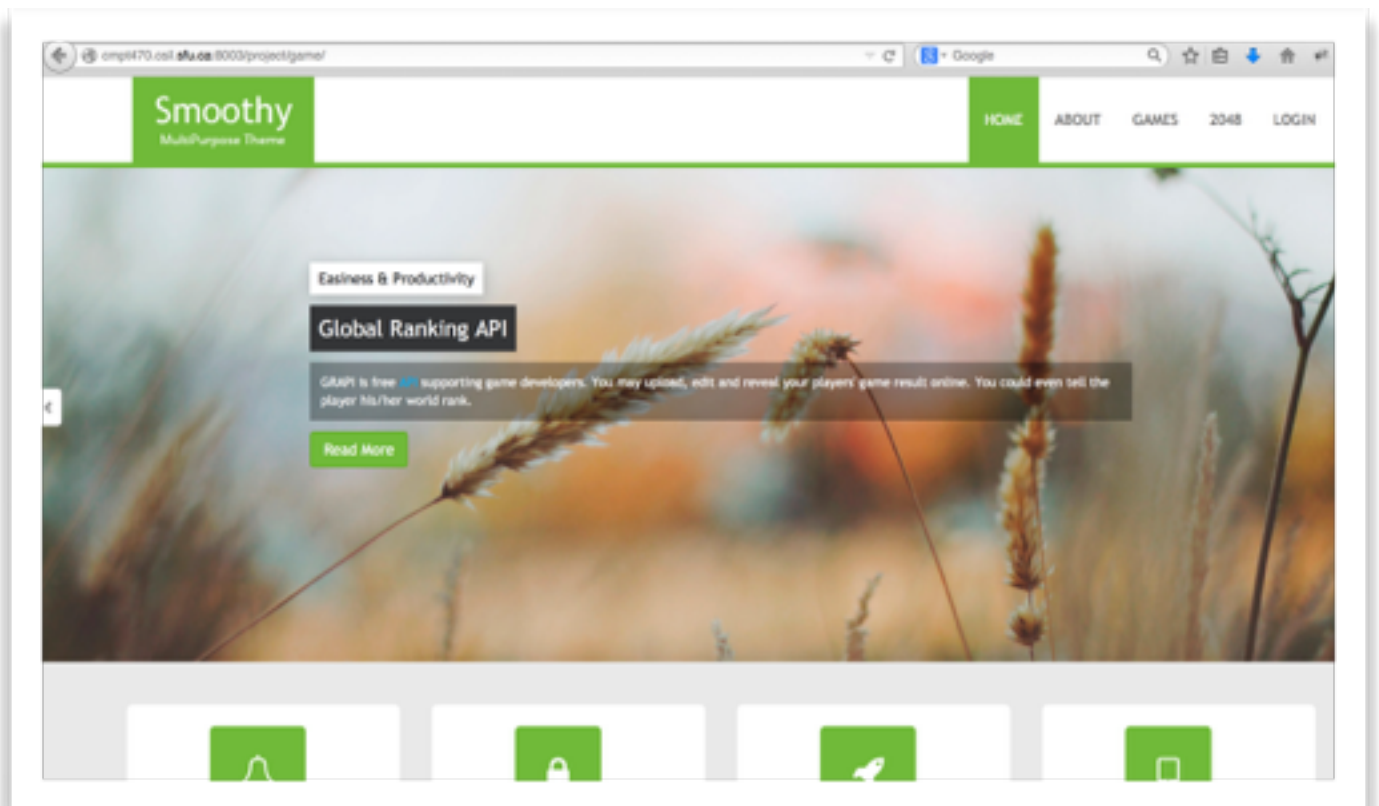


Quick Demo

There is few things I can make it clear without some images. Let me show you what our site can do now.

