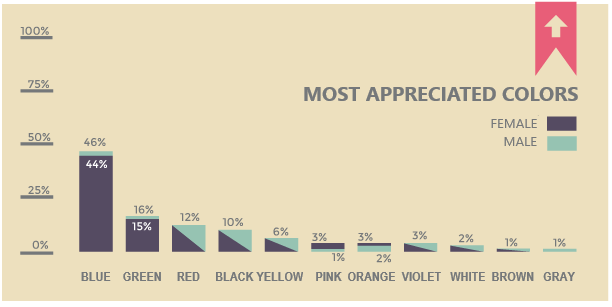
White: **Purity, Cleanliness, Virtue**

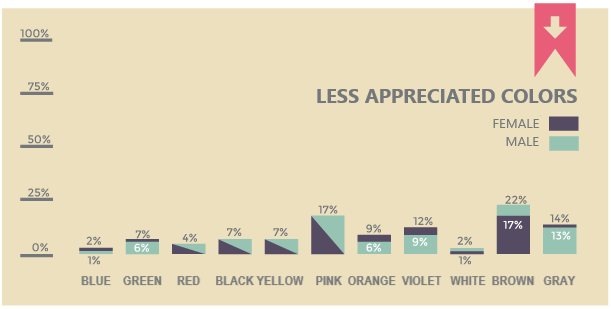
It symbolizes purity, faith, peace, joy and neatness. It is considered the color of perfection. It is associated with freshness and cleanliness because it is the color of snow. Useful to show or highlight other colors and give the impression of simplicity and clean. It has negative meaning as cold and distant color.

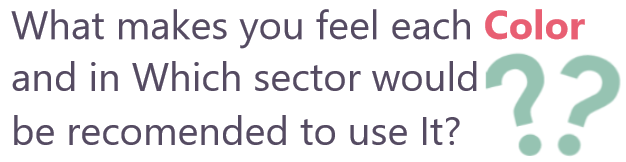
**Gray: Bad mood, Conservatism, Formality**

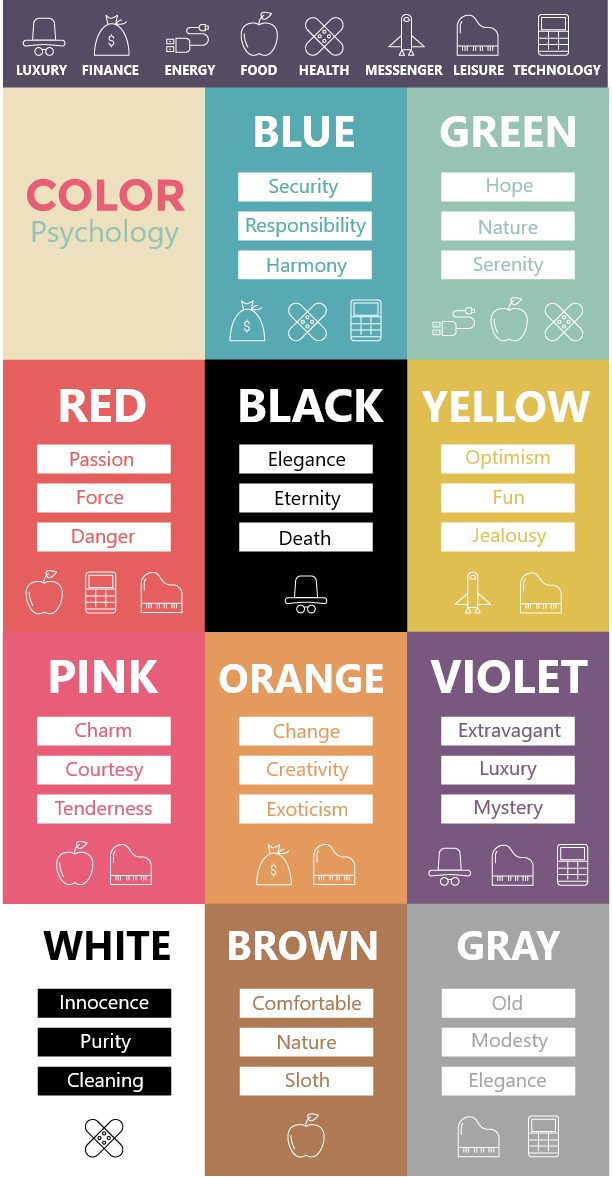
It is linked to the elegant, fresh, innovative, modern, futuristic, technological, spacious, soft, neutral. It can represent respect, grief, boredom and old age. It is a color that helps to highlight the other colors.











**Other important aspects**

One aspect that usually not have in consideration is that ***almost 9% of population suffers color blindness***. This disease directly affects the ability to distinguish some colors from one another.

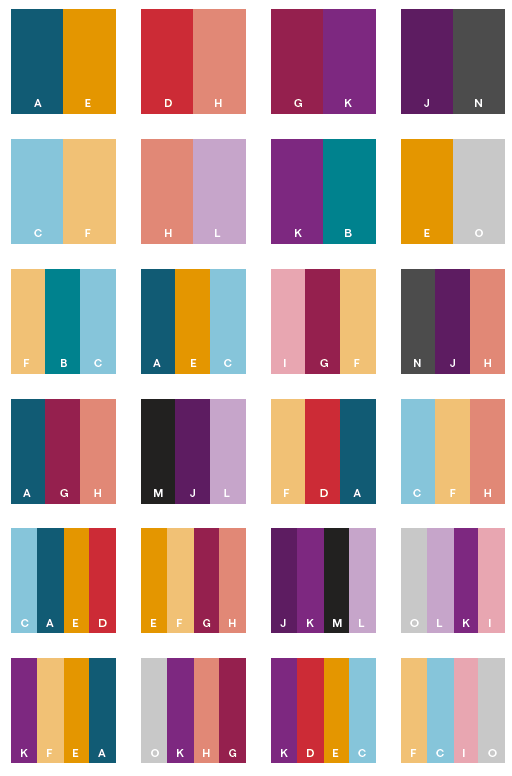
We must take it into consideration when implementing our designs to make our application more accessible.

**Our choice: Colors and reasons**

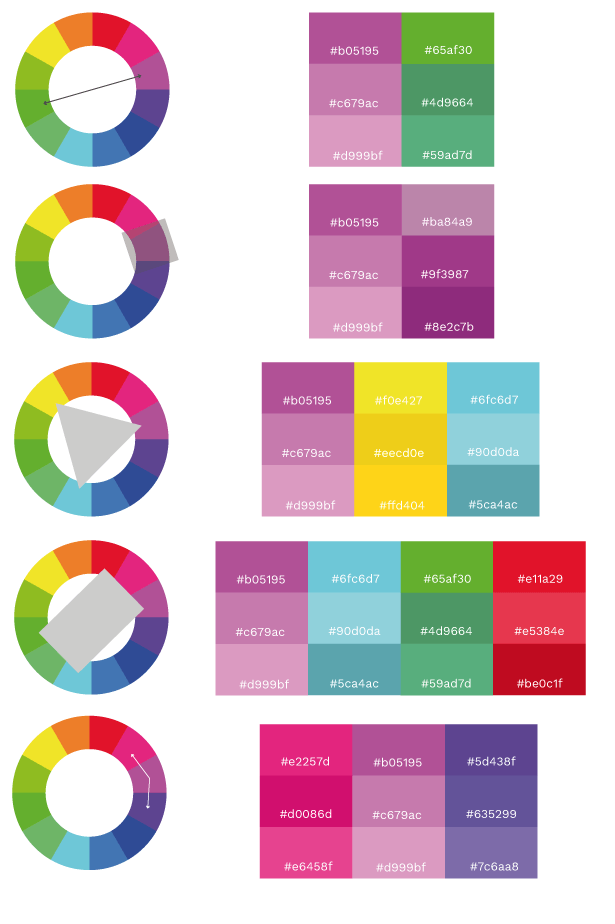
Some suggestions..

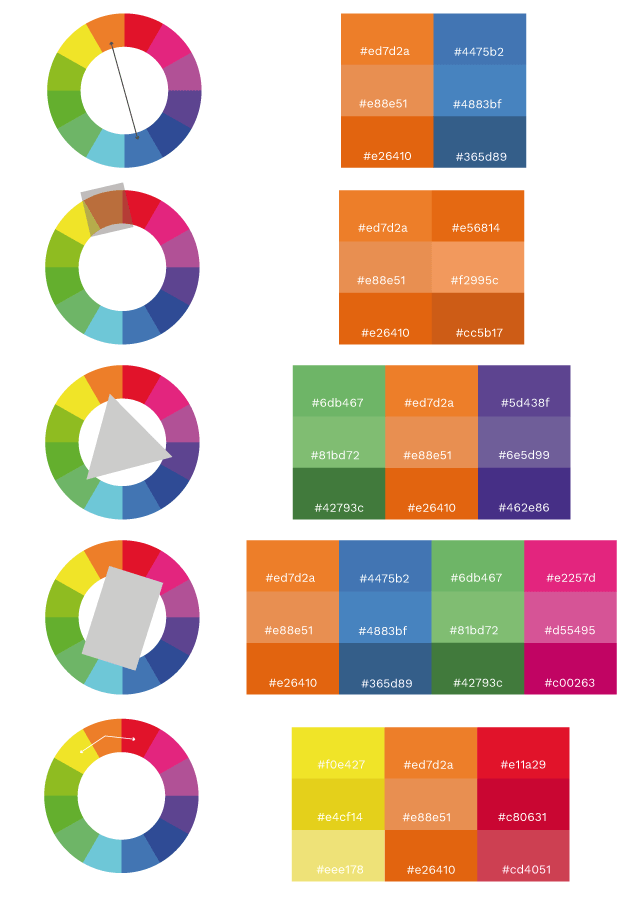
   

More…









What do you think?????

**Logo**

The logo is a very important part of design as it is the face that represents the brand.

WHAT LOGO?????

**Wireframes / Prototypes**

**HOME**

# [Design Documents](#_Toc232799588)

It is known that the design layout is also key to a successful app as the content has to be easy to understand for the user to be able to use the app. As well as this the design also has to help the user navigate about the app as easily as possible. The design documents needed for this application are:

1. Homepage
2. Add Game Page
3. Edit Game Page
4. Add Post Page
5. Edit Post Page
6. Login Page
7. Create an Account Page
8. Post Page
9. Admins Page
10. Profile Page

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **SOFTWARE DEVELOPMENT DOCUMEMTATION** | | SCREEN LAYOUT CHART | **CHART NO: homepage** | |
| **homepage** | | | | |
| **SYSTEM: GamesHub** | **AUTHOR: Christopher Sanderson** | | | **DATE:5/6/2017** |

|  |  |  |  |
| --- | --- | --- | --- |
| **SOFTWARE DEVELOPMENT DOCUMEMTATION** | SCREEN LAYOUT CHART | **CHART NO: login Page** | |
| **login new** | | | |
| **SYSTEM: GamesHub** | **AUTHOR: Christopher Sanderson** | | **DATE:5/6/2017** |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **SOFTWARE DEVELOPMENT DOCUMEMTATION** | SCREEN LAYOUT CHART | | **CHART NO: Register page** | |
| **register** | | | | |
| **SYSTEM: GamesHub** | | **AUTHOR: Christopher Sanderson** | | **DATE:5/6/2017** |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **SOFTWARE DEVELOPMENT DOCUMEMTATION** | | SCREEN LAYOUT CHART | **CHART NO: Posts page** | |
| **posts**  **++**  **+6+++** | | | | |
| **SYSTEM: GamesHub** | **AUTHOR: Christopher Sanderson** | | | **DATE:5/6/2017** |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **SOFTWARE DEVELOPMENT DOCUMEMTATION** | | | SCREEN LAYOUT CHART | | | **CHART NO: Feeds page** | |
| **feeds** | | | | | | | |
| **SYSTEM: GamesHub** | | **AUTHOR: Christopher Sanderson** | | | | | **DATE:5/6/2017** |
| **SOFTWARE DEVELOPMENT DOCUMEMTATION** | SCREEN LAYOUT CHART | | | **CHART NO: Admin Page** | | | |
| **admin** | | | | | | | |
| **SYSTEM: GamesHub** | | **AUTHOR: Christopher Sanderson** | | | **DATE:5/6/2017** | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **SOFTWARE DEVELOPMENT DOCUMEMTATION** | | | SCREEN LAYOUT CHART | | | **CHART NO: Add Post Page** | |
| **addPost** | | | | | | | |
| **SYSTEM: GamesHub** | | **AUTHOR: Christopher Sanderson** | | | **DATE: 5/6/2017** | | |
| **SOFTWARE DEVELOPMENT DOCUMEMTATION** | | SCREEN LAYOUT CHART | | **CHART NO: Add Game Page** | | |
| **addGame** | | | | | | |
| **SYSTEM: GamesHub** | **AUTHOR: Christopher Sanderson** | | | **DATE:5/6/2017** | | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **SOFTWARE DEVELOPMENT DOCUMEMTATION** | | SCREEN LAYOUT CHART | | **CHART NO: Profile page** |
| **profile new** | | | | |
| **SYSTEM: GamesHub** | **AUTHOR: Christopher Sanderson** | | **DATE:5/6/2017** | |

# [Te](#_Toc232799588)st Cases

It is essential to make sure that when the application has finished the Implementation stage to make sure that the application works exactly as it has been designed to do. This helps the team know if they have to work on anything and/or correct any errors to the app that may affect what is able to be done on the app. This is done for this app by splitting the testing process into the specific categories that they are relevant to in the app. These categories are known as:

1. Header/footer navigation
2. Home Page
3. Add/Edit Game
4. Delete Game
5. Add/Edit Post
6. Delete Post
7. Login Page
8. Create an Account Page
9. User List

## Header/ footer Navigation

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **Test** | **Expected Result** | **Actual result** | **Actions Taken** |
| 7 | Press the post button in the footer navigation | Taken to the page with all the posts | As expected | None |
| 8 | Press the home button in the footer navigation | The home page is reloaded | As expected | None |
| 9 | Press the Log in button in the footer navigation [when not logged in] | Taken to the login page | As expected | None |
| 10 | Press the Profile button in the footer navigation [when logged in] | Taken to their own profile page | As expected | None |
| 16 | Logged in, profile/log in button | When not logged in the log in button is displayed, else the profile button | As expected | None |
| 17 | Logged In – Header navigation | Drop down menu, with link to profile, and a log out button | As expected | None |
| 18 | Logged In – Header navigation press profile | Takes user to their profile page | As expected | None |
| 19 | Logged In – Header navigation press log out | Logs out user and reloads the home page | As expected | None |

## Home Page

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **Test** | **Expected Result** | **Actual result** | **Actions Taken** |
| 1 | Log In through header button | Taken to the log in page | As expected | None |
| 2 | Search bar - enter a valid game name | The page reloads with all result containing entered text | As expected | None |
| 3 | Search bar - enter a valid genre | The page reloads with all result containing entered text | As expected | None |
| 4 | Search bar - enter a valid console | The page reloads with all result containing entered text | As expected | None |
| 5 | Search bar - enter an input not within the database | The page informs user of no results found | The area which displays results is empty | Added if statement to display message of no results |
| 6 | Search bar – no input entered | Full database shown | As expected | None |
| 7 | Search bar - enter code | The special characters are escaped, so not run as code | As expected | None |
| 8 | Click on Game title | Taken to Post page with only post about the selected game title | As expected | None |
| 9 | Not logged in, favourite game | Alert user that they need to be logged in | As expected | None |
| 10 | Logged in, favourite game | Game is favourited, page reloaded and favourite icon changed | As expected | None |
| 11 | Logged in, favourite game | Game is unfavourited, page reloaded and favourite icon changed | It is favourited again instead of unfavourited | Fixed IF statement which starts the unfavouriteGame function |
| 12 | Admin log in | Add/edit/delete buttons are displayed | As expected | None |
| 13 | Admin log in – press add game button | Takes admin to page to form page to add game | As expected | None |
| 14 | Admin log in – press edit game button | Takes admin to page to form page to edit game | As expected | None |
| 15 | Admin log in - press delete game button | Takes admin to page to confirm delete | As expected | None |
| 16 | Super Admin log in | Display User button in footer nav | As expected | None |
| 17 | Super Admin log in – press user button | Takes Super Admin to list of users | As expected | None |

