Nebula

Project Report for Online Game Purchasing

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Project Description:

Description: The purpose of Nebula is to be an ecommerce website that allows a user to buy virtual copies of games. A person can register or log into the website. If the user tries to log in without an authenticated name and password, it won't allow them. If a person attempts to access the website without logging in, it routes them back to the login page. Once a person is authenticated and logged in, the user can browse our game selection. They can search by category, substring matching of the game, or both. You can select games and add them to your shopping cart. You can also remove games from your shopping cart. When you click purchase, the games are stored in the user's library. A user can see all games they have ever purchased inside their library. A user can also go to their library and click the button "previous purchases" and see their transactions. Finally, we had an admin login. If you are to login as admin, the admin has the same general interface as a user, but with extra features. The admin can view all games, add new games to our website, update, change and add pictures and remove games.

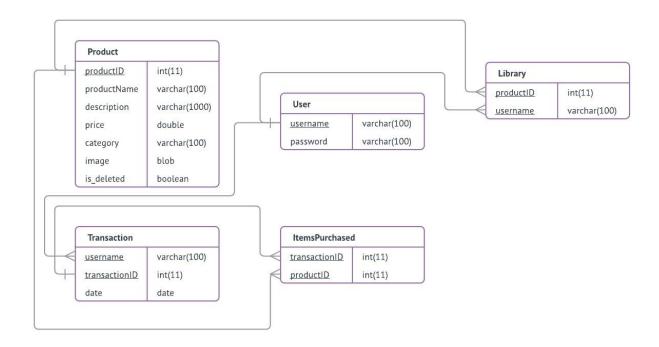
Assumptions: Our passwords are alphanumeric, not case sensitive, and eight characters long. Our admins username is "admin" and the password is "1234abcd". As our website Nebula, sells virtual games, there are an unlimited amount of game copies. Therefore, we do not keep track of quantity. However, we do not allow a user to purchase a game they already own, or add more than one copy to their shopping cart. Also, when you purchase games, they are added to the user's library, but these are simply visual representations of the games. You cannot play the game as we do not own the rights nor own copies of all these games. This website simply mimics an ecommerce website. We assumed you can only buy games for yourself and not for other people through a gifting system.

For our admin user we had a couple of assumptions. We implemented a soft delete by using a Boolean value. If the admin deletes and item, the items Boolean value is set to "1" and is no longer displayed on the page for users to see. We allowed for inserting an item, but all fields must be given except for productID which is auto-incremented. For updating, you must provide the productID but it only updates the fields in which you provide information into. For example, if you only provide a picture, it will only update the picture and leave everything else the same. If you have chosen to delete a product, you can un-due the soft delete by clicking the

check box in the update item form called "Add back to Listing". This will only add back soft deletes to the listing. If you click "Add back to Listing" and the product is currently already listed, it will not change anything.

<u>Database Design</u>: Database structure including the tables and primary and foreign key definitions on tables.

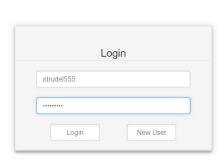
Nebula Database tables in 3rd normal form:

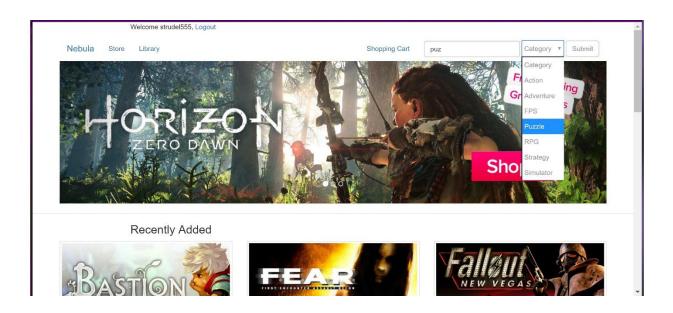


Languages/frameworks used for implementation:

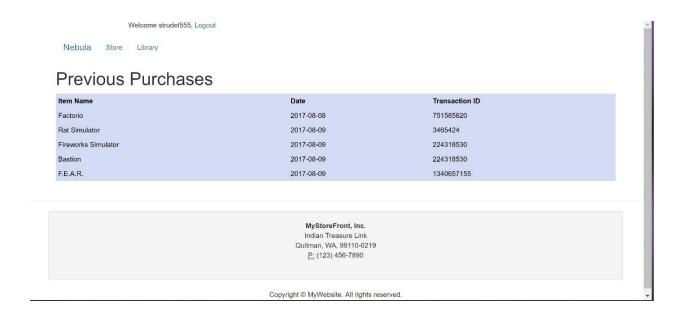
We used MAMP to create our database using php. We used a free bootstrap template from Dreamweaver for ecommerce. Our code is a mix of html, jquery, and php.

<u>Screenshots for main functionalities</u> (5-6 screenshots will be sufficient):

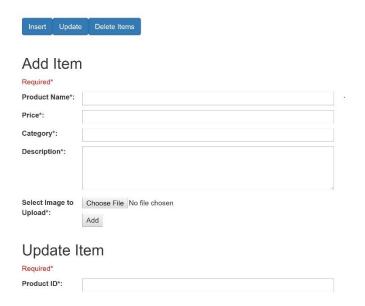








CS 6314.0U2 Final Project for Web Programming Languages



Work division among team members:

Matthew: Paging display, Cart functions, Transactions table and display, Library functions, table and page, Admin functions, Search functions

Gianna: Products generation and table, Cart functions, Report Doc, Database Design, Admin functions, Search functions

Tarun: Front login and Registration pages and their functionality. He did the user authentication and user table.