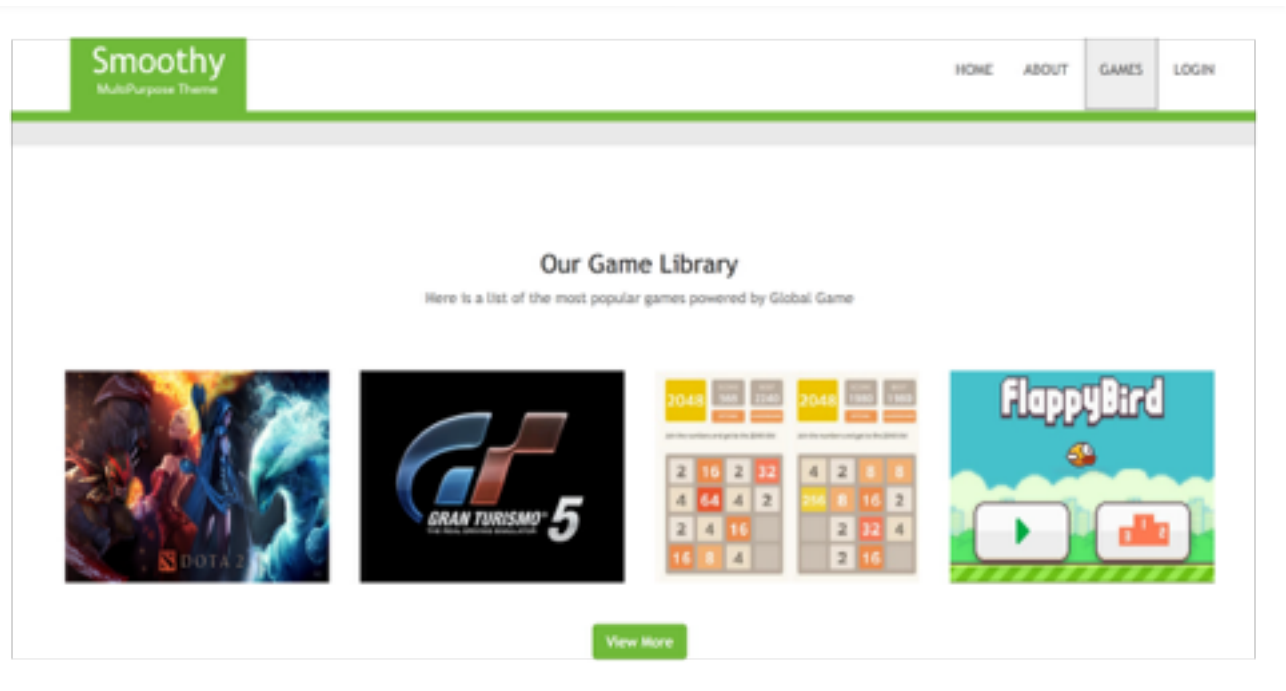
Index Page



The index page should look like this:

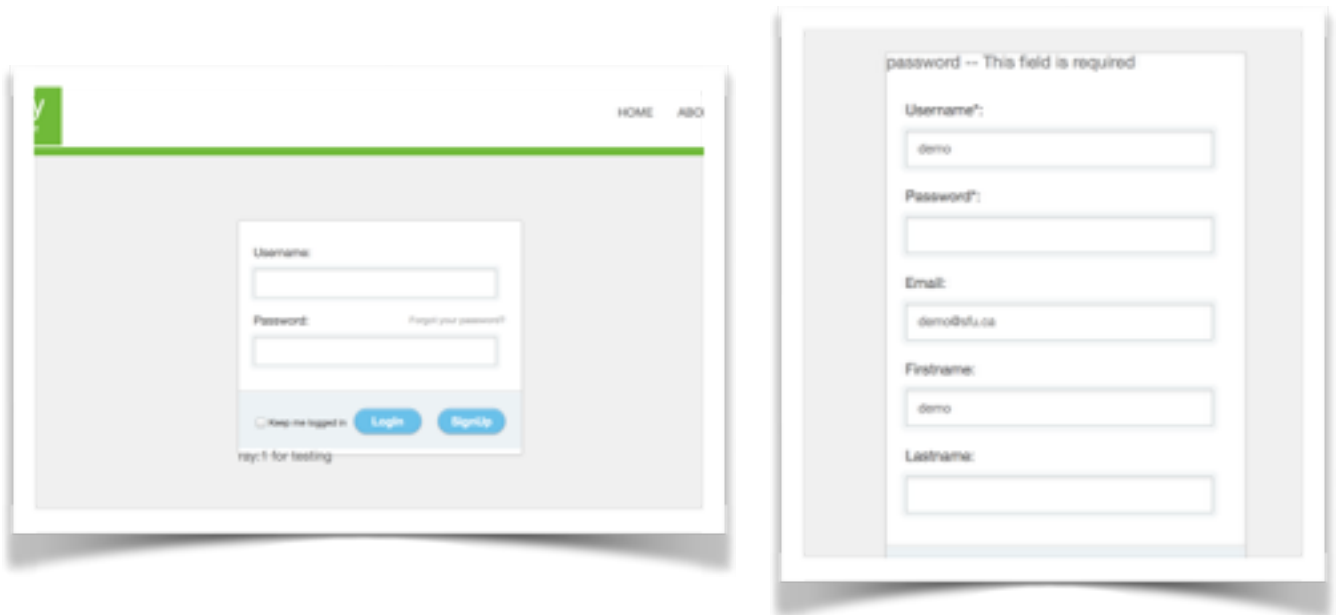
Basically, this page is the introduction page of what our system is for. This is the one of few pages people can access without login. The menu buttons on the right top corner can lead you to different part of this page. It will automatically highlight the corresponding frame while your moving among different sections by yourself.

Game Gallery



For this part, as it is in the introduction page and does not require login, I do not link any user-related data such like game score, game time and so forth here. This part just a list of top games from the database. They are ordered by the number of people playing.