## Add/Edit Game

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **Test** | **Expected Result** | **Actual result** | **Actions Taken** |
| 1 | Not logged in or general user visits page | Not allowed on page, redirected to homepage | As expected | None |
| 2 | Admin or Super Admin visits page | The form page loads | As expected | None |
| 3 | Visit from Edit ONLY | Displays all the information of the selected game | As expected | None |
| 4 | Submit empty form | Not submitted, user informed of required fields | From submitted, but showing error | Unnecessary .click function sent the form, when removed it worked as expected. |
| 5 | On valid form submission | The form is submitted, and user is take to a page informing them of game added/edited | As expected | None |
| 5 | Press the cancel button | Take admin back to the Home page | Nothing happens | Added on click function to take to the home page |

## Delete Game

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **Test** | **Expected Result** | **Actual result** | **Actions Taken** |
| 1 | Not logged in or general user visits page | Not allowed on page, redirected to homepage | As expected | None |
| 2 | Admin or Super Admin visits page | The delete page loads | As expected | None |
| 3 | Press the Confirm button | The delete is completed, and a confirmation message is shown | As expected | None |
| 4 | Press the cancel button | The delete function is stopped and the user taken back to the homepage | As expected | None |

## Add/Edit Post

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **Test** | **Expected Result** | **Actual result** | **Actions Taken** |
| 1 | Not logged in or general user visits page | Not allowed on page, redirected to post | As expected | None |
| 2 | Admin or Super Admin visits page | The form page loads | As expected | None |
| 3 | Visit from Edit ONLY | Displays all the information of the selected post | As expected | None |
| 4 | Submit empty form | Not submitted, user informed of required fields | From submitted, but showing error | Unnecessary .click function sent the form, when removed it worked as expected. |
| 5 | Input not a URL for the link field | Not submitted, user informed of invalid entry type | As expected | None |
| 5 | On valid form submission | The form is submitted, and user is take to a page informing them of game added/edited | As expected | None |
| 5 | Press the cancel button | Take admin back to the Post page | Nothing happens | Added on click function to take to the post page |

## Delete Post

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **Test** | **Expected Result** | **Actual result** | **Actions Taken** |
| 1 | Not logged in or general user visits page | Not allowed on page, redirected to post page | As expected | None |
| 2 | Admin or Super Admin visits page | The delete page loads | As expected | None |
| 3 | Press the Confirm button on delete page | The delete is completed, and a confirmation message is shown | As expected | None |
| 4 | Press the cancel button on delete page | The delete function is stopped and the user taken back to the post page | As expected | None |

## Login Page

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **Test** | **Expected Result** | **Actual result** | **Actions Taken** |
| 1 | No input entered | User informed of missing information | As expected | None |
| 2 | Non-email entered into email input | User informed of incorrect entry format | As expected | None |
| 3 | Password outside required length of 6-16 characters | User informed of incorrect length of entry | As expected | None |
| 4 | Click on the Create an account link | Taken to form page to create a new account | As expected | None |

## Create an account Page

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **Test** | **Expected Result** | **Actual result** | **Actions Taken** |
| 1 | Submit with no input entered | User informed of missing information | As expected | None |
| 2 | Enter numbers/symbols into First Name or Last Name field | User informed of incorrect entry type | As expected | None |
| 3 | Non-email entered into email input | User informed of incorrect entry format | As expected | None |
| 4 | Password outside required length of 6-16 characters | User informed of incorrect length of entry | As expected | None |
| 5 | Confirm password does not match password | User informed that password does not match | As expected | None |
| 6 | Click on the Register button with correct form inputs | New account created, and user taken to profile page | As expected | None |
| 7 | Click on Login Here link | User taken to the log in page | As expected | None |

## User List

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **Test** | **Expected Result** | **Actual result** | **Actions Taken** |
| 1 | Submit with no input entered | User informed of missing information | As expected | None |
| 2 | Enter numbers/symbols into First Name or Last Name field | User informed of incorrect entry type | As expected | None |
| 3 | Non-email entered into email input | User informed of incorrect entry format | As expected | None |
| 4 | Password outside required length of 6-16 characters | User informed of incorrect length of entry | As expected | None |
| 5 | Confirm password does not match password | User informed that password does not match | As expected | None |
| 6 | Click on the Register button with correct form inputs | New account created, and user taken to profile page | As expected | None |
| 7 | Click on Login Here link | User taken to the log in page | As expected | None |

# [Coding](#_Toc232799588)

The development of this app has meant that a multitude of coding languages had been used to create this app. The range of languages used include:

1. HTML5

HTML5 was used as a structured front-end coding language as this allowed the front-end display of the app to be gave a structure so that the data to be used for the app can be loaded into the specified page the user is viewing.

1. JQuery

JQuery was used as a front/back-end coding language as this allowed the front-end display of the app to be altered using AJAX without having to reload the page again.

1. PHP

PHP was used as a back-end programming language because this allowed the back-end functionality of the app to be connected to the front-end display.

1. CSS

CSS was used as a styling front-end coding language as this allowed the front-end display of the app to be styled and altered for the user’s vision.

Below are all the php, css, and JavaScript documents that have been coded for use in this project.

1. Style.CSS
2. addGame.php
3. addPost.php
4. dbconx.php
5. display.php
6. displayPost.php
7. editContent.php
8. editGame.php
9. editpost.php
10. editUserProfile.php
11. fav.php
12. favList.php
13. groupProject (2).sql
14. homepage.php
15. login.php
16. newuser.php
17. post.php
18. profile.php
19. README.md
20. redirect.js
21. reg.php
22. script.js
23. user.php
24. userEdit.php
25. userList.php

## Style.CSS

body{

background-color: #e6e6e6;

}

#header{

background-color: #3595a0;

color: white;

text-align: center;

padding-top: 7px;

padding-bottom: 7px;

font-size: 15;

height: 40px;

line-height: 40px;

/\* position: fixed;

\*/ width: 100%;

top: 0;

}

h3{

color:black;

}

.container{

color: black;

padding-bottom: 0px;

}

#mainDiv{

position: relative;

margin-bottom: 30px;

}

#footer{

text-align: center;

padding-top: 7px;

padding-bottom: 7px;

font-size: 13;

position: fixed;

width: 100%;

bottom: 0;

}

#newSearchBar{

/\*background-color: white;\*/

margin: 2% 5% 0% 5%;

border-bottom: 1px solid #ddd;

}

.block{

margin: 4% 8% 10% 8%;

padding: 4%;

}

.img-circle{

width: 30%;

height: 30%;

display: block;

margin: auto;

}

b{

color: grey;

}

.profileContent{

width: 80%;

display: block;

margin: auto;

background-color:white;

line-height: 150%;

font-family: sans-serif;

padding: 20px;

text-align: center;

}

.mainContent{

margin: 0% 4% 20% 4%;

background-color: #123456;

border-radius: 4px;

}

.loginContent{

margin:4% 10% 20% 10%;

/\*margin-bottom: 10%;\*/

/\*background-color:white ;\*/

}

.form-top{

font-size: 20px;

font-weight: bold;

text-align: center;

background-color: #d9d9d9;

height:40px;

padding: 5px;

line-height: 40px;

border-radius: 5px;

opacity:0.9;

}

.form-bottom{

padding: 2% 5% 5% 5%;

background-color: #eeeeee;

opacity: 0.95;

border-radius: 5px;

}

#loginBTN{

background-color: #de995e;

color: white;

width: 60%;

left: 20%;

right: 20%;

opacity: 1;

}

#okayButton, #addGameBTN, #editGameBTN, #addGame, #addPost{

background-color: #2a9670;

color: white;

width: 38%;

height: 1%;

/\* left: 10%;

right: 10%;\*/

opacity: 1;

display: inline-block;

margin-right: 3%;

}

#addGame, #addPost{

float:right;

width:35%;

left: 0;

right: 0;

}

/\* button{

display: block;

margin: auto;

width: 40%;

}\*/

#cancelButton{

background-color: #c91b04;

/\*#d31f2e;\*/

color: white;

width: 38%;

height: 10%;

left: 5%;

right: 10%;

opacity: 1;

display: inline-block;

margin-left: 3%;

}

@media(max-width:1200px) and (min-width: 300px){

/\*body{background:#e9ebee;}\*/

div{display: block;}

a{text-decoration: none;}

.container{

margin: 0px;

padding:0;

padding-bottom: 5px;

width:100%;

background:#fff;

border:1px solid #ddd;

border-radius: 5px;

position:relative;

float:left;

margin-bottom: 10px;

}

.titleName{

padding:3% 2%;

width:96%;

font-size:1.0em;

font-family: Roboto, 'Droid Sans', Helvetica, sans-serif;

position: relative;

float: left;

letter-spacing: 0.8px;

word-spacing: 2px;

color: #333;

font-weight:bold;

word-wrap: break-word;

text-transform: uppercase;

text-align: center;

}

h3#page-title{

width:50%;

float:left;

margin:0;

text-align: left;

margin-bottom:5px;

}

#addGame{

vertical-align: center;

margin:0;

margin-bottom:5px;

}

.articleImage{

width:98%;

height:5.25%;

line-height: 20%;

position:relative;

border: 1px solid #ddd;

/\*display: block;\*/

margin: auto;

}

.articleImage img{

width:100%;

height:100%;

position: relative;

float: left;

}

.articleDescription{

padding:3% 2%;

width:96%;

max-height:150px;

position: relative;

/\*float: left;\*/

font-size: 0.85em;

color: #575757;

font-weight: normal;

letter-spacing: .9px;

text-align: justify;

overflow: hidden;

text-align: justify;

}

.articleDescription .read-more {

position: absolute;

bottom: 0;

left: 0;

width: 100%;

text-align: center;

margin: 0; padding:40px 0 5px;

/\* "transparent" only works here because == rgba(0,0,0,0) \*/

background-image: linear-gradient(to bottom, transparent, white);

}

.articleDescription .read-more a{

color:cadetblue;

}

.articleButtons{

width: 100%;

position: relative;

float: left;

border-top:1px solid #eee;

margin-top: 20px;

}

.articleButtons ul{

margin:0px;

padding: 0px;

float:left;

width: 100%;

}

.articleButtons ul li{

position: relative;

float: left;

list-style-type: none;

display: inline-block;

width:50%;

text-align: center;

}

.articleButtons ul li a{

font-size: 1em;

position: relative;

float: left;

color:#aaa;

padding: 15px 0;

text-align: center;

width: 100%;

}

.articleButtons ul li.cross:hover i{

color: crimson;

}

.articleButtons ul li.edit:hover i{

color: forestgreen;

}

.articleButtons ul li.favorite:hover i{

color:salmon;

}

.articleButtons ul li:hover{

background-color:#f5f5f5 ;

}

.favourite{

margin:0px auto;

}

#searchArea .ui-input-text{

width:70%;

float:left;

height:39px;

padding-top: 5px;

}

#searchBTN{

width:25%;

float:right;

}

.favorite{

float:none !important;

text-align: center;

}

}

## addGame.php

<?php

require "dbconx.php";

$con = db();

session\_start();

if(isset ($\_SESSION["loggedIn"]) && ($\_SESSION["loggedIn"]) >= 2 ){

$canEdit='yes';

}else{

$canEdit='no';

}

?>

<!DOCTYPE html>

<html>

<head>

<title>Game Hub</title>

<!-- Include meta tag to ensure proper rendering and touch zooming -->

<meta name="viewport" content="width=device-width, initial-scale=1">

<!--Include the CSS file-->

<!-- <link rel="stylesheet" href="css/adminStyle.css" type="text/css"> -->

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

<link href="https://maxcdn.bootstrapcdn.com/font-awesome/4.7.0/css/font-awesome.min.css" rel='stylesheet'>

<!-- Include jQuery Mobile stylesheets -->

<link rel="stylesheet" href="http://code.jquery.com/mobile/1.4.5/jquery.mobile-1.4.5.min.css">

<!--Icon Pack-->

<link rel="stylesheet" href="dist/jqm-icon-pack-fa.css" />

<!-- Include the jQuery library -->

<script src="http://code.jquery.com/jquery-1.11.3.min.js"></script>

<!--Include the bootstrap JS library-->

<script src="http://maxcdn.bootstrapcdn.com/bootstrap/3.3.6/js/bootstrap.min.js"></script>

<!-- Include the jQuery Mobile library -->

<script src="http://code.jquery.com/mobile/1.4.5/jquery.mobile-1.4.5.min.js"></script>

<script src="redirect.js"></script>

<script src="script.js"></script>

<script src="https://cdn.jsdelivr.net/npm/jquery-validation@1.17.0/dist/jquery.validate.min.js"></script>

<script src="https://cdnjs.cloudflare.com/ajax/libs/jquery-validate/1.17.0/additional-methods.js"></script>

<style>

label.error { float: none; color: red; padding-left: .5em; padding-top: .5em; margin-left:.5em; margin-right:.5em; vertical-align: top; border-top: 1px solid #e1e1e1;}

</style>

</head>

<body>

<div data-role="pages" id="container">

<!--Header-->

<div data-role="header" id="header">

GAME HUB

<div class="ui-btn-right" data-role="controlgroup" data-type="horizontal">

<a href="#popupMenu" data-rel="popup" data-transition="slideup" class="ui-btn ui-icon-user ui-btn-icon-notext ui-btn-inline ui-corner-all">My Profile</a>

<div data-role="popup" id="popupMenu">

<ul data-role="listview" data-inset="true">

         <li><a href="profile.php">My Profile</a></li>

<li><a href="user.php">Logout</a></li>

        </ul>

</div>

</div>

</div>

<div data-role="main" class="loginContent">

<form id="add" class="gameContent" method="POST" action="editContent.php" data-ajax="false" accept-charset="UTF-8" enctype="multipart/form-data">

<fieldset>

<div class="form-top">

Add Game

</div>

<div class="form-bottom">

<input type="hidden" id="editBy" name="editBy" value="addGame" required/>

<label for='gameName'>Name of Game:</label>

<input type='text' name='gameName' id='gameName'/>

<label for="newImg"></label>

<input type="file" name="newImg" id="newImg">

<label for='gameDesc'>Game Description: </label>

<textarea name='gameDesc' id='gameDesc'></textarea>

<label for='newRelease'>Release Date: </label>

<input type='text' name='newRelease' id='newRelease'/>

<br>

<?php

$genreSelect="SELECT genreName AS 'Genre', genreID AS 'Genre ID' FROM gamegenre";

$result = $con->query($genreSelect);

echo "<div id='genreSelect'>";

if ($result-> num\_rows > 0) {

echo "<select name='newGenre' id='newGenre' required><option selected disabled>Select genre...</option>";

while($row = $result->fetch\_assoc()) {

echo "<option name='newGenre' value='".$row['Genre ID']."'>".$row['Genre']."</option> ";

}

echo "</select></div>";

}else{

echo "there is nothing here";

}

$consoleSelect="SELECT consoleName AS 'Console', consoleID AS 'Console ID' FROM console";

$result = $con->query($consoleSelect);

echo "<div id='consoleSelect'>";

if ($result-> num\_rows > 0) {

echo "<select name ='newConsole' id='newConsole' required><option selected disabled>Select console...</option>";

while($row = $result->fetch\_assoc()) {

echo "<option value='".$row['Console ID']."'>".$row['Console']."</option> ";

}

echo "</select></div>";

}else{

echo "there is nothing here";

}

$con->close();

?>

<button id="addGameBTN" type="submit" value="submit">Add</button><button id="cancelButton" data-role="back">Cancel</button>

</fieldset>

</form>

</div>

<div data-role="footer" id="footer">

<!-- Copyright <i class="fa fa-copyright" aria-hidden="true"></i> Gamehub 2017 -->