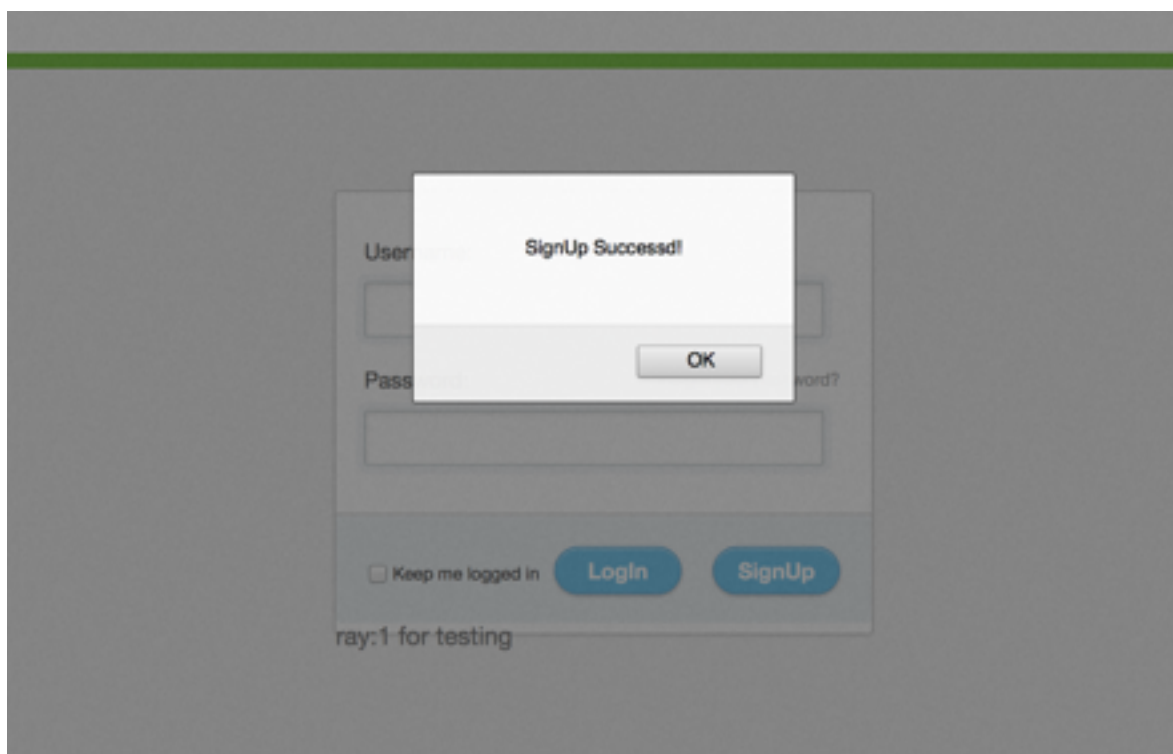
Login Page



The image displays two screenshots of a web application's login and registration interface. The left screenshot shows the login page with a green header bar, a navigation menu with 'HOME' and 'ABOUT', and a central form with 'Username:' and 'Password:' fields, a 'Keep me logged in' checkbox, and 'Login' and 'SignUp' buttons. The right screenshot shows the registration page with a similar layout, but with additional fields for 'Email:', 'Firstname:', and 'Lastname:', and a 'password -- This field is required' error message above the Password field.

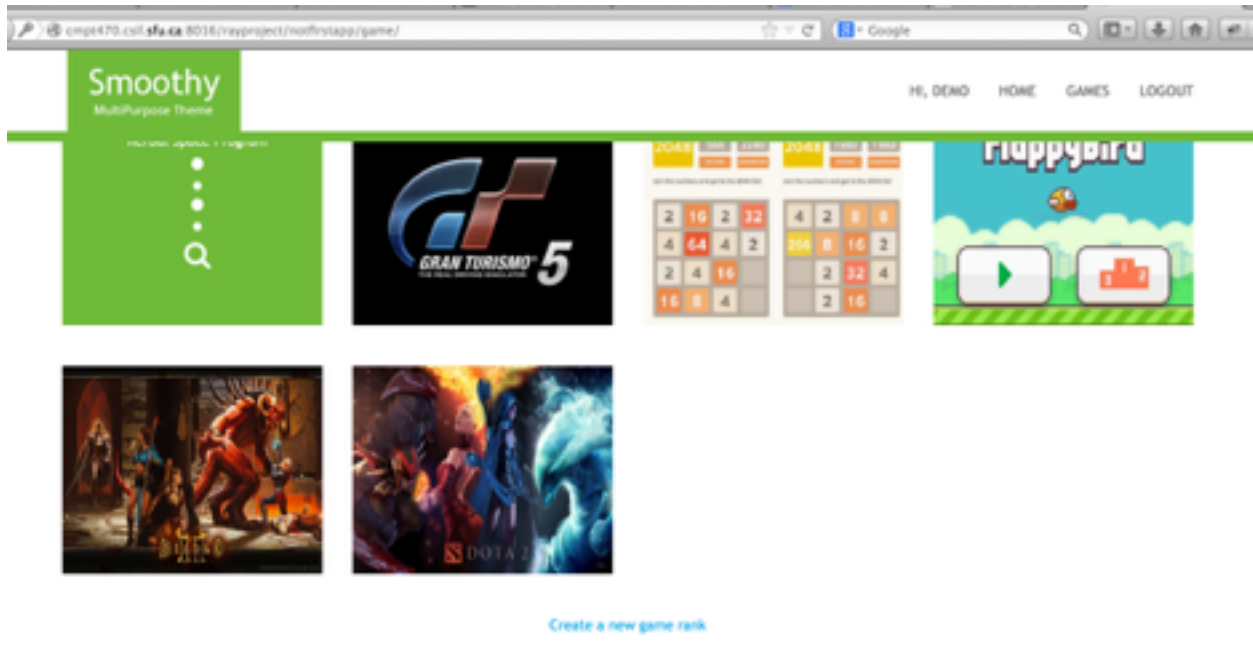
Here is where we can perform authentication and get authorization to protected pages. We can either sign in with an existing account or create a new account. After we submit the form, the front-end will validate the input and pass it to back end if the data looks fine.

After finishing the register, we will be redirected to the login page with a alert which indicates the successful state.

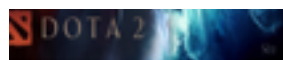


My Games Page

If we successfully log into the system. We will be able to see a page containing a customized list of games like this.



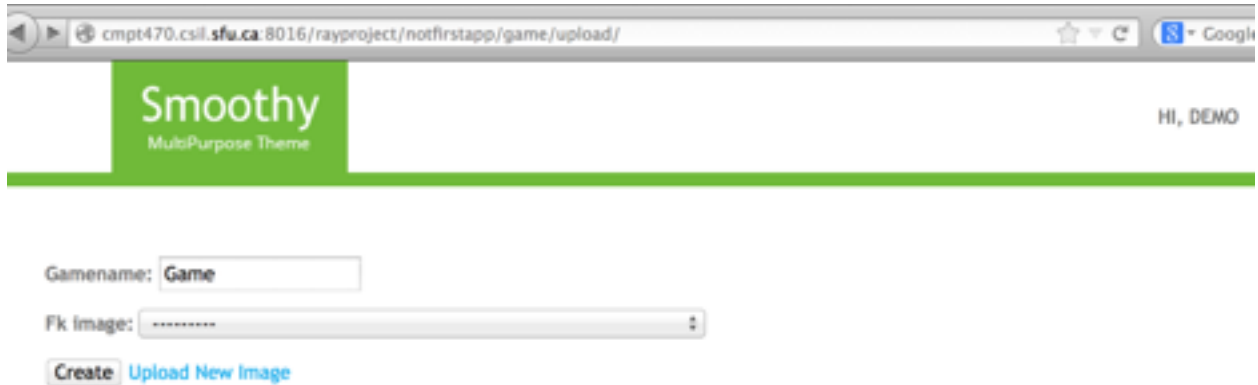
The games listed here are all relevant to the user who has logged in. Either the game is created by the user or the user is playing the game. Or in technician's words, the user has the permission to post data to the game rank listed here.



[Create a new game rank](#)

Game Creating

As developers, we can start a new game rank by clicking the button at the button. Then we are in a simple form page like following:



The screenshot shows a web browser window with the URL `cmpt470.csil.sfu.ca:8016/rayproject/notfirstapp/game/upload/`. The page has a green header with the 'Smoothy MultiPurpose Theme' logo and a greeting 'HI, DEMO'. Below the header is a form with two input fields: 'Gamename:' with the value 'Game' and 'Fk image:' with a dropdown menu showing '*****'. At the bottom of the form are two buttons: 'Create' and 'Upload New Image'.

At here, we can specify the basic information of a new nam. And we can choose an existing uploaded image or upload a new image from your device. We will go through the latter one.