<div data-role="navbar" data-position="fixed">

<!--If ADMIN-->

<?php

echo '<ul><li><a href="post.php" id="post" data-icon="file" data-ajax="false">Posts</a></li> <li><a href="homepage.php" id="post" data-icon="gamepad" data-ajax="false">Home</a></li>';

if ($canEdit == 'yes'){

echo '<li><a href="userList.php" id="arrow-up" data-icon="user" data-ajax="false">Admins</a></li>';

}

if(isset($\_SESSION['loggedIn'])){

echo '<li><a href="profile.php" id="arrow-up" data-icon="smile-o" data-ajax="false">Profile</a></li>';

}else{

echo '<li><a href="login.php" id="arrow-up" data-icon="smile-o" data-ajax="false">Log In</a></li>';

}

echo '</ul>';

?>

</div>

</div>

</div>

</body>

</html>

## addPost.php

<?php

require 'dbconx.php';

$con=db();

session\_start();

if(isset ($\_SESSION["loggedIn"]) && ($\_SESSION["loggedIn"]) >= 2 ){

$canEdit='yes';

}else{

$canEdit='no';

}

?>

<!DOCTYPE html>

<html>

<head>

<title>Game Hub</title>

<!-- Include meta tag to ensure proper rendering and touch zooming -->

<meta name="viewport" content="width=device-width, initial-scale=1">

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<link rel="stylesheet" href="http://code.jquery.com/mobile/1.4.5/jquery.mobile-1.4.5.min.css">

<!--Icon Pack-->

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<!-- Include the jQuery Mobile library -->

<script src="http://code.jquery.com/mobile/1.4.5/jquery.mobile-1.4.5.min.js"></script>

<script src="redirect.js"></script>

<script src="script.js"></script>

<script src="https://cdn.jsdelivr.net/npm/jquery-validation@1.17.0/dist/jquery.validate.min.js"></script>

<script src="https://cdnjs.cloudflare.com/ajax/libs/jquery-validate/1.17.0/additional-methods.js"></script>

<style>

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</style>

</head>

<body>

<div data-role="pages" id="container">

<!--Header-->

<div data-role="header" id="header">

GAME HUB

<div class="ui-btn-right" data-role="controlgroup" data-type="horizontal">

<a href="#popupMenu" data-rel="popup" data-transition="slideup" class="ui-btn ui-icon-user ui-btn-icon-notext ui-btn-inline ui-corner-all">My Profile</a>

<div data-role="popup" id="popupMenu">

<ul data-role="listview" data-inset="true">

    <li><a href="profile.php">My Profile</a></li>

<li><a href="user.php">Logout</a></li>

  </ul>

</div>

</div>

</div>

<div data-role="main" class="loginContent">

<form id="add" class="postContent" method="POST" action="editContent.php" data-ajax="false">

<fieldset>

<div class="form-top">

Add Post

</div>

<div class="form-bottom">

<input type="hidden" id="editBy" name="editBy" value="addPost"/>

<?php

$game\_search="SELECT gameName AS 'Name', gameID AS 'Game ID' FROM gamelist";

$gamelist = $con->query($game\_search);

if ($gamelist-> num\_rows > 0) {

echo '<select name="game" id="game"> <option selected disabled>Select Game...</option>';

while($row = $gamelist->fetch\_assoc()) {

echo '<option value="'.$row['Game ID'].'">'.$row['Name'].'</option>';

}

echo '</select>';

}

?>

<label>Post Title</label>

<input type="text" name="title" id="title" placeholder="Post Title Here">

<label>Post Date</label>

<?php $time = getdate();

$time = $time['mday']."/".$time['mon']."/".$time['year'];

?>

<input type="text" name="date" id="date" value = "<?php echo $time ?>">

<label>Contents</label>

<textarea id="contents" name="contents" placeholder="Post Contents Here"></textarea>

<label>Link</label>

<input type="url" name="postLink" placeholder="Post Link Here">

<?php

$outlet="SELECT outletName AS 'Name', outletID AS 'Outlet ID' FROM newsoutlet";

$outletlist = $con->query($outlet);

if ($outletlist-> num\_rows > 0) {

echo '<select name="outlet" id="outlet"> <option selected disabled>Select Link source...</option>';

while($row = $outletlist->fetch\_assoc()) {

echo '<option value="'.$row['Outlet ID'].'">'.$row['Name'].'</option>';

}

echo '</select>';

}

?>

<button id="okayButton" type="submit" form="add" value="submit">Add</button><button id="cancelButton" data-role="back">Cancel</button>

</div>

</fieldset>

</form>

</div>

<div data-role="footer" id="footer">

<!-- Copyright <i class="fa fa-copyright" aria-hidden="true"></i> Gamehub 2017 -->

<div data-role="navbar" data-position="fixed">

<?php

echo '<ul><li><a href="post.php" id="post" data-icon="file" data-ajax="false">Posts</a></li><li><a href="homepage.php" id="post" data-icon="gamepad" data-ajax="false">Home</a></li>';

if ($canEdit == 'yes'){

echo '<li><a href="userList.php" id="arrow-up" data-icon="user" data-ajax="false">Admins</a></li>';

}

if(isset($\_SESSION['loggedIn'])){

echo '<li><a href="profile.php" id="arrow-up" data-icon="smile-o" data-ajax="false">Profile</a></li>';

}else{

echo '<li><a href="login.php" id="arrow-up" data-icon="smile-o" data-ajax="false">Log In</a></li>';

}

echo '</ul>';

?>

</div>

</div>

</div>

</body>

</html>

## dbconx.php

<?php

/\*\*\*

This file will connect the site to the database.

For each page of the site the following NEEDS to be included:

required "dbconx.php";

If this is not included the site will not connect to the database, and therefore the site will not work

\*\*\*/

//Assigns the database details to variables which will be used in the statement to connect to the database

function db(){

static $con;

$dbHost= "localhost";

$dbUsername="root";

$dbPassword="";

$dbName="groupproject";

//Statement connecting the site to the database using variables previously defined.

$con = mysqli\_connect("$dbHost", "$dbUsername", "$dbPassword", "$dbName");

//check connection

if(mysqli\_connect\_errno()){

echo "Failed to connect to MySQL: ".mysqli\_connect\_error();

}

return $con;

}

?>

## display.php

<?php

$con = db();

if(isset ($\_SESSION["loggedIn"])){

if($\_SESSION["loggedIn"] >= 2){

$canEdit='yes';

}

}else{

$canEdit='no';

}

/\*\*\*

The below variable for $userSearch fetches the user inputed search and will get rid of any white space at the beginning/end of the input, and negating any code that can be entered into the search protecting from hackers.

The part that is "searchInput" is the variable that contains what the user has entered on the previous page, change to suit.

\*\*\*/

$sql\_search = "SELECT gamelist.gameName AS 'Name', gamelist.gameDesc AS 'Description',gamelist.gameImg AS 'Game Art', gamegenre.genreName AS 'Genre', console.consoleName AS 'Console', gameID AS 'Game ID' FROM gamelist LEFT JOIN gamegenre ON gamelist.genreID=gamegenre.genreID LEFT JOIN console ON gamelist.consoleID=console.consoleID";

//This IF statement will display either the full list of games, or the user inputed search.

if (isset($con, $\_GET["search"])){

$userSearch=trim(mysqli\_real\_escape\_string($con, $\_GET["search"]));

$sql\_search = $sql\_search." WHERE gamelist.gameName LIKE '%".$userSearch."%' OR console.consoleName LIKE '%".$userSearch."%' OR gamegenre.genreName LIKE '%".$userSearch."%'";

}

if (isset($\_SESSION["userID"])){

$user= $\_SESSION["userID"];

}

$result = $con->query($sql\_search);

/\*\*\*

The below if statement if resposible for what is displayed on the page.

If there are results from the search then a while statement will go through the returned results and display then on the page.

If no result are found then a statement will be made to the user that there are no results.

\*\*\*/

if ($result-> num\_rows > 0) {

while($row = $result->fetch\_assoc()) {

// echo $row['GantArt']

echo "<section class='container'><div class='titleName'><span><a href='post.php?news=".$row['Name']."'>".$row['Name']."</a></span></div><div class='articleImage'><img src='assets/gameArt/".$row['Game Art']."' alt='Picture for ".$row['Name']."'/></div><div class='articleDescription'><p>Genre: ".$row['Genre']."<br>Console: ".$row['Console']."<br>".$row['Description']."</p><p class='read-more'><a href='#'' class='button'>Read More</a></p></div><div class='articleButtons'>

<ul class='favorite' data-ajax='false'>

<li class='favorite'>";

if(isset($\_SESSION["loggedIn"])){

$fav\_search = "SELECT gameID, userID FROM userfav WHERE gameID LIKE ".$row['Game ID']." AND userID LIKE ".$user;

$fav\_result=$con->query($fav\_search);

if ($fav\_result-> num\_rows > 0) {

$user = $\_SESSION["userID"];

echo "<a href='fav.php?game=".$row['Game ID']."&&user=".$user."' data-ajax='false'><i class='fa fa-heart'></i></a></li></ul>";

}else{

echo "<a href='fav.php?game=".$row['Game ID']."&&user=".$user."' data-ajax='false'><i class='fa fa-heart-o'></i></a></li></ul>";

}

}else{

echo "<a href'#'><i class='fa fa-heart-o' onclick=\"alert('To favourite you need to be a member.Not a member? Sign-up to create a free account!')\"></i></a></li></ul>";

}

if ($canEdit == 'yes'){

echo"<ul>

<li class='edit'><a href='editGame.php?game=".$row['Game ID']."' data-ajax='false'><i class='fa fa-pencil-square-o'></i></a></li>

<li class='cross'><a href='editContent.php?editBy=deleteGame&&forDelete=".$row['Game ID']."' data-ajax='false' onclick=\"return confirm('Are you sure you want to delete this item?');\"><i class='fa fa-times'></i></a></li>

</ul>";

}

echo "</div></section>";

}

}

else{

echo "<section class='container'>No result have been found matching your search.</section>";

}

?>

<script>

var $el, $ps, $up, totalHeight;

$(".articleDescription .button").click(function() {

totalHeight =0

$el = $(this);

$p = $el.parent();

$up = $p.parent();

$ps = $up.find("p:not('.read-more')");

// measure how tall inside should be by adding together heights of all inside paragraphs (except read-more paragraph)

$ps.each(function() {

totalHeight += $(this).outerHeight();

});

$up

.css({

// Set height to prevent instant jumpdown when max height is removed

"height": $up.height(),

"max-height": 9999

})

.animate({

"height": totalHeight

});

// fade out read-more

$p.fadeOut();

// prevent jump-down

return false;

});

</script>

## displayPost.php

<?php

$con = db();

if(isset ($\_SESSION["loggedIn"])){

if($\_SESSION["loggedIn"] >= 2){

$canEdit='yes';

}

}else{

$canEdit='no';

}

/\*\*\*

The below variable for $userSearch fetches the user inputed search and will get rid of any white space at the beginning/end of the input, and negating any code that can be entered into the search protecting from hackers.

The part that is "searchInput" is the variable that contains what the user has entered on the previous page, change to suit.

\*\*\*/

$sql\_search = "SELECT gamenews.articleId AS 'Article ID', gamenews.gameID AS 'Game ID', gamenews.articleName AS 'Name', gamenews.articleDate AS 'Date', gamenews.articleDesc AS 'Description', gamenews.outletID AS 'Outlet ID', newsoutlet.outletName AS 'Outlet Name', gamenews.articleLink AS 'Article Link', gamelist.gameName AS 'Game Name', gamelist.gameImg AS 'Game Art' FROM gamenews LEFT JOIN newsoutlet ON gamenews.outletID=newsoutlet.outletID LEFT JOIN gamelist ON gamenews.gameID=gamelist.gameID";

//This IF statement will display either the full list of games, or the user inputed search.

if (isset($con, $\_GET["news"])){

$userSearch=trim(mysqli\_real\_escape\_string($con, $\_GET["news"]));

$sql\_search = $sql\_search." WHERE gamelist.gameName LIKE '%".$userSearch."%'";

}

$result = $con->query($sql\_search);

/\*\*\*

The below if statement if resposible for what is displayed on the page.

If there are results from the search then a while statement will go through the returned results and display then on the page.

If no result are found then a statement will be made to the user that there are no results.

\*\*\*/

if ($result-> num\_rows > 0){

while($row = $result->fetch\_assoc()) {

echo "<section class='container'>".$row['Name']."<div class='articleImage'><img src='assets/gameArt/".$row['Game Art']."' alt='Picture for ".$row['Game Name']."'/></div>".$row['Description']."<br><br> To find out more:<a href='".$row['Article Link']."'>".$row['Outlet Name']."</a>";

if ($canEdit == 'yes'){

echo"<div class='articleButtons'>

<ul data-ajax='false'>

<li class='edit'><a href='editPost.php?post=".$row['Article ID']."' data-ajax='false'><i class='fa fa-pencil-square-o'></i></a></li>

<li class='cross'><a href='editContent.php?editBy=deletePost&&forDelete=".$row['Article ID']."' data-ajax='false' onclick=\"return confirm('Are you sure you want to delete this item?');\"><i class='fa fa-times'></i></a></li>

</ul></div>";

}

echo "</section>";

echo "<div id='bottom-spacer'></div>";

}

}else{

echo "No results have been found matching your search";

};

?>

## editContent.php

<?php

require "dbconx.php";

$con = db();

session\_start();

if ($\_SESSION["loggedIn"] >=3){

$userType="SuperAdmin";

$userID=$\_SESSION["userID"];

$canEdit='yes';

}else if ($\_SESSION["loggedIn"] ==2) {

$userType= "Admin";

$userID=$\_SESSION["userID"];

$canEdit='yes';

}else{

header("Location:homepage.php");

}

?>

<!DOCTYPE html>

<html>

<head>

<title>Game Hub</title>

<!-- Include meta tag to ensure proper rendering and touch zooming -->

<meta name="viewport" content="width=device-width, initial-scale=1">

<!--Include the CSS file-->

<!-- <link rel="stylesheet" href="css/adminStyle.css" type="text/css"> -->

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

<link href="https://maxcdn.bootstrapcdn.com/font-awesome/4.7.0/css/font-awesome.min.css" rel='stylesheet'>

<!-- Include jQuery Mobile stylesheets -->

<link rel="stylesheet" href="http://code.jquery.com/mobile/1.4.5/jquery.mobile-1.4.5.min.css">

<!--Icon Pack-->

<link rel="stylesheet" href="dist/jqm-icon-pack-fa.css" />

<!-- Include the jQuery library -->

<script src="http://code.jquery.com/jquery-1.11.3.min.js"></script>

<!--Include the bootstrap JS library-->

<script src="http://maxcdn.bootstrapcdn.com/bootstrap/3.3.6/js/bootstrap.min.js"></script>

<!-- Include the jQuery Mobile library -->

<script src="http://code.jquery.com/mobile/1.4.5/jquery.mobile-1.4.5.min.js"></script>

<script src="redirect.js"></script>

</head>

<body>

<div data-role="pages" id="container">

<!--Header-->

<div data-role="header" id="header">

GAME HUB

<div class="ui-btn-right" data-role="controlgroup" data-type="horizontal">

<a href="#popupMenu" data-rel="popup" data-transition="slideup" class="ui-btn ui-icon-user ui-btn-icon-notext ui-btn-inline ui-corner-all">My Profile</a>

<div data-role="popup" id="popupMenu">

<ul data-role="listview" data-inset="true">

         <li><a href="profile.php">My Profile</a></li>

<li><a href="user.php">Logout</a></li>

        </ul>

</div>

</div>

</div>

<div data-role="main" class="loginContent">

<div id="response">

<?php

if(isset($\_POST["editBy"])){

$editBy= ($\_POST["editBy"]);

}else{

$editBy=($\_GET["editBy"]);

}

switch ($editBy){

case "addGame":

addGame();

break;

case "editGame":

editGame();

break;

case "deleteGame":

deleteGame();

break;

case "addPost":

addArticle();

break;

case "editPost":

editArticle();

break;

case "deletePost":

deleteArticle();

break;

default:

echo "This page does not exist";

}

function imgUpload(){

if(isset($\_FILES['newImg'])){

$errors= array();