Image Upload

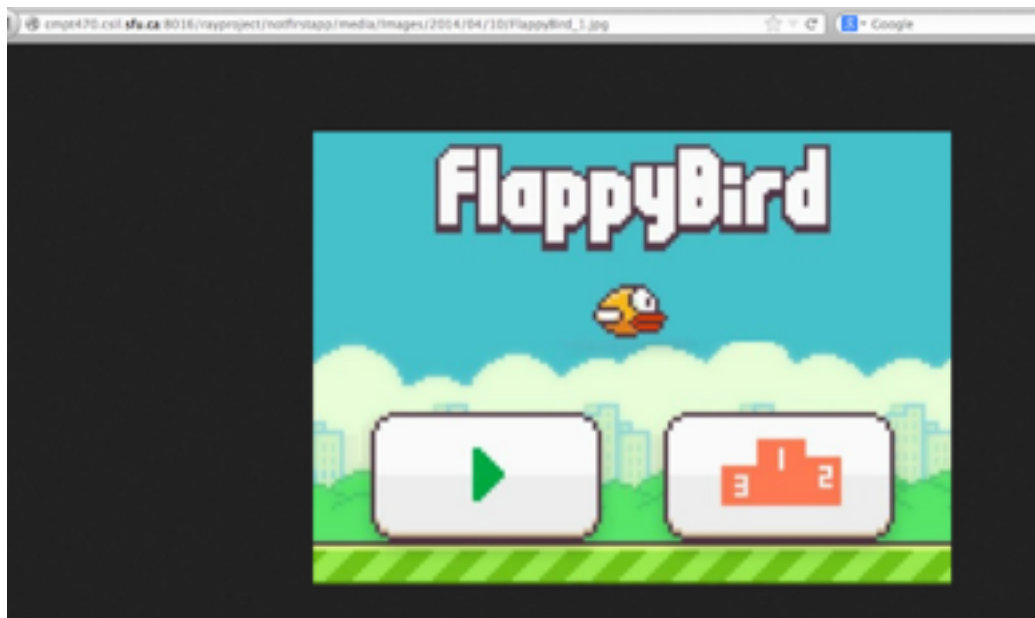


The screenshot shows a web browser window with the URL `cmpt470.csil.sfu.ca:8016/rayproject/notfirstapp/image/upload/?back=/rayproject/notfirstapp/game/upload/`. The page has a green header with the 'Smoothy MultiPurpose Theme' logo. Below the header is a list of existing images:

- [Images/2014/04/10/2048.jpg](#)
- [Images/2014/04/10/diablo_1.jpg](#)
- [Images/2014/04/10/FlappyBird_1.jpg](#)
- [Images/2014/04/10/GT5_1.jpg](#)
- [Images/2014/04/10/valve-dota-2-wallpaper_1.png](#)

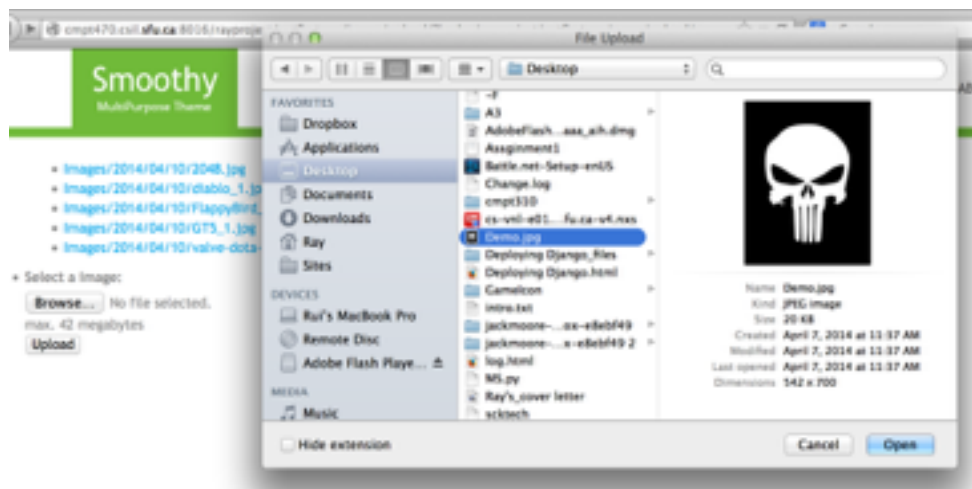
Below the list is a section titled 'Select a image:' with a 'Browse...' button and the text 'No file selected.' and 'max. 42 megabytes'. At the bottom of this section is an 'Upload' button.

We can find a list of previous uploaded images from users at the image upload page. We can have a look at those images by click on any of them.



To actually upload an image, we need to do the following:

1. click the 'Browse...' button to access your own disk
2. choose an image and click 'Open'/'Ok'
3. click 'Upload' button after the name of the chosen image shows up in the page.



- [Images/2014/04/10/2048.jpg](#)
- [Images/2014/04/10/diablo_1.jpg](#)
- [Images/2014/04/10/FlappyBird_1.jpg](#)
- [Images/2014/04/10/GT5_1.jpg](#)
- [Images/2014/04/10/valve-dota-2-wallpaper_1.png](#)
- [Images/2014/04/21/Demo.jpg](#)

• Select a image:

No file selected.
max. 42 megabytes

After a few seconds, we can find our new image at the end of the list. Let us have a double check.

Next, we will create a new rank using the image we just uploaded.

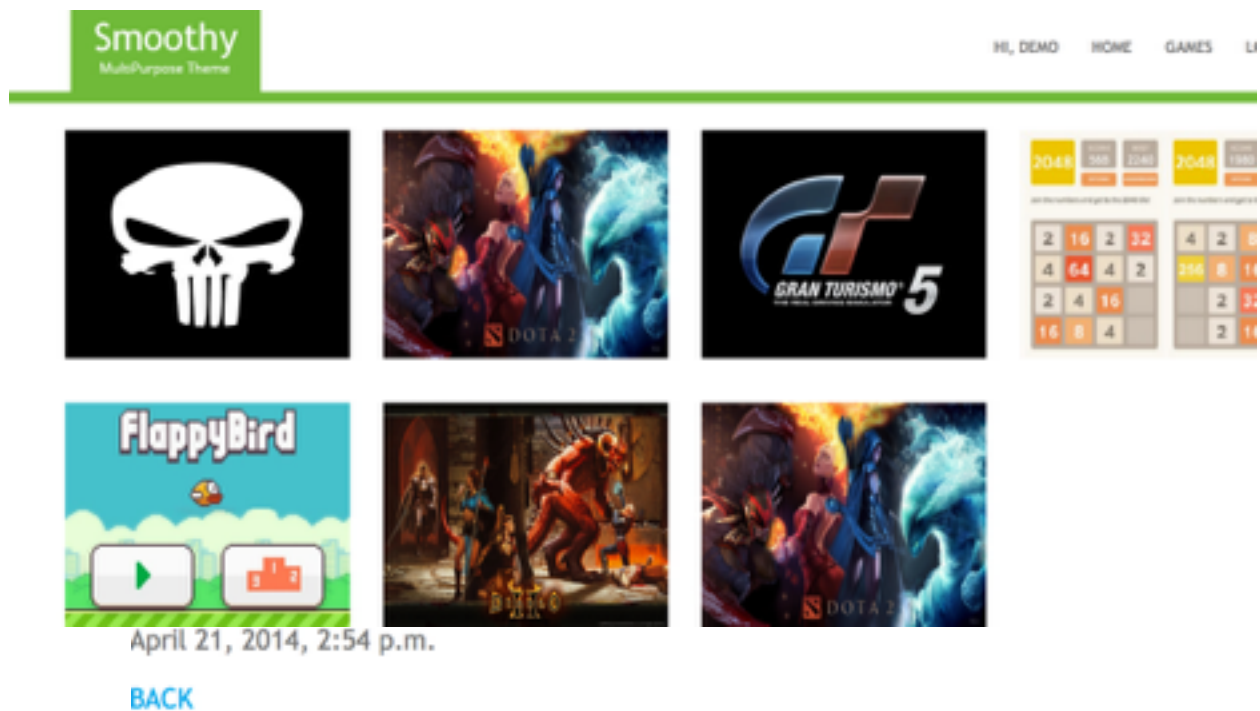
Gamename:

Fk image:

[Upload New Image](#)

If nothing goes wrong, we should be at some page like this:

We can find the name of our rank and the time when it is created here. No surprise nothing else is here, since we have not post anything here.



Usage

The rank we just created could have at least two usage:

1. As a private rank, only the crater and a few his/her followers he/she invited could post data into the rank. So it will be more like to a rank of some tournament.
2. As a public rank, the developer could force all the user of his/her game to upload the data to one specific rank. So it will operate as a global rank such like www.diabloprogress.com and the rank provided by Steam.

2048			
Figure	Score	Achieve	Time
Root	9999		April 21, 2014, 5:01 p.m.
SuperPlayer	2048		April 21, 2014, 5 p.m.
Player2	32		April 21, 2014, 5 p.m.
DemoPlayer	20		April 21, 2014, 5 p.m.
DemoPlayer	10		April 21, 2014, 4:59 p.m.