$file\_name = $\_FILES['newImg']['name'];

$file\_size = $\_FILES['newImg']['size'];

$file\_tmp = $\_FILES['newImg']['tmp\_name'];

$file\_type = $\_FILES['newImg']['type'];

$file\_ext = pathinfo($\_FILES["newImg"]["name"])['extension'];

$expensions= array("jpeg","jpg","png");

if(in\_array($file\_ext,$expensions)=== false){

$errors[]="extension not allowed, please choose a JPEG or PNG file.";

}

if($file\_size > 2097152) {

$errors[]='File size must be exactely 2 MB';

}

if(empty($errors)==true) {

move\_uploaded\_file($file\_tmp,"assets/gameArt/".$file\_name);

}else{

print\_r($errors);

}

}

}

function addGame(){

$con=db();

$newName = mysqli\_real\_escape\_string($con, $\_POST["gameName"]);

imgUpload();

$newImg= $\_FILES['newImg']['name'];

//$newImg = mysqli\_real\_escape\_string($con, $\_POST["gameImg"]);

$newGenre = mysqli\_real\_escape\_string($con, $\_POST["newGenre"]);

$newDesc = mysqli\_real\_escape\_string($con, $\_POST["gameDesc"]);

$newConsole = mysqli\_real\_escape\_string($con, $\_POST["newConsole"]);

$newRelease = mysqli\_real\_escape\_string($con, $\_POST["newRelease"]);

$addGame= "INSERT INTO gamelist(gameName, gameImg, genreID, gameDesc, consoleID, releaseDate) VALUES ('".$newName."', '".$newImg."','".$newGenre."', '".$newDesc."', '".$newConsole."', '".$newRelease."')";

mysqli\_query($con, $addGame);

echo "New game has been added!";

}

function editGame(){

$con=db();

$forEdit= mysqli\_real\_escape\_string($con, $\_POST["forEdit"]);

$newName = mysqli\_real\_escape\_string($con, $\_POST["newName"]);

imgUpload();

$newImg= $\_FILES['newImg']['name'];

$newGenre = mysqli\_real\_escape\_string($con, $\_POST["newGenre"]);

$newDesc = mysqli\_real\_escape\_string($con, $\_POST["newDesc"]);

$newRelease = mysqli\_real\_escape\_string($con, $\_POST["newRelease"]);

$newConsole = mysqli\_real\_escape\_string($con, $\_POST["newConsole"]);

$editGame = "UPDATE gamelist SET gameName='".$newName."', gameImg='".$newImg."', genreID='".$newGenre."', gameDesc='".$newDesc."', consoleID='".$newConsole."', releaseDate='".$newRelease."' WHERE gameID ='".$forEdit."'";

mysqli\_query($con, $editGame);

echo "Game has been edited!";

}

function deleteGame(){

$con=db();

$forDelete = mysqli\_real\_escape\_string($con, $\_GET["forDelete"]);

$deleteGame = "DELETE FROM gamelist WHERE gameID = '".$forDelete."'";

mysqli\_query($con, $deleteGame);

echo "Game has been deleted!";

}

function addArticle(){

$con=db();

$forGame = mysqli\_real\_escape\_string($con, $\_POST["game"]);

$newName = mysqli\_real\_escape\_string($con, $\_POST["title"]);

$date = mysqli\_real\_escape\_string($con, $\_POST["date"]);

$newDesc = mysqli\_real\_escape\_string($con, $\_POST["contents"]);

$newOutletID = mysqli\_real\_escape\_string($con, $\_POST["outlet"]);

$newLink = mysqli\_real\_escape\_string($con, $\_POST["postLink"]);

$addArticle= "INSERT INTO gamenews(gameID, articleDate, articleName, articleDesc, outletID, articleLink) VALUES ('".$forGame."', '".$date."','".$newName."','".$newDesc."', '".$newOutletID."', '".$newLink."')";

mysqli\_query($con, $addArticle);

echo "New post has been added!";

}

function editArticle(){

$con=db();

$forEdit= mysqli\_real\_escape\_string($con, $\_POST["forEdit"]);

$forGame = mysqli\_real\_escape\_string($con, $\_POST["game"]);

$newName = mysqli\_real\_escape\_string($con, $\_POST["title"]);

$date = mysqli\_real\_escape\_string($con, $\_POST["date"]);

$newDesc = mysqli\_real\_escape\_string($con, $\_POST["contents"]);

$newOutletID = mysqli\_real\_escape\_string($con, $\_POST["outlet"]);

$newLink = mysqli\_real\_escape\_string($con, $\_POST["postLink"]);

$editArticle = "UPDATE gamenews SET gameID='".$forGame."', articleName='".$newName."', articleDate='".$date."', articleDesc='".$newDesc."', outletID='".$newOutletID."', articleLink='".$newLink."' WHERE articleID ='".$forEdit."'";

mysqli\_query($con, $editArticle);

echo "Post has been edited!";

}

function deleteArticle(){

$con=db();

$forDelete = mysqli\_real\_escape\_string($con, $\_GET["forDelete"]);

$deletePost = "DELETE FROM gamenews WHERE articleID = '".$forDelete."'";

mysqli\_query($con, $deletePost);

echo "<section class='container'>Post has been deleted!</section>";

}

?>

</div>

</div>

<div data-role="footer" id="footer">

<!-- Copyright <i class="fa fa-copyright" aria-hidden="true"></i> Gamehub 2017 -->

<div data-role="navbar" data-position="fixed">

<!--If ADMIN-->

<?php

echo '<ul><li><a href="post.php" id="post" data-icon="file" data-ajax="false">Posts</a></li><li><a href="homepage.php" id="post" data-icon="gamepad" data-ajax="false">Home</a></li>';

if ($userType == 'SuperAdmin'){

echo '<li><a href="userList.php" id="arrow-up" data-icon="user" data-ajax="false">Admins</a></li>';

}

if(isset($\_SESSION['loggedIn'])){

echo '<li><a href="profile.php" id="arrow-up" data-icon="smile-o" data-ajax="false">Profile</a></li>';

}else{

echo '<li><a href="login.php" id="arrow-up" data-icon="smile-o" data-ajax="false">Log In</a></li>';

}

echo '</ul>';

?>

</div>

</div>

</div>

</body>

</html>

## editGame.php

<?php

require 'dbconx.php';

$con=db();

if(isset ($\_SESSION["loggedIn"]) && ($\_SESSION["loggedIn"]) >= 2 ){

$canEdit='yes';

}else{

$canEdit='no';

}

?>

<!DOCTYPE html>

<html>

<head>

<title>Game Hub</title>

<!-- Include meta tag to ensure proper rendering and touch zooming -->

<meta name="viewport" content="width=device-width, initial-scale=1">

<!--Include the CSS file-->

<!-- <link rel="stylesheet" href="css/adminStyle.css" type="text/css"> -->

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

<link href="https://maxcdn.bootstrapcdn.com/font-awesome/4.7.0/css/font-awesome.min.css" rel='stylesheet'>

<!-- Include jQuery Mobile stylesheets -->

<link rel="stylesheet" href="http://code.jquery.com/mobile/1.4.5/jquery.mobile-1.4.5.min.css">

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<script src="http://code.jquery.com/mobile/1.4.5/jquery.mobile-1.4.5.min.js"></script>

<script src="redirect.js"></script>

<script src="script.js"></script>

<script src="https://cdn.jsdelivr.net/npm/jquery-validation@1.17.0/dist/jquery.validate.min.js"></script>

<script src="https://cdnjs.cloudflare.com/ajax/libs/jquery-validate/1.17.0/additional-methods.js"></script>

<style>

label.error { float: none; color: red; padding-left: .5em; padding-top: .5em; margin-left:.5em; margin-right:.5em; vertical-align: top; border-top: 1px solid #e1e1e1;}

</style>

</head>

<body>

<?php

$toEdit=$\_GET['game'];

$gameToEdit="SELECT gamelist.gameName AS 'Name', gamelist.gameImg AS 'Game Art', gamelist.gameID AS 'Game ID', gamelist.gameDesc AS 'Description', gamelist.releaseDate AS 'Release', gamelist.genreID AS 'Genre ID', gamegenre.genreName AS 'Genre', console.consoleName AS 'Console' FROM gamelist LEFT JOIN gamegenre ON gamelist.genreID=gamegenre.genreID LEFT JOIN console ON gamelist.consoleID=console.consoleID WHERE gamelist.gameID LIKE ".$toEdit;

$result = $con->query($gameToEdit);

$editDetails=mysqli\_fetch\_assoc($result);

?>

<div data-role="pages" id="container">

<!--Header-->

<div data-role="header" id="header">

GAME HUB

<div class="ui-btn-right" data-role="controlgroup" data-type="horizontal">

<a href="#popupMenu" data-rel="popup" data-transition="slideup" class="ui-btn ui-icon-user ui-btn-icon-notext ui-btn-inline ui-corner-all">My Profile</a>

<div data-role="popup" id="popupMenu">

<ul data-role="listview" data-inset="true">

      <li><a href="profile.php">My Profile</a></li>

<li><a href="user.php">Logout</a></li>

    </ul>

</div>

</div>

</div>

<div data-role="main" class="loginContent">

<form id="edit" class="gameContent" method="POST" action="editContent.php" data-ajax="false" enctype="multipart/form-data">

<fieldset>

<div class="form-top">

Edit Game

</div>

<div class="form-bottom">

<input type="hidden" id="editBy" name="editBy" value="editGame"/>

<input type="hidden" id="forEdit" name="forEdit" value="<?php echo $editDetails['Game ID']?>"/>

<label for='gameName'>Name of Game:</label>

<input type='text' name='newName' id='newName' maxlength="50" value="<?php echo $editDetails['Name']?>" required />

<label for="newImg"></label>

<input type="file" name="newImg" id="newImg" value ="<?php echo $editDetails['Game Art']?>">

<label for='gameDesc'>Game Description: </label>

<textarea name='newDesc' id='newDesc' maxlength="600" required><?php echo $editDetails['Description']?></textarea>

<label for='newRelease'>Release Date: </label>

<input type='text' name='newRelease' id='newRelease' maxlength="50" value="<?php echo $editDetails['Release']?>" required/>

<br>

<?php

$genreSelect="SELECT genreName AS 'Genre', genreID AS 'Genre ID' FROM gamegenre";

$result = $con->query($genreSelect);

echo "<div id='genreSelect'>";

if ($result-> num\_rows > 0) {

$genreToEdit= $editDetails['Genre ID'];

echo "<select name='newGenre' id='newGenre' required><option selected disabled>Select genre...</option>";

while($row = $result->fetch\_assoc()) {

$genreID = $row['Genre ID'];

if( $genreID == $genreToEdit ){

echo "<option name='newGenre' value='".$row['Genre ID']."' selected>".$row['Genre']."</option> ";

}else{

echo "<option name='newGenre' value='".$row['Genre ID']."'>".$row['Genre']."</option> ";

}

}

echo "</select><br>";

}else{

echo "there is nothing here";

}

$consoleSelect="SELECT consoleName AS 'Console', consoleID AS 'Console ID' FROM console";

$result = $con->query($consoleSelect);

echo "<div id='consoleSelect'>";

if ($result-> num\_rows > 0) {

echo "<select name ='newConsole' id='newConsole' required>";

while($row = $result->fetch\_assoc()) {

$consoleID = $row['Console ID'];

if( $consoleID == $consoleToEdit ){

echo "<option name='newConsole' value='".$row['Console ID']."' selected>".$row['Console']."</option> ";

}else{

echo "<option value='".$row['Console ID']."'>".$row['Console']."</option> ";

}

}

echo "</select><br>";

}else{

echo "there is nothing here";

}

$con->close();

?>

<button id="editGameBTN" type="submit" form="edit" value="submit">Edit</button><button id="cancelButton" data-role="back">Cancel</button>

</fieldset>

</form>

</div>

<div data-role="footer" id="footer">

<!-- Copyright <i class="fa fa-copyright" aria-hidden="true"></i> Gamehub 2017 -->

<div data-role="navbar" data-position="fixed">

<?php

echo '<ul><li><a href="post.php" id="post" data-icon="file" data-ajax="false">Posts</a></li><li><a href="homepage.php" id="post" data-icon="gamepad" data-ajax="false">Home</a></li>';

if ($canEdit == 'yes'){

echo '<li><a href="userList.php" id="arrow-up" data-icon="user" data-ajax="false">Admins</a></li>';

}

if(isset($\_SESSION['loggedIn'])){

echo '<li><a href="profile.php" id="arrow-up" data-icon="smile-o" data-ajax="false">Profile</a></li>';

}else{

echo '<li><a href="login.php" id="arrow-up" data-icon="smile-o" data-ajax="false">Log In</a></li>';

}

echo '</ul>';

?>

</div>

</div>

</div>

</body>

</html>

## editpost.php

<?php

require 'dbconx.php';

$con=db();

if(isset ($\_SESSION["loggedIn"]) && ($\_SESSION["loggedIn"]) >= 2 ){

$canEdit='yes';

}else{

$canEdit='no';

}

?>

<!DOCTYPE html>

<html>

<head>

<title>Game Hub</title>

<!-- Include meta tag to ensure proper rendering and touch zooming -->

<meta name="viewport" content="width=device-width, initial-scale=1">

<!--Include the CSS file-->

<!-- <link rel="stylesheet" href="css/adminStyle.css" type="text/css"> -->

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

<link href="https://maxcdn.bootstrapcdn.com/font-awesome/4.7.0/css/font-awesome.min.css" rel='stylesheet'>

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<!--Icon Pack-->

<link rel="stylesheet" href="dist/jqm-icon-pack-fa.css" />

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<script src="http://code.jquery.com/mobile/1.4.5/jquery.mobile-1.4.5.min.js"></script>

<script src="redirect.js"></script>

<script src="script.js"></script>

<script src="https://cdn.jsdelivr.net/npm/jquery-validation@1.17.0/dist/jquery.validate.min.js"></script>

<script src="https://cdnjs.cloudflare.com/ajax/libs/jquery-validate/1.17.0/additional-methods.js"></script>

<style>

label.error { float: none; color: red; padding-left: .5em; padding-top: .5em; margin-left:.5em; margin-right:.5em; vertical-align: top; border-top: 1px solid #e1e1e1;}

</style>

</head>

<body>

<?php

$toEdit=$\_GET['post'];

$postToEdit="SELECT gameID AS 'Game ID', articleID AS 'Article ID', articleName AS 'Name', articleDate AS 'Date', articleDesc AS 'Article Contents', outletID AS 'Outlet ID', articleLink AS 'Article Link'FROM gamenews WHERE articleID LIKE ".$toEdit;

$result = $con->query($postToEdit);

$editDetails=mysqli\_fetch\_assoc($result);

?>

<div data-role="pages" id="container">

<!--Header-->

<div data-role="header" id="header">

GAME HUB

<div class="ui-btn-right" data-role="controlgroup" data-type="horizontal">

<a href="#popupMenu" data-rel="popup" data-transition="slideup" class="ui-btn ui-icon-user ui-btn-icon-notext ui-btn-inline ui-corner-all">My Profile</a>

<div data-role="popup" id="popupMenu">

<ul data-role="listview" data-inset="true">

    <li><a href="profile,.php">My Profile</a></li>

<li><a href="user.php">Logout</a></li>

  </ul>

</div>

</div>

</div>

<div data-role="main" class="loginContent">

<form id="edit" class="postContent" method="POST" action="editContent.php" data-ajax="false">

<fieldset >

<div class="form-top">

Add Post

</div>

<div class="form-bottom">

<input type="hidden" id="editBy" name="editBy" value="editPost"/>

<input type="hidden" id="forEdit" name="forEdit" value="<?php echo $editDetails['Article ID']?>"/>

<?php

$game\_search="SELECT gameName AS 'Name', gameID AS 'Game ID' FROM gamelist";

$gamelist = $con->query($game\_search);