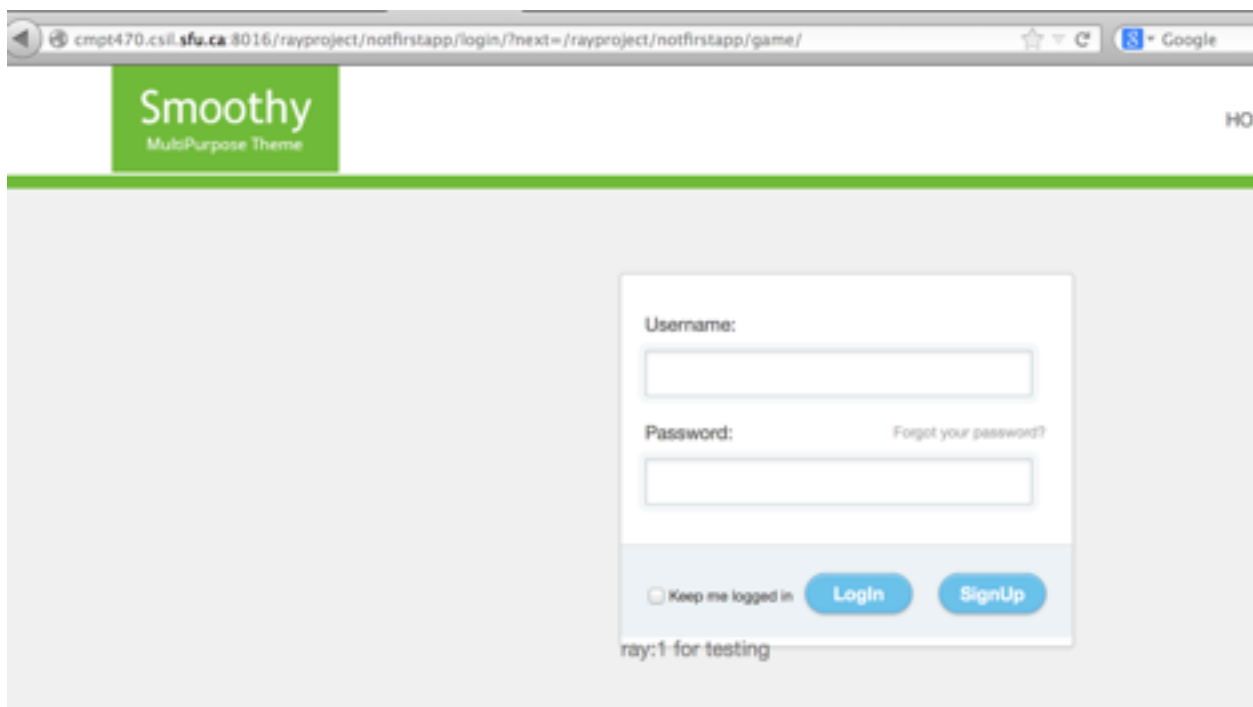
If we click on game '2048' which contains some data already, it will popup a lightbox which contain the rank. What we implement so far only have a score rank. But we are pretty close to have the time rank. Just need a few modifications on the front end.

Security

For the security part, the user could only do following operation on the website: Sign up, Sign in, Upload image, Create new rank, View the record of existing Rank.

All the form are prevented from csrf by Django. All the dangerous character will be convert to regex.

If someone tries to sneak the pages only accessible to members, he/she will be redirect to the login page. And if he/she finishes the login process successfully, we will lead him/her back to the page he/she want originally.



The screenshot shows a web browser window with the address bar displaying 'cmpt470.csil.sfu.ca:8016/rayproject/notfirstapp/login/?next=/rayproject/notfirstapp/game/'. The page features a green header with the 'Smoothy' logo and the text 'MultiPurpose Theme'. On the right side of the header, the text 'HO' is visible. The main content area is light gray and contains a white login form. The form has two input fields: 'Username:' and 'Password:'. To the right of the password field is a link that says 'Forgot your password?'. Below the input fields are two buttons: 'Login' and 'SignUp'. At the bottom of the form, there is a checkbox labeled 'Keep me logged in'. Below the form, the text 'ray:1 for testing' is visible.

The basic idea of this api is pretty simple. But we can extend the usage of this api to any thing need to be ranked or rated. Such like the movies(IMDb), books(Google books), restaurant&cafe(Yelp) and so on.