$gameToEdit= $editDetails['Game ID'];

if ($gamelist-> num\_rows > 0) {

echo '<select name="game" id="game" required>';

while($row = $gamelist->fetch\_assoc()) {

$gameID = $row['Game ID'];

if( $gameID == $gameToEdit ){

echo '<option value="'.$row['Game ID'].'" selected>'.$row['Name'].'</option>';

}else{

echo '<option value="'.$row['Game ID'].'">'.$row['Name'].'</option>';

}

}

echo '</select>';

}

?>

<label>Post Title</label>

<input type="text" name="title" id="title" value="<?php echo $editDetails['Name'] ?>">

<label>Post Date</label>

<?php $time = getdate();

$time = $time['mday']."/".$time['mon']."/".$time['year'];

?>

<input type="text" name="date" id="date" value="<?php echo $editDetails['Date'] ?>">

<label>Contents</label>

<textarea id="contents" name="contents"><?php echo $editDetails['Article Contents'] ?></textarea>

<label>Link</label>

<input type="url" name="postLink" value="<?php echo $editDetails['Article Link'] ?>">

<?php

$outlet="SELECT outletName AS 'Name', outletID AS 'Outlet ID' FROM newsoutlet";

$outletlist = $con->query($outlet);

$outletToEdit=$editDetails['Outlet ID'];

if ($outletlist-> num\_rows > 0) {

echo '<select name="outlet" id="outlet" required>';

while($row = $outletlist->fetch\_assoc()) {

$outlet=$row['Outlet ID'];

if($outlet = $outletToEdit){

echo '<option value="'.$row['Outlet ID'].'" selected>'.$row['Name'].'</option>';

}else{

echo '<option value="'.$row['Outlet ID'].'">'.$row['Name'].'</option>';

}

}

echo '</select>';

}

?>

<button id="okayButton" type="submit" form="edit" value="submit">Edit</button><button id="cancelButton" data-role="back">Cancel</button>

</div>

</fieldset>

</form>

</div>

<div data-role="footer" id="footer">

<!-- Copyright <i class="fa fa-copyright" aria-hidden="true"></i> Gamehub 2017 -->

<div data-role="navbar" data-position="fixed">

<?php

echo '<ul><li><a href="post.php" id="post" data-icon="file" data-ajax="false">Posts</a></li><li><a href="homepage.php" id="post" data-icon="gamepad" data-ajax="false">Home</a></li>';

if ($canEdit == 'yes'){

echo '<li><a href="userList.php" id="arrow-up" data-icon="user" data-ajax="false">Admins</a></li>';

}

if(isset($\_SESSION['loggedIn'])){

echo '<li><a href="profile.php" id="arrow-up" data-icon="smile-o" data-ajax="false">Profile</a></li>';

}else{

echo '<li><a href="login.php" id="arrow-up" data-icon="smile-o" data-ajax="false">Log In</a></li>';

}

echo '</ul>';

?>

</div>

</div>

</div>

</body>

</html>

## editUserProfile.php

<!DOCTYPE html>

<html>

<head>

<title>Game Hub</title>

<!-- Include meta tag to ensure proper rendering and touch zooming -->

<meta name="viewport" content="width=device-width, initial-scale=1">

<!--Include the CSS file-->

<!-- <link rel="stylesheet" href="css/adminStyle.css" type="text/css"> -->

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

<link href="https://maxcdn.bootstrapcdn.com/font-awesome/4.7.0/css/font-awesome.min.css" rel='stylesheet'>

<!-- Include jQuery Mobile stylesheets -->

<link rel="stylesheet" href="http://code.jquery.com/mobile/1.4.5/jquery.mobile-1.4.5.min.css">

<!--Icon Pack-->

<link rel="stylesheet" href="dist/jqm-icon-pack-fa.css" />

<!-- Include the jQuery library -->

<script src="http://code.jquery.com/jquery-1.11.3.min.js"></script>

<!--Include the bootstrap JS library-->

<script src="http://maxcdn.bootstrapcdn.com/bootstrap/3.3.6/js/bootstrap.min.js"></script>

<!-- Include the jQuery Mobile library -->

<script src="http://code.jquery.com/mobile/1.4.5/jquery.mobile-1.4.5.min.js"></script>

<script src="https://cdn.jsdelivr.net/npm/jquery-validation@1.17.0/dist/jquery.validate.js"></script>

</head>

<body>

<div data-role="pages" id="container">

<!--Header-->

<div data-role="header" id="header">

GAME HUB

<div class="ui-btn-right" data-role="controlgroup" data-type="horizontal">

<a href="#popupMenu" data-rel="popup" data-transition="slideup" class="ui-btn ui-icon-user ui-btn-icon-notext ui-btn-inline ui-corner-all">My Profile</a>

<div data-role="popup" id="popupMenu">

        <ul data-role="listview" data-inset="true">

         <li><a href="profile,.php">My Profile</a></li>

<li><a href="user.php">Logout</a></li>

        </ul>

</div>

</div>

</div>

<div data-role="main" class= "loginContent">

<form id="register" action='#' method="post"

accept-charset='UTF-8'>

<fieldset >

<div class="form-top">

Edit Profile

</div>

<div class="form-bottom">

<input type='hidden' name='submitted' id='submitted' value='1'/>

<label for='name' >Your Full Name: </label>

<input type='text' name='name' id='name' maxlength="50" required/>

<label for='email' >Email Address:</label>

<input type='text' name='email' id='email' maxlength="50" required />

<label for='username' >UserName:</label>

<input type='text' name='username' id='username' maxlength="50" required />

<button id="addGameBTN">Update</button><button id="cancelButton" data-role="back">Cancel</button>

</div>

</fieldset>

</form>

<div class="form-bottom">

<a href="#" id="changePassword"><center>Change Password</center></a>

<form id="passowordChangeForm" action="">

<div id="passwordDiv" style="display: none;">

<label for="prevPassword">Current Password</label>

<input type="password" name="prevPassword" id="prevPassword" maxlength="50" required="true">

<label for='password' >New Password:</label>

<input type='password' name='password' id='password' maxlength="50" required />

<label for='confirmPassword' >Confirm Password:</label>

<input type='password' name='confirmPassword' id='confirmPassword' maxlength="50" required />

<center><a href="" id="updatePassword"> Change Password </a> |

<a href="" id="cancelPasswordUpdate" style="color: red;">Cancel</a></center>

</div>

</form>

</div>

</div>

<div data-role="footer" id="footer">

<!-- Copyright <i class="fa fa-copyright" aria-hidden="true"></i> Gamehub 2017 -->

<div data-role="navbar" data-position="fixed">

<!--If ADMIN-->

<ul>

<li><a href="posts.html" id="post" data-icon="file">Posts</a></li>

<li><a href="posts.html" id="post" data-icon="gamepad">Games</a></li>

<li><a href="admins.html" id="arrow-up" data-icon="user">Admins</a></li>

<li><a href="feedback.html" id="arrow-up" data-icon="smile-o">Profile</a></li>

</ul>

<!--If GENERAL USER-->

<!-- <ul>

<li><a href="posts.html" id="post" data-icon="file">Favorites</a></li>

<li><a href="admins.html" id="arrow-up" data-icon="home">Home</a></li>

<li><a href="feedback.html" id="arrow-up" data-icon="smile-o">Profile</a></li>

</ul> -->

</div>

</div>

<script type="text/javascript">

$(document).ready(function(){

$("#changePassword").click(function(){

$("#changePassword").hide();

$("#passwordDiv").show();

});

$("#cancelPasswordUpdate").click(function(){

$("#passwordDiv").hide();

$("#changePassword").show();

});

});

</script>

</body>

</html>

## fav.php

<?php

require 'dbconx.php';

$con=db();

if(isset($\_GET['game'])&& isset($\_GET['user'])){

$game = $\_GET['game'];

$user = $\_GET['user'];

$isFav="SELECT \* FROM userfav WHERE userID ='".$user."' AND gameID ='".$game."'";

echo $isFav;

$result = mysqli\_query($con, $isFav);

if ($result->num\_rows > 0){

echo "to unfavourite";

unfavouriteGame();

} else{

echo "to favourite";

favouriteGame();

}

}

function favouriteGame(){

$con=db();

$game = $\_GET['game'];

$user = $\_GET['user'];

$sql\_search = "INSERT INTO userfav(userID, gameID) VALUES (".$user.",".$game.")";

mysqli\_query($con, $sql\_search);

header('Location: homepage.php');

$con->close();

}

function unfavouriteGame(){

$con=db();

$game = $\_GET['game'];

$user = $\_GET['user'];

$sql\_search = "DELETE FROM userfav WHERE userID = ".$user." AND gameID =".$game;

echo $sql\_search;

mysqli\_query($con, $sql\_search);

header('Location: homepage.php');

$con->close();

}

?>

## favList.php

<?php

$con = db();

if(isset ($\_SESSION["loggedIn"])){

if($\_SESSION["loggedIn"] >= 2){

$canEdit='yes';

}

}else{

$canEdit='no';

}

/\*\*\*

The below variable for $userSearch fetches the user inputed search and will get rid of any white space at the beginning/end of the input, and negating any code that can be entered into the search protecting from hackers.

The part that is "searchInput" is the variable that contains what the user has entered on the previous page, change to suit.

\*\*\*/

$fav\_search="SELECT userfav.userID AS 'User ID', userfav.gameID AS 'Game ID' FROM userfav LEFT JOIN gamelist ON userfav.gameID=gamelist.gameID WHERE userfav.userID LIKE ".$userID;

$result = $con->query($fav\_search);

/\*\*\*

The below if statement if resposible for what is displayed on the page.

If there are results from the search then a while statement will go through the returned results and display then on the page.

If no result are found then a statement will be made to the user that there are no results.

\*\*\*/

if ($result-> num\_rows > 0){

while($row = $result->fetch\_assoc()) {

$currentGame=$row['Game ID'];

$gameInfo="SELECT gamelist.gameName AS 'Name', gamelist.gameDesc AS 'Description',gamelist.gameImg AS 'Game Art', gamegenre.genreName AS 'Genre', console.consoleName AS 'Console', gamelist.gameID AS 'Game ID' FROM gamelist LEFT JOIN gamegenre ON gamelist.genreID=gamegenre.genreID LEFT JOIN console ON gamelist.consoleID=console.consoleID WHERE gamelist.gameID LIKE ".$currentGame;

$gameResult = $con->query($gameInfo);

$gameResult= $gameResult->fetch\_assoc();

// echo "<section class='container'>".$row['Name']."<div class='articleImage'><img src='assets/gameArt/".$row['Game Art']."' alt='Picture for ".$row['Game Name']."'/></div>".$row['Description']."<br><br> To find out more:<a href='".$row['Article Link']."'>".$row['Outlet Name']."</a>";

echo "<section class='container'><div class='titleName'><span><a href='post.php?news=".$gameResult['Name']."'>".$gameResult['Name']."</a></span></div><div class='articleImage'><img src='assets/gameArt/".$gameResult['Game Art']."' alt='Picture for ".$gameResult['Name']."'/></div><div class='articleDescription'><p>Genre: ".$gameResult['Genre']."<br>Console: ".$gameResult['Console']."<br>".$gameResult['Description']."</p><p class='read-more'><a href='#'' class='button'>Read More</a></p></div></section>";

}

}else{

echo "<section class='container'>You have no games currently favourited.</section>";

};

?>

## groupProject (2).sql

-- phpMyAdmin SQL Dump

-- version 4.6.4

-- https://www.phpmyadmin.net/

--

-- Host: 127.0.0.1

-- Generation Time: Nov 24, 2017 at 05:36 PM

-- Server version: 5.7.14

-- PHP Version: 5.6.25

SET SQL\_MODE = "NO\_AUTO\_VALUE\_ON\_ZERO";

SET time\_zone = "+00:00";

/\*!40101 SET @OLD\_CHARACTER\_SET\_CLIENT=@@CHARACTER\_SET\_CLIENT \*/;

/\*!40101 SET @OLD\_CHARACTER\_SET\_RESULTS=@@CHARACTER\_SET\_RESULTS \*/;

/\*!40101 SET @OLD\_COLLATION\_CONNECTION=@@COLLATION\_CONNECTION \*/;

/\*!40101 SET NAMES utf8mb4 \*/;

--

-- Database: `groupproject`

--

CREATE DATABASE IF NOT EXISTS `groupproject` DEFAULT CHARACTER SET utf8 COLLATE utf8\_general\_ci;

USE `groupproject`;

-- --------------------------------------------------------

--

-- Table structure for table `console`

--

CREATE TABLE `console` (

`consoleID` int(5) NOT NULL,

`consoleName` varchar(100) NOT NULL,

`consoleLogo` varchar(100) NOT NULL

) ENGINE=InnoDB DEFAULT CHARSET=utf8;

--

-- Dumping data for table `console`

--

INSERT INTO `console` (`consoleID`, `consoleName`, `consoleLogo`) VALUES

(1, 'PlayStation 1', 'empty'),

(2, 'PlayStation 2', 'empty'),

(3, 'PlayStation 3', 'empty'),

(4, 'PlayStation 4', 'empty'),

(5, 'GameCube', 'empty'),

(6, 'Nintendo Wii', 'empty'),

(7, 'Nintendo Switch', 'empty'),

(8, 'Xbox', 'empty'),

(9, 'Xbox360', 'empty'),

(10, 'XboxOne', 'empty');

-- --------------------------------------------------------

--

-- Table structure for table `gamegenre`

--

CREATE TABLE `gamegenre` (

`genreID` int(11) NOT NULL,

`genreName` varchar(100) NOT NULL

) ENGINE=InnoDB DEFAULT CHARSET=utf8;

--

-- Dumping data for table `gamegenre`

--

INSERT INTO `gamegenre` (`genreID`, `genreName`) VALUES

(1, 'Platformer'),

(2, 'Shooter'),

(3, 'Fighting'),

(4, 'Survival'),

(5, 'Sports'),

(6, 'Educational'),

(7, 'Action'),

(8, 'MMO'),

(9, 'RPG'),

(12, 'JRPG'),

(13, 'Racing'),

(14, 'Horror'),

(15, 'Indie'),

(16, 'Card');

-- --------------------------------------------------------

--

-- Table structure for table `gamelist`

--

CREATE TABLE `gamelist` (

`gameID` int(5) NOT NULL,

`gameName` varchar(100) NOT NULL,

`gameImg` varchar(100) NOT NULL,

`genreID` int(5) NOT NULL,

`gameDesc` varchar(600) NOT NULL,

`consoleID` int(5) NOT NULL,

`releaseDate` varchar(50) NOT NULL

) ENGINE=InnoDB DEFAULT CHARSET=utf8;

--

-- Dumping data for table `gamelist`

--

INSERT INTO `gamelist` (`gameID`, `gameName`, `gameImg`, `genreID`, `gameDesc`, `consoleID`, `releaseDate`) VALUES

(1, 'Call of Duty: WWII', 'gID1.jpg', 2, 'Call of Duty returns to its roots with Call of Duty: WWII-a breathtaking experience that redefines World War II for a new gaming generation. Land in Normandy on D-Day and battle across Europe through iconic locations in history\'s most monumental war. Experience classic Call of Duty combat, the bonds of camaraderie, and the unforgiving nature of war.', 1, 'October 2017'),

(2, 'The Last of Us Part II', 'gID2.jpg', 7, 'The next chapter in The Last of Us, we return to follow a older, angrier Ellie.', 4, ''),

(3, 'Sea of Thieves', 'gID3.jpg', 8, 'Yo ho, yo ho a pirate’s life for me. Or it will be in Sea of Thieves anyway. You must decide what kind of pirate you want to be, crew up, and set sail on various voyages. This is a multiplayer game set on the big blue.\r\n', 10, ''),

(4, 'Super Mario Odyssey', 'gID4.jpg', 1, 'Super Mario Odyssey should be a grand debut for Nintendo\'s mascot on the Switch, whisking Mario away to different worlds involving rainbow-colored cookery, dancing sprinkler robots, and the bustling metropolis of New Donk City. The platforming plumber also has a crucial new move, courtesy of Cappy, the spirit possessing his trademark red hat: he can possess any NPC in the world just by tossing his cap at them, opening up completely new avenues for gameplay.', 7, ''),

(5, 'Wolfenstein 2: The New Colossus', 'gID5.jpg', 7, 'B.J. Blazkowicz and Indiana Jones have similar sentiments regarding Nazis: they really hate those guys. But B.J. definitely has the edge when it comes to the Nazi body count left in his wake - and even when he\'s recovering from a coma and unable to stand, he\'ll still gladly crush Nazi skulls with his wheelchair wheels. Wolfenstein 2: The New Colossus has you taking back America from the established Nazi regime following the alternate history of The New Order, and that means gunning down and disemboweling every Nazi in sight. ', 10, ''),

(6, 'Xenoblade Chronicles 2', 'gID6.jpg', 12, 'Expect massive, open, and wholly alien landscapes to explore with a group of anime buddies wielding absurd, magical weaponry in highly-tactical real-time battles. That it\'s simply big isn\'t all that impressive considering how big pretty much every game is today, until you realize that the Switch will allow you to take this sprawling JRPG with you on the go - and that more than anything makes us very excited about what Xenoblade Chronicles 2 has to offer.', 7, ''),

(9, 'Assassin\'s Creed Origins', 'gID9.jpg', 11, ' You play as Bayek, one of the earliest Assassins, undertaking secret missions in a gorgeous, sunny and shining rendition of ancient Egypt. Developed by much of the same team that made Black Flag, Origins does away with tired AC elements like sync towers and minimap bloat to refocus on giant vistas to explore and satisfying action RPG combat to master. You can even ride a horse (or camel) into battle, trading in the stealth approach for a stylish entrance.', 4, ''),

(10, 'Sonic Forces', 'gID10.jpg', 1, 'The new Sonic game formerly known as simply "Project Sonic 2017" is looking appropriately speedy, but we\'re wondering if its 3D platforming can possibly live up to the retro, 2D greatness of Sonic Mania. A welcome hook this time around is the ability to play as a new hero of your own creation to team up with Modern and Retro Sonic, to the delight of fan artists everywhere. If you haven\'t already, Google search your name with "the Hedgehog" at the end to get a sneak preview of what that might look like.', 4, ''),

(11, 'Need for Speed: Payback ', 'gID11.jpg', 13, 'Take the over-the-top drama and lovable characters of the Fast and the Furious films, then sprinkle in plenty of slow-motion car crashes a la the beloved Burnout games. What you get is Need for Speed: Payback, an open-world racer with tons of cinematic flair mixed into its riveting chase scenes and breakneck getaways. There\'s also a heavy emphasis on car customization, as your three-character crew slowly amasses a giant garage full of sick rides.', 10, ''),

(12, 'Star Wars Battlefront 2 ', 'gID12.jpg', 2, 'The rebooted Star Wars Battlefront laid a fantastic foundation for an FPS that makes players feel like supporting troops (or iconic heroes and villains) within scenes from the films - but Star Wars Battlefront 2 seems like it\'ll be the real deal. On top of the expansive multiplayer conflicts - now with heroes pulled from all three film eras - this sequel includes a full-on single-player campaign, played from the perspective of Empire elite soldier Iden Versio. Also, space battles will be making their triumphant return, so you can zoom around blasting bogies in an X-Wing or TIE Fighter.', 10, ''),

(13, 'Hello Neighbor', 'gID13.jpg', 14, 'You play as a home intruder in Hello Neighbor, breaking into the suspicious house next door while the owner\'s still there (bad move) and praying that they don\'t discover you poking about in pursuit of dark secrets hiding behind the bolted-up basement door. The neighbor\'s AI will adapt itself to mess with your expectations from previous playthroughs, and it\'s entirely possible that you\'re the villain here, invading an innocent person\'s home through some misguided mission to expose them.', 10, ''),

(14, 'Knights and Bikes ', 'gID14.jpg', 15, ' Our two young heroines, Nessa and Demelza, explore their quaint island town brought to life by charming picture-book visuals, battling imaginary creatures with frisbees, water balloons, and all manner of improvised weaponry. Though it\'s playable solo, the ideal way to enjoy Knights and Bikes is in two-player co-op, where Nessa and Demelza will often devise spur-of-the-moment competitions - like racing their bikes to the next point of interest - that create fleeting moments of giddy rivalry with your co-op pal to see who can lay claim to those sweet bragging rights.', 4, ''),

(15, 'Gwent: The Witcher Card Game ', 'gID15.jpg', 16, 'There\'s a reason your collector\'s sense is tingling. By popular demand, CD Projekt is breaking out the fan-favorite card minigame from The Witcher 3: Wild Hunt into its own CCG so you can fall in love with it\'s two-player, turn-based strategy all over again. If you\'re not the competitive type, Gwent will have a full-fledged single-player campaign that could last upwards of 10 hours, with characters from the original RPG brought back for more voiceovers.', 4, ''),

(16, 'Call of Cthulhu', 'gID16.jpg', 9, 'The influence of H.P. Lovecraft\'s Cthulhu mythos creeps across the gaming landscape like the black tendrils of some otherworldly Elder God, so it\'s about time a game used modern hardware to take those nightmarish, existentially terrifying themes head-on. Made in the same style as 2005\'s Call of Cthulhu: Dark Corners of the Earth, this Call of Cthulhu reimagining is a first-person RPG that\'s equal parts investigation and delirium.', 10, ''),

(17, 'Mount & Blade 2: Bannerlord', 'gID17.jpg', 7, 'Whether on foot or on horseback, players take part in massive medieval skirmishes in a giant sandbox world, with intricate melee combat mechanics that take physics and positioning into account. Mount & Blade 2: Bannerlord promises the same scope and intense dueling, modernized with a much-needed facelift of its predecessors aging visuals. Anyone with a fondness for chaotic close-quarters combat should love wildly swinging a sword and shield in this sequel\'s monumental sieges, regardless of which side of the ramparts you\'re on.', 4, ''),

(18, 'Earth Defense Force 5 ', 'gID18.jpg', 7, 'This third-person shooter makes up for simplistic textures with a massive sense of scale, letting you run amok in giant, fully destructible cities overrun by colossal ants, killer robots, and Godzilla\'s distant relatives. This sequel - which promises revamped class abilities and wild new monster types - hasn\'t been confirmed for release outside of Japan, but we\'ve got our fingers crossed that a worldwide launch could happen if we chant "EDF! EDF!" often and loud enough.', 4, ''),

(19, 'FIFA 18', 'gID19.jpg', 5, 'FIFA is back and better than ever! The same great teams and players that you love, and an new and improved crowd that adds to the experience. In single player we also continue on the Alex Hunter story. There has never been a better time to get into FIFA.', 10, '');

-- --------------------------------------------------------

--

-- Table structure for table `gamenews`

--

CREATE TABLE `gamenews` (

`articleID` int(11) NOT NULL,

`gameID` int(11) NOT NULL,

`articleName` varchar(100) NOT NULL,

`articleDate` varchar(20) NOT NULL,

`articleDesc` varchar(600) NOT NULL,

`outletID` int(5) NOT NULL,

`articleLink` varchar(500) NOT NULL

) ENGINE=InnoDB DEFAULT CHARSET=utf8;

--

-- Dumping data for table `gamenews`

--

INSERT INTO `gamenews` (`articleID`, `gameID`, `articleName`, `articleDate`, `articleDesc`, `outletID`, `articleLink`) VALUES

(1, 4, 'Super Mario Odyssey ', '', 'When playing Super Mario Odyssey you want to find out more. Curiosity is encouraged, and in deed this curiosity is it\'s own reward', 1, 'http://www.eurogamer.net/articles/2017-11-02-mario-odyssey-encourages-curiosity-and-what-higher-praise-is-there'),

(2, 12, 'Battlefront 2 Lootboxes', '0000-00-00', 'In light of the current loot box controversies EA have made changes to the Battlefront 2 loot crate and progression systems.', 1, 'http://www.eurogamer.net/articles/2017-11-01-ea-announces-star-wars-battlefront-2-loot-crate-and-progression-changes'),

(3, 9, 'Assassin\'s Creed Origins Sidequests', '0000-00-00', 'How to complete the sidequests that make up Assassin\'s Creed Origins.', 1, 'http://www.eurogamer.net/articles/2017-11-01-assassins-creed-origins-sidequests-4849'),

(4, 1, 'Call of Duty WWII Pre-Order', '0000-00-00', 'Find the best pre-order deals for Call of Duty WWII', 2, 'http://uk.ign.com/articles/2017/11/02/uk-daily-deals-preorder-call-of-duty-wwii-on-ps4-and-xbox-one-for-under-38'),

(5, 7, 'Super Mario Odyssey Review', '0000-00-00', 'The IGN review of Super Mario Odyssey', 2, 'http://uk.ign.com/articles/2017/10/26/super-mario-odyssey-review'),

(6, 5, 'Wolfenstein 2 Review', '0000-00-00', 'Kotaku\'s review of Wolfenstein 2: The New Colossus.', 3, 'http://www.kotaku.co.uk/2017/10/30/wolfenstein-ii-the-new-colossus-the-kotaku-review'),

(7, 15, 'Gwent keeps getting better', '0000-00-00', 'Kotaku\'s thoughts on Gwent, and their growing love for the card game, from the beloved game The Witcher 3.', 3, 'http://www.kotaku.co.uk/2017/11/01/gwent-keeps-getting-better'),

(8, 11, 'Need for Speed: The first 15 minutes', '0000-00-00', 'View the first 15 minutes of Need for Speed Payback', 4, 'https://www.polygon.com/videos/2017/11/1/16587910/need-for-speed-payback-gameplay-video');

-- --------------------------------------------------------

--

-- Table structure for table `newsoutlet`

--

CREATE TABLE `newsoutlet` (

`outletID` int(11) NOT NULL,

`outletName` varchar(25) NOT NULL,

`outletLogo` varchar(100) NOT NULL

) ENGINE=InnoDB DEFAULT CHARSET=utf8;

--

-- Dumping data for table `newsoutlet`

--

INSERT INTO `newsoutlet` (`outletID`, `outletName`, `outletLogo`) VALUES

(1, 'Eurogamer', 'empty'),

(2, 'IGN', 'empty'),

(3, 'Kotaku', 'empty'),

(4, 'Polygon', 'empty');

-- --------------------------------------------------------

--

-- Table structure for table `userfav`

--

CREATE TABLE `userfav` (

`favID` int(5) NOT NULL,

`userID` int(5) NOT NULL,

`gameID` int(5) NOT NULL

) ENGINE=InnoDB DEFAULT CHARSET=utf8;

--

-- Dumping data for table `userfav`

--

INSERT INTO `userfav` (`favID`, `userID`, `gameID`) VALUES

(29, 26, 2),

(30, 26, 1);

-- --------------------------------------------------------

--

-- Table structure for table `users`

--

CREATE TABLE `users` (

`userID` int(11) NOT NULL,

`firstName` varchar(15) NOT NULL,

`lastName` varchar(15) NOT NULL,

`email` varchar(50) NOT NULL,

`password` varchar(15) NOT NULL,

`admin` tinyint(1) NOT NULL DEFAULT '0',

`dateJoined` timestamp NOT NULL DEFAULT CURRENT\_TIMESTAMP

) ENGINE=InnoDB DEFAULT CHARSET=utf8;

--

-- Dumping data for table `users`

--

INSERT INTO `users` (`userID`, `firstName`, `lastName`, `email`, `password`, `admin`, `dateJoined`) VALUES

(1, 'Christine', 'Sarakinis', 'cam109@hotmail.co.uk', 'admin1', 2, '2017-11-07 12:56:51'),

(3, 'Claire', 'King', 'clairecollking@gmail.com', 'admin3', 2, '2017-11-07 12:56:51'),

(4, 'Christopher', 'Sanderson', 'chsanderson97@gmail.com', 'admin4', 2, '2017-11-07 12:56:51'),

(7, 'New', 'User', 'new@user.com', 'newuser', 2, '2017-11-12 20:27:07'),

(26, 'sdfsfd', 'dsfsdf', 'asd@asd', 'asdasd', 1, '2017-11-24 09:48:14');

--

-- Indexes for dumped tables

--

--

-- Indexes for table `console`

--

ALTER TABLE `console`

ADD PRIMARY KEY (`consoleID`);

--

-- Indexes for table `gamegenre`

--

ALTER TABLE `gamegenre`

ADD PRIMARY KEY (`genreID`);

--

-- Indexes for table `gamelist`

--

ALTER TABLE `gamelist`

ADD PRIMARY KEY (`gameID`);

--

-- Indexes for table `gamenews`

--

ALTER TABLE `gamenews`

ADD PRIMARY KEY (`articleID`);

--

-- Indexes for table `newsoutlet`

--

ALTER TABLE `newsoutlet`

ADD PRIMARY KEY (`outletID`);

--

-- Indexes for table `userfav`

--

ALTER TABLE `userfav`

ADD UNIQUE KEY `favID` (`favID`);

--

-- Indexes for table `users`

--

ALTER TABLE `users`

ADD PRIMARY KEY (`userID`);

--

-- AUTO\_INCREMENT for dumped tables

--

--

-- AUTO\_INCREMENT for table `console`

--

ALTER TABLE `console`

MODIFY `consoleID` int(5) NOT NULL AUTO\_INCREMENT, AUTO\_INCREMENT=11;

--

-- AUTO\_INCREMENT for table `gamegenre`

--

ALTER TABLE `gamegenre`

MODIFY `genreID` int(11) NOT NULL AUTO\_INCREMENT, AUTO\_INCREMENT=17;

--

-- AUTO\_INCREMENT for table `gamelist`

--

ALTER TABLE `gamelist`

MODIFY `gameID` int(5) NOT NULL AUTO\_INCREMENT, AUTO\_INCREMENT=36;

--

-- AUTO\_INCREMENT for table `gamenews`

--

ALTER TABLE `gamenews`

MODIFY `articleID` int(11) NOT NULL AUTO\_INCREMENT, AUTO\_INCREMENT=15;

--

-- AUTO\_INCREMENT for table `newsoutlet`

--

ALTER TABLE `newsoutlet`

MODIFY `outletID` int(11) NOT NULL AUTO\_INCREMENT, AUTO\_INCREMENT=5;

--

-- AUTO\_INCREMENT for table `userfav`

--

ALTER TABLE `userfav`

MODIFY `favID` int(5) NOT NULL AUTO\_INCREMENT, AUTO\_INCREMENT=31;

--

-- AUTO\_INCREMENT for table `users`

--

ALTER TABLE `users`

MODIFY `userID` int(11) NOT NULL AUTO\_INCREMENT, AUTO\_INCREMENT=27;

/\*!40101 SET CHARACTER\_SET\_CLIENT=@OLD\_CHARACTER\_SET\_CLIENT \*/;

/\*!40101 SET CHARACTER\_SET\_RESULTS=@OLD\_CHARACTER\_SET\_RESULTS \*/;

/\*!40101 SET COLLATION\_CONNECTION=@OLD\_COLLATION\_CONNECTION \*/;

## homepage.php

<?php

require 'dbconx.php';

session\_start();

$userType="none";

$canEdit="no";

if (isset($\_SESSION["loggedIn"])){

if ($\_SESSION["loggedIn"] >=3){

$userType="SuperAdmin";

$userID=$\_SESSION["userID"];

$canEdit='yes';

}else if ($\_SESSION["loggedIn"] ==2) {

$userType= "Admin";

$userID=$\_SESSION["userID"];

$canEdit='yes';

}else if ($\_SESSION["loggedIn"] ==1){

$userType= "General";

$userID=$\_SESSION["userID"];

}

}

?>

<!DOCTYPE html>

<html>

<head>

<meta http-equiv="Content-Type" content="text/html; charset=UTF-8">

<title>Home Page</title>

<!-- Include meta tag to ensure proper rendering and touch zooming -->

<meta name="viewport" content="width=device-width, initial-scale=1">

<!--Include the CSS file-->

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

<link href="https://maxcdn.bootstrapcdn.com/font-awesome/4.7.0/css/font-awesome.min.css" rel='stylesheet'>

<!-- Include jQuery Mobile stylesheets -->

<link rel="stylesheet" href="http://code.jquery.com/mobile/1.4.5/jquery.mobile-1.4.5.min.css">

<!--Icon Pack-->

<link rel="stylesheet" href="dist/jqm-icon-pack-fa.css" />

<!-- Include the jQuery library -->

<script src="http://code.jquery.com/jquery-1.11.3.min.js"></script>

<!--Include the bootstrap JS library-->

<script src="http://maxcdn.bootstrapcdn.com/bootstrap/3.3.6/js/bootstrap.min.js"></script>

<!-- Include the jQuery Mobile library -->

<script src="http://code.jquery.com/mobile/1.4.5/jquery.mobile-1.4.5.min.js"></script>

<script src='redirect.js'></script>

</head>

<body>

<script>

$().ready(function(){

$("#searchBTN").on("click", function(){

$search=$("#search").val();

window.location.href="homepage.php?search="+$search;

});

});

</script>

<div data-role="pages" id="container">

<!--Header-->

<div data-role="header" id="header">

GAME HUB

<div class="ui-btn-right" data-role="controlgroup" data-type="horizontal">

<?php

if(isset($\_SESSION['loggedIn'])){

echo '<a href="#popupMenu" data-rel="popup" data-transition="slideup" class="ui-btn ui-icon-user ui-btn-icon-notext ui-btn-inline ui-corner-all">My Profile</a><div data-role="popup" id="popupMenu"><ul data-role="listview" data-inset="true"><li><a href="profile.php">My Profile</a></li><li><a href="user.php" data-ajax="false">Logout</a></li></ul>';

}else{

echo '<a href="login.php" data-transition="slideup" class="ui-btn ui-icon-user ui-btn-icon-notext ui-btn-inline ui-corner-all">My Profile</a>';

}

?>

</div>

</div><!--end dropdown nav button div-->

<div data-role="main" class='ui-content' id="mainDiv">

<div id="searchArea">

<input type='text' id='search' placeholder='Search for a game/console/genre here'></input>

<button id='searchBTN' value='Search'>Search</button>

</div>

<div id="content-header">

<h3 id="page-title">Games List</h3>

<?php

if ($canEdit == 'yes'){

echo '<a href="addGame.php" data-ajax="false" data-transition="slideup" ><button id="addGame"><i class="fa fa-plus" aria-hidden="true"></i> Add Game</button></a>';

}

?>

</div>

<?php

require 'display.php';

?>

</div><!--end of content div-->

<div data-role="footer" id="footer">

<!-- Copyright <i class="fa fa-copyright" aria-hidden="true"></i> Gamehub 2017 -->

<div data-role="navbar" data-position="fixed">

<?php

echo '<ul><li><a href="post.php" id="post" data-icon="file" data-ajax="false">Posts</a></li><li><a href="homepage.php" id="post" data-icon="gamepad" data-ajax="false">Home</a></li>';

if ($userType == 'SuperAdmin'){

echo '<li><a href="userList.php" id="arrow-up" data-icon="user" data-ajax="false">Admins</a></li>';

}

if(isset($\_SESSION['loggedIn'])){

echo '<li><a href="profile.php" id="arrow-up" data-icon="smile-o" data-ajax="false">Profile</a></li>';

}else{

echo '<li><a href="login.php" id="arrow-up" data-icon="smile-o" data-ajax="false">Log In</a></li>';

}

echo '</ul>';

?>

</div><!--end of footer div-->

</div>

</div>

</body>

</html>

## login.php

<?php

require 'dbconx.php';

session\_start();

?>

<!DOCTYPE HTML>

<HTML>

<head>

<title>Login</title>

<meta name="viewport" content="width=device-width, initial-scale=1">

<!--Include the CSS file-->

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

<!-- Include jQuery Mobile stylesheets -->

<link rel="stylesheet" href="http://code.jquery.com/mobile/1.4.5/jquery.mobile-1.4.5.min.css">

<!--Include the Bootstrap stylesheets-->

<!-- <link rel="stylesheet" href="http://maxcdn.bootstrapcdn.com/bootstrap/3.3.6/css/bootstrap.min.css"> -->

<!--Icon Pack-->

<link rel="stylesheet" href="dist/jqm-icon-pack-fa.css" />

<!-- Include the jQuery library -->

<script src="http://code.jquery.com/jquery-1.11.3.min.js"></script>

<!--Include the bootstrap JS library-->

<script src="http://maxcdn.bootstrapcdn.com/bootstrap/3.3.6/js/bootstrap.min.js"></script>

<!-- Include the jQuery Mobile library -->

<script src="http://code.jquery.com/mobile/1.4.5/jquery.mobile-1.4.5.min.js"></script>

</head>

<body>

<div data-role="page" id="home">

<div data-role="header" id="header">

GAME HUB

<div class="ui-btn-right" data-role="controlgroup" data-type="horizontal">

<a href="homepage.php" data-transition="slideup" class="ui-btn ui-icon-home ui-btn-icon-notext ui-btn-inline ui-corner-all">Home</a>

</div>

</div><!--end of header div-->

<div data-role="main">

<div class="loginContent" >

<form id='login' action="user.php" method="POST" data-ajax="false">

<fieldset>

<div class="form-top">

LOGIN

</div>

<div class="form-bottom">

<label for="username">Email:</label>

<input type="text" name="username" id="username" maxlength="50" required/>

<label for="password">Password:</label>

<input type="password" name="password" id="password" maxlength="50" required/>

<p><button id="loginBTN">Login</button> </p>

<p class="message">Not registered? <a href="newuser.php" data-ajax='false'>Create an account</a></p>

</div>

</fieldset>

</form>

</div>

</div><!--end of main content div-->

</div><!--end of page div-->

<script src="https://ajax.googleapis.com/ajax/libs/jquery/3.1.1/jquery.min.js"></script>

</body>

</HTML>

## newuser.php

<!DOCTYPE HTML>

<HTML>

<head>

<title>Register</title>

<meta name="viewport" content="width=device-width, initial-scale=1">

<!--Include the CSS file-->

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

<!-- Include jQuery Mobile stylesheets -->

<link rel="stylesheet" href="http://code.jquery.com/mobile/1.4.5/jquery.mobile-1.4.5.min.css">

<!--Include the Bootstrap stylesheets-->

<!-- <link rel="stylesheet" href="http://maxcdn.bootstrapcdn.com/bootstrap/3.3.6/css/bootstrap.min.css"> -->

<!--Icon Pack-->

<link rel="stylesheet" href="dist/jqm-icon-pack-fa.css" />

<!-- Include the jQuery library -->

<script src="http://code.jquery.com/jquery-1.11.3.min.js"></script>

<!--Include the bootstrap JS library-->

<script src="http://maxcdn.bootstrapcdn.com/bootstrap/3.3.6/js/bootstrap.min.js"></script>

<!-- Include the jQuery Mobile library -->

<script src="http://code.jquery.com/mobile/1.4.5/jquery.mobile-1.4.5.min.js"></script>

<script src="https://cdn.jsdelivr.net/npm/jquery-validation@1.17.0/dist/jquery.validate.min.js"></script>

<script src="https://cdnjs.cloudflare.com/ajax/libs/jquery-validate/1.17.0/additional-methods.js"></script>

<script src="script.js"></script>

<style>

label.error { float: none; color: red; padding-left: .5em; padding-top: .5em; margin-left:.5em; margin-right:.5em; vertical-align: top; border-top: 1px solid #e1e1e1;}

</style>

<?php

require 'dbconx.php';

?>

</head>

<body>

<div data-role="page" id="home">

<div data-role="header" id="header">

GAME HUB

<div class="ui-btn-right" data-role="controlgroup" data-type="horizontal">

<a href="homepage.php" data-transition="slideup" class="ui-btn ui-icon-home ui-btn-icon-notext ui-btn-inline ui-corner-all">Home</a>

</div>

</div>

<div data-role="main" class= "loginContent">

<form id="register" action='reg.php' method="post" accept-charset='UTF-8' data-ajax="false">

<fieldset >

<div class="form-top">

REGISTER

</div>

<div class="form-bottom">

<input type='hidden' name='submitted' id='submitted' value='1'/>

<label for='name' >Your First Name: </label>

<input type='text' name='firstName' id='firstName'/>

<label for='name' >Last Name: </label>

<input type='text' class="newUserInput" name='lastName' id='lastName'/>

<label for='email' >Email Address:</label>

<input type='text' name='email' id='email'/>

<label for='password' >Password:</label>

<input type='password' name='password' id='password' maxlength="50" />

<label for='password' >Confirm Password:</label>

<input type='password' class="newUserInput" name='confirm' id='confirm'/>

<p><button type='submit' id='loginBTN' name='register'>Register</button></p>

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

</div>

</fieldset>

</form>

</div>

</div>

</body>

</html>

## post.php

<?php

require 'dbconx.php';

$con = db();

session\_start();

$userType="none";

$canEdit="no";

if (isset($\_SESSION["loggedIn"])){

if ($\_SESSION["loggedIn"] >=3){

$userType="SuperAdmin";

$userID=$\_SESSION["userID"];

$canEdit='yes';

}else if ($\_SESSION["loggedIn"] ==2) {

$userType= "Admin";

$userID=$\_SESSION["userID"];

$canEdit='yes';

}else if ($\_SESSION["loggedIn"] ==1){

$userType= "General";

$userID=$\_SESSION["userID"];

}

}

?>

<!DOCTYPE html>

<html>

<head>

<!-- Include meta tag to ensure proper rendering and touch zooming -->

<meta name="viewport" content="width=device-width, initial-scale=1">

<!--Include the CSS file-->

<!-- <link rel="stylesheet" href="css/adminStyle.css" type="text/css"> -->

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

<link href="https://maxcdn.bootstrapcdn.com/font-awesome/4.7.0/css/font-awesome.min.css" rel='stylesheet'>

<!-- Include jQuery Mobile stylesheets -->

<link rel="stylesheet" href="http://code.jquery.com/mobile/1.4.5/jquery.mobile-1.4.5.min.css">

<!--Icon Pack-->

<link rel="stylesheet" href="dist/jqm-icon-pack-fa.css" />

<!-- Include the jQuery library -->

<script src="http://code.jquery.com/jquery-1.11.3.min.js"></script>

<!--Include the bootstrap JS library-->

<script src="http://maxcdn.bootstrapcdn.com/bootstrap/3.3.6/js/bootstrap.min.js"></script>

<!-- Include the jQuery Mobile library -->

<script src="http://code.jquery.com/mobile/1.4.5/jquery.mobile-1.4.5.min.js"></script>

<script src='redirect.js'></script>

<script>

$().ready(function(){

$("#searchBTN").on("click", function(){

$search=$("#search").val();

window.location.href="post.php?news="+$search;

});

});

</script>

</head>

<body>

<div data-role="pages" id="container">

<!--Header-->

<div data-role="header" id="header">

GAME HUB

<div class="ui-btn-right" data-role="controlgroup" data-type="horizontal">

<?php

if(isset($\_SESSION['loggedIn'])){

echo '<a href="#popupMenu" data-rel="popup" data-transition="slideup" class="ui-btn ui-icon-user ui-btn-icon-notext ui-btn-inline ui-corner-all">My Profile</a><div data-role="popup" id="popupMenu"><ul data-role="listview" data-inset="true"><li><a href="profile.php">My Profile</a></li><li><a href="user.php" data-ajax="false">Logout</a></li></ul>';

}else{

echo '<a href="login.php" data-transition="slideup" class="ui-btn ui-icon-user ui-btn-icon-notext ui-btn-inline ui-corner-all">My Profile</a>';

}

?>

</div>

</div>

<div data-role="main" class='ui-content' id="mainDiv">

<!--main body part goes here-->

<div id="searchArea">

<input type='text' id='search' placeholder='Search for a game specific news here'></input>

<button id='searchBTN' value='Search'>Search</button>

</div>

<div>

<h3 id="page-title">News List</h3>

<?php

if ($canEdit == 'yes'){

echo '<a href="addPost.php" data-ajax="false" data-transition="slideup" ><button id="addPost"><i class="fa fa-plus" aria-hidden="true"></i> Add Post</button></a>';

}

?>

</div>

<?php

require 'displayPost.php';

?>

</div>

<div data-role="footer" id="footer">

<!-- Copyright <i class="fa fa-copyright" aria-hidden="true"></i> Gamehub 2017 -->

<div data-role="navbar" data-position="fixed">

<!--If ADMIN-->

<?php

echo '<ul><li><a href="post.php" id="post" data-icon="file" data-ajax="false">Posts</a></li><li><a href="homepage.php" id="post" data-icon="gamepad" data-ajax="false">Home</a></li>';

if ($userType=='SuperAdmin'){

echo '<li><a href="userList.php" id="arrow-up" data-icon="user" data-ajax="false">Admins</a></li>';

}

if(isset($\_SESSION['loggedIn'])){

echo '<li><a href="profile.php" id="arrow-up" data-icon="smile-o" data-ajax="false">Profile</a></li>';

}else{

echo '<li><a href="login.php" id="arrow-up" data-icon="smile-o" data-ajax="false">Log In</a></li>';

}

echo '</ul>';

?>

<!--If GENERAL USER-->

<!-- <ul>

<li><a href="admins.html" id="arrow-up" data-icon="home">Home</a></li>

<li><a href="posts.html" id="post" data-icon="file">Favorites</a></li>

<li><a href="feedback.html" id="arrow-up" data-icon="smile-o">Profile</a></li>

</ul> -->

</div>

</div>

</div>

</body>

</html>

## profile.php

<?php

require 'dbconx.php';

$con = db();

session\_start();

if ($\_SESSION["loggedIn"] >=3){

$userType="SuperAdmin";

$userID=$\_SESSION["userID"];

}else if ($\_SESSION["loggedIn"] ==2) {

$userType= "Admin";

$userID=$\_SESSION["userID"];

}else if ($\_SESSION["loggedIn"] ==1){

$userType= "General";

$userID=$\_SESSION["userID"];

}else{

header('Location:homepage.php');

}

$userInfo = "SELECT email AS 'Email', firstName AS 'First Name', lastName AS 'Last Name' FROM users WHERE userID ='".$userID."'";

$result = mysqli\_query($con, $userInfo);

$userInfo = $result->fetch\_assoc();

?>

<!DOCTYPE html>

<html>

<head>

<title>Game Hub</title>

<!-- Include meta tag to ensure proper rendering and touch zooming -->

<meta name="viewport" content="width=device-width, initial-scale=1">

<!--Include the CSS file-->

<!-- <link rel="stylesheet" href="css/adminStyle.css" type="text/css"> -->

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

<link href="https://maxcdn.bootstrapcdn.com/font-awesome/4.7.0/css/font-awesome.min.css" rel='stylesheet'>

<!-- Include jQuery Mobile stylesheets -->

<link rel="stylesheet" href="http://code.jquery.com/mobile/1.4.5/jquery.mobile-1.4.5.min.css">

<!--Icon Pack-->

<link rel="stylesheet" href="dist/jqm-icon-pack-fa.css" />

<!-- Include the jQuery library -->

<script src="http://code.jquery.com/jquery-1.11.3.min.js"></script>

<!--Include the bootstrap JS library-->

<script src="http://maxcdn.bootstrapcdn.com/bootstrap/3.3.6/js/bootstrap.min.js"></script>

<!-- Include the jQuery Mobile library -->

<script src="http://code.jquery.com/mobile/1.4.5/jquery.mobile-1.4.5.min.js"></script>

<script src='redirect.js'></script>

</head>

<body>

<div data-role="pages" id="container">

<!--Header-->

<div data-role="header" id="header">

GAME HUB

<div class="ui-btn-right" data-role="controlgroup" data-type="horizontal">

<a href="#popupMenu" data-rel="popup" data-transition="slideup" class="ui-btn ui-icon-user ui-btn-icon-notext ui-btn-inline ui-corner-all">My Profile</a>

<div data-role="popup" id="popupMenu">

     <ul data-role="listview" data-inset="true">

      <li><a href="profile.php">My Profile</a></li>

<li><a href="user.php" data-ajax='false'>Logout</a></li>

    </ul>

</div>

</div>

</div>

<div data-role="main" class='ui-content' id="mainDiv">

<div class="profileContent">

<img src="assets/boy.png" class="img-circle">

<b>Name: </b> <?php echo $userInfo['First Name']." ".$userInfo['Last Name']?> <br>

<b> Email : </b><?php echo $userInfo['Email'] ?></br>

<!-- <button style="width: 60%; display: block; margin:0px auto; background-color: #2a9670; color: white;"><i class="fa fa-pencil-square-o">&nbsp;Edit</i></button> -->

<button id="log" style="width: 60%; display: block; margin:0px auto; margin-top: 8px; background-color: #c91b04; color: white;"><i class="fa fa-sign-out"> Logout</i></button>

</div>

<h3>Favourite List</h3>

<?php require 'favList.php';?>

</div>

</div>

<div data-role="footer" id="footer">

<!-- Copyright <i class="fa fa-copyright" aria-hidden="true"></i> Gamehub 2017 -->

<div data-role="navbar" data-position="fixed">

<?php

echo '<ul><li><a href="post.php" id="post" data-icon="file" data-ajax="false">Posts</a></li><li><a href="homepage.php" id="post" data-icon="gamepad" data-ajax="false">Home</a></li>';

if($userType=="SuperAdmin"){

echo '<li><a href="userList.php" id="arrow-up" data-icon="user" data-ajax="false">Admins</a></li>';

}

echo '<li><a href="profile.php" id="arrow-up" data-icon="smile-o" data-ajax="false">Profile</a></li></ul>';

?>

</div>

</div>

</body>

</html>

## README.md

# groupWork

Gamehub is a group project created by Christine Sarakinis, Claire King, Ruby Shakya, Christopher Sanderson and Gerard Gonzalezz.

The site is built using a combination of HTML, CSS, JQuery, PHP with a SQL database.

A backup of the SQL database is in the file called groupproject (2).sql

The site also uses Font Awesome for icons within the site, which cannot be uploaded to Github due to the file upload limit.The below link is contains the site's icons, when downloaded the dist folder is placed within on the top level.

https://github.com/commadelimited/jQuery-Mobile-Icon-Pack

## redirect.js

$(document).ready(function(){

$("#btnLogin").click(function (event){

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

});

$("#btnFeedback").click(function (event){

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

});

$("#btnFeeds").click(function (event){

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

});

$("#btnLogout").click(function (event){

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

});

$("#btnAddPost").click(function (event){

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

});

$("#btnPost").click(function (event){

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

});

$("#create").click(function (event){

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

});

$("#log").click(function (event){

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

});

$("#post").click(function (event){

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

});

$("#cancelButton").click(function (event){

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

});

})

## reg.php

<?php

require 'dbconx.php';

$con=db();

$firstName = mysqli\_real\_escape\_string($con, $\_POST["firstName"]);

$lastName = mysqli\_real\_escape\_string($con, $\_POST["lastName"]);

$email = mysqli\_real\_escape\_string($con, $\_POST["email"]);

$password = mysqli\_real\_escape\_string($con, $\_POST["password"]);

$addUser= "INSERT INTO users(firstName, lastName, email, password, admin) VALUES ('".$firstName."', '".$lastName."','".$email."', '".$password."', '0')";

mysqli\_query($con, $addUser);

header('Location:profile.php');

?>

## script.js

$().ready(function(){

$("#register").validate({

rules: {

firstName: {

required: true,

minlength:2,

lettersonly:true

},

lastName: {

required: true,

minlength: 2,

lettersonly:true

},

email: {

required: true,

email: true

},

password:{

required:true,

minlength: 6,

maxlength: 16

},

confirm:{

required: true,

equalTo: "#password"

}

},

messages: {

firstName: {

required: "Please specify your name (at least 2 characters)",

minlength: "Please specify your name (at least 2 characters)"

},

lastName: {

required: "Please specify your name (at least 2 characters)",

minlength: "Please specify your name (at least 2 characters)"

},

email: {

equired: "We require an Email to contact you",

email: "Your email address must be in the format of name@domain.com"

},

password:{

required: "Please enter a password between 6 and 16 letters long",

minlength: "Please enter a password between 6 and 16 letters long",

maxlength: "Please enter a password between 6 and 16 letters long"

},

confirm:{

required: "Please confirm your password",

equalTo: "Does not match password entered above."

}

}

});

$(".gameContent").validate({

rules: {

gameName: {

required: true,

minlength:2

},

newImg:{

required:true,

extension: 'jpg|jpeg'

},

gameDesc: {

required: true,

minlength: 2,

maxlength: 600

},

newRelease: {

required: true

},

newGenre:{

required:true

},

newConsole:{

required: true

}

},

messages: {

gameName: {

required: "Please specify the game name (at least 2 characters)",

minlength: "Please specify the game name (at least 2 characters)"

},

newImg:{

required:"Please select an JPG file for the upload of a Game Image",

accept: "Please select an JPG file for the upload of a Game Image"

},

gameDesc: {

required: "Please enter the game description (between 2 and 600 characters)",

minlength: "Please enter the game description (between 2 and 600 characters)",

maxlength: "Please enter the game description (between 2 and 600 characters)"

},

newRelease: {

required: "Please enter a release date, if none announce enter TBC",

},

newGenre:{

required: "Please enter a genre",

},

newConsole:{

required: "Please enter a console",

}

},

});

$(".postContent").validate({

rules: {

game: {

required: true

},

title: {

required: true

},

date: {

required: true

},

contents:{

required:true,

minlength: 2,

maxlength: 600

},

postLink:{

required:true,

url:true

},

outlet:{

required: true

}

},

messages: {

game: {

required: "Please specify the game that this article is about",

},

title: {

required: "Please enter the post title (between 2 and 600 characters)",

},

date: {

required: "Please enter a release date, if none announce enter TBC",

},

contents:{

required: "Please enter the post contents (between 2 and 600 characters)",

minlength: "Please enter the post contents (between 2 and 600 characters)",

maxlength: "Please enter the post contents (between 2 and 600 characters)"

},

postLink:{

required: "Please enter a URL link to the news article",

url: "Please enter a URL link to the news article"

},

outlet:{

required: "Please enter the outlet the article is from",

}

},

});

});

## user.php

<?php

require 'dbconx.php';

session\_start();

$con=db();

if(isset($\_SESSION['loggedIn'])){

logout();

}else{

login();

}

/\*\*\*

The two variables, $email and $password, collect the user entered log in information on the previous page.

The "email" and "password" should be changed to fill what is used on the previous page

\*\*\*/

function login(){

$con=db();

$email = mysqli\_real\_escape\_string($con, $\_POST["username"]);

$password = mysqli\_real\_escape\_string($con, $\_POST["password"]);

$login = "SELECT email AS 'Email', password AS 'Password', admin AS 'Admin', userID AS 'UserID' FROM users WHERE email ='".$email."' AND password = '".$password."'";

$result = mysqli\_query($con, $login);

$admin\_check = $result->fetch\_assoc();

/\*\*\*

The following IF statement decides if the log in information is the information for a valid user and the type of user that they are.

The first IF statement will run when the log in is a valid log in, and within is a nested statement to send the user either to the general users page or to the admin page.

If the log in is not a valid user a message will be displayed to the user that the log in information is incorrect.

\*\*\*/

if ($result->num\_rows > 0){

$adminCheck = $admin\_check['Admin'];

switch ($adminCheck){

case '0':

$\_SESSION["loggedIn"]=1;

$\_SESSION["userID"]=$admin\_check["UserID"];

header("Location: profile.php");

break;

case '1':

$\_SESSION["loggedIn"]=2;

$\_SESSION["userID"]=$admin\_check["UserID"];

header('Location: profile.php');

break;

case '2':

$\_SESSION["loggedIn"]=3;

$\_SESSION["userID"]=$admin\_check["UserID"];

header('Location: profile.php');

break;

default:

header("Location: homepage.php");

break;

}

}

else{

echo "<br>invalid login";

}

}

function logout(){

session\_unset();

session\_destroy();

header("Location: homepage.php");

}

?>

## userEdit.php

<?php

require 'dbconx.php';

session\_start();

$con = db();

if(isset ($\_SESSION["loggedIn"]) && ($\_SESSION["loggedIn"]) >= 2 ){

$canEdit='yes';

}else{

$canEdit='no';

}

if ($\_SESSION["loggedIn"] >=3){

$userType="SuperAdmin";

$userID=$\_SESSION["userID"];

}else{

header('Location:homepage.php');

}

$userInfo = "SELECT email AS 'Email', firstName AS 'First Name', lastName AS 'Last Name' FROM users WHERE userID ='".$userID."'";

$result = mysqli\_query($con, $userInfo);

$userInfo = $result->fetch\_assoc();

?>

<!DOCTYPE html>

<html>

<head>

<title>Game Hub</title>

<!-- Include meta tag to ensure proper rendering and touch zooming -->

<meta name="viewport" content="width=device-width, initial-scale=1">

<!--Include the CSS file-->

<!-- <link rel="stylesheet" href="css/adminStyle.css" type="text/css"> -->

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

<link href="https://maxcdn.bootstrapcdn.com/font-awesome/4.7.0/css/font-awesome.min.css" rel='stylesheet'>

<!-- Include jQuery Mobile stylesheets -->

<link rel="stylesheet" href="http://code.jquery.com/mobile/1.4.5/jquery.mobile-1.4.5.min.css">

<!--Icon Pack-->

<link rel="stylesheet" href="dist/jqm-icon-pack-fa.css" />

<!-- Include the jQuery library -->

<script src="http://code.jquery.com/jquery-1.11.3.min.js"></script>

<!--Include the bootstrap JS library-->

<script src="http://maxcdn.bootstrapcdn.com/bootstrap/3.3.6/js/bootstrap.min.js"></script>

<!-- Include the jQuery Mobile library -->

<script src="http://code.jquery.com/mobile/1.4.5/jquery.mobile-1.4.5.min.js"></script>

</head>

<body>

<div data-role="pages" id="container">

<!--Header-->

<div data-role="header" id="header">

GAME HUB

<div class="ui-btn-right" data-role="controlgroup" data-type="horizontal">

<a href="#popupMenu" data-rel="popup" data-transition="slideup" class="ui-btn ui-icon-user ui-btn-icon-notext ui-btn-inline ui-corner-all">My Profile</a>

<div data-role="popup" id="popupMenu">

        <ul data-role="listview" data-inset="true">

         <li><a href="profile.php">My Profile</a></li>

<li><a href="user.php">Logout</a></li>

        </ul>

</div>

</div>

</div>

<!--main body part goes here-->

<div data-role="main" class="ui-content" id="mainDiv">

<?php

if (isset($\_SESSION['loggedIn']) && ($userType=="SuperAdmin")){

if (isset($con, $\_GET["editUser"])){

makeAdmin();

}

if (isset($con, $\_GET["deleteUser"])){

deleteUser();

}

if (isset($con, $\_GET["deleteAdmin"])){

removeAdmin();

}

}else{

echo "This is an admin only page";

}

function makeAdmin(){

$con=db();

$editUser = $\_GET["editUser"];

$makeAdmin = "UPDATE users SET admin=1 WHERE userID = ".$editUser;

mysqli\_query($con, $makeAdmin);

header('Location: userList.php');

}

function removeAdmin(){

$con=db();

$removeUser = $\_GET["deleteAdmin"];

$removeAdmin = "UPDATE users SET admin=0 WHERE userID = ".$removeUser;

mysqli\_query($con, $removeAdmin);

header('Location: userList.php');

$con->close();

}

function deleteUser(){

$con=db();

$deleteUser = $\_GET["deleteUser"];

$removeUser = "DELETE FROM users WHERE userID = ".$deleteUser;

mysqli\_query($con, $removeUser);

echo "<section class='container'>This user has been deleted</section>";

}

?>

</div>

<div data-role="footer" id="footer">

<!-- Copyright <i class="fa fa-copyright" aria-hidden="true"></i> Gamehub 2017 -->

<div data-role="navbar" data-position="fixed">

<!--If ADMIN-->

<?php

echo '<ul>

<li><a href="post.php" id="post" data-icon="file" data-ajax="false">Posts</a></li>

<li><a href="homepage.php" id="post" data-icon="gamepad" data-ajax="false">Home</a></li><li><a href="userList.php" id="arrow-up" data-icon="user" data-ajax="false">Admins</a></li><li><a href="profile.php" id="arrow-up" data-icon="smile-o" data-ajax="false">Profile</a></li></ul>';

?>

</div>

</div>

</div>

</body>

</html>

## userList.php

<?php

require 'dbconx.php';

$con = db();

session\_start();

if ($\_SESSION["loggedIn"] >=3){

$userType="SuperAdmin";

$userID=$\_SESSION["userID"];

}else{

header('Location:homepage.php');

}

$userInfo = "SELECT email AS 'Email', firstName AS 'First Name', lastName AS 'Last Name' FROM users WHERE userID ='".$userID."'";

$result = mysqli\_query($con, $userInfo);

$userInfo = $result->fetch\_assoc();

?>

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GAME HUB

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<div data-role="popup" id="popupMenu">

        <ul data-role="listview" data-inset="true">

         <li><a href="profile.php">My Profile</a></li>

<li><a href="user.php">Logout</a></li>

        </ul>

</div>

</div>

</div>

<!--main body part goes here-->

<div data-role="main" class="ui-content" id="mainDiv">

<?php

$sql\_search = "SELECT userID AS 'User ID', firstName AS 'First Name', lastName AS 'Last Name', email AS 'email', admin AS 'Admin Level' FROM users";

$result = $con->query($sql\_search);

if ($result-> num\_rows > 0) {

while($row = $result->fetch\_assoc()) {

$editLink="userEdit.php?editUser=".$row['User ID'];

$deleteLink="userEdit.php?deleteUser=".$row['User ID'];

echo "<section class='container'><div class='profileContent'><p><b>Name :</b>".$row['First Name']." ".$row['Last Name']."<br><b>Email: </b>".$row['email']."<br><b>Admin Level : </b>" .$row['Admin Level']."</b></p>

<button id='okayButton' onClick=document.location.href='".$editLink."'><i class='fa fa-pencil-square-o'> &nbsp; Make Admin</i></button><a href='".$deleteLink."' data-ajax='false'><button id='cancelButton' onclick=\"return confirm('Are you sure you want to delete this user?');\" data-ajax='false'><i class='fa fa-trash'> &nbsp;Delete</i></button></a></div></section>";

}

}else{

echo "No results have been found matching your search";

};

?>

</div>

<div data-role="footer" id="footer">

<!-- Copyright <i class="fa fa-copyright" aria-hidden="true"></i> Gamehub 2017 -->

<div data-role="navbar" data-position="fixed">

<!--If ADMIN-->

<?php

echo '<ul>

<li><a href="post.php" id="post" data-icon="file" data-ajax="false">Posts</a></li>

<li><a href="homepage.php" id="post" data-icon="gamepad" data-ajax="false">Home</a></li><li><a href="userList.php" id="arrow-up" data-icon="user" data-ajax="false">Admins</a></li><li><a href="profile.php" id="arrow-up" data-icon="smile-o" data-ajax="false">Profile</a></li><li><a href="login.php" id="arrow-up" data-icon="smile-o" data-ajax="false">Log In</a></li></ul>';

?>

</div>

</div>

</div>

</body>

</html>

# Recommendations

Here are some recommendations made by the group that can be used and put into practice when the group are next involved with this project

1. Adding in the functionality for a feedback page so that users can contact the developers with any type of question or statement.
2. Creating a page for users to edit their own details in case any of these details have change that they already have submitted to the app’s database.
3. Allowing a section that allows the users to view the prices and places where the games are in stock to be displayed. As this will help users decide where they are going to go and purchase the game/games.

1. The Association of UK Interactive Entertainment(20 August 2017), UK Video Games Fact Sheet, [Online]https://ukie.org.uk/sites/default/files/UK%20Games%20Industry%20Fact%20Sheet%2010%20August%202017.pdf [Accessed: 1 October 2017] [↑](#footnote-ref-1)