

Requirements and Design Document

In fulfilment of, ITIS 5166: Network Based Application Development project
Master of Science (Information Technology) University of North Carolina at Charlotte.

Instructor Name: Nadia Najjar.

Prepared By: Siva Sandeep Kumar Pereddy.

Project Overview:

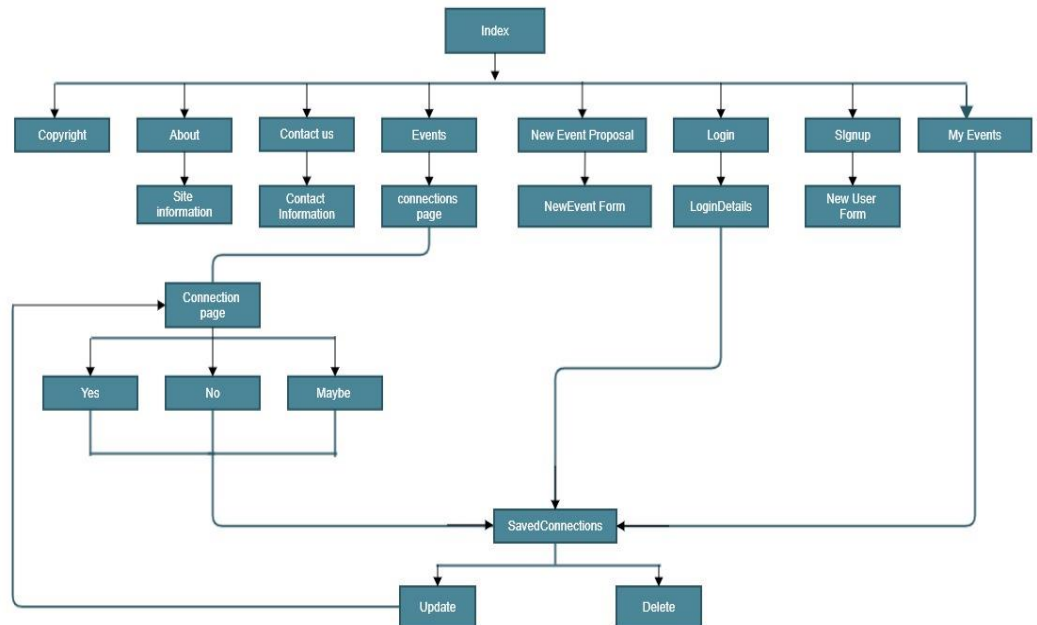
The aim of the application “Gamer’s for Life” is to provide users to be able to view and participate in different gaming events happening near them. There are two types of users in the application. They are registered users and unregistered users.

Registered Users can view different gaming events related to games like football, basketball, and different games like counter strike etc. They can express their interest as yes, no, maybe and participate according to their decision.

Unregistered users can only view about us, contact us page. They also can view the different gaming events but can only store their interest after registering for the page.

Anyone who is interested can register with required fields such as UserID, First Name, Last Name, Email and password. The user can login to the website with the registered UserID and password next time he logs in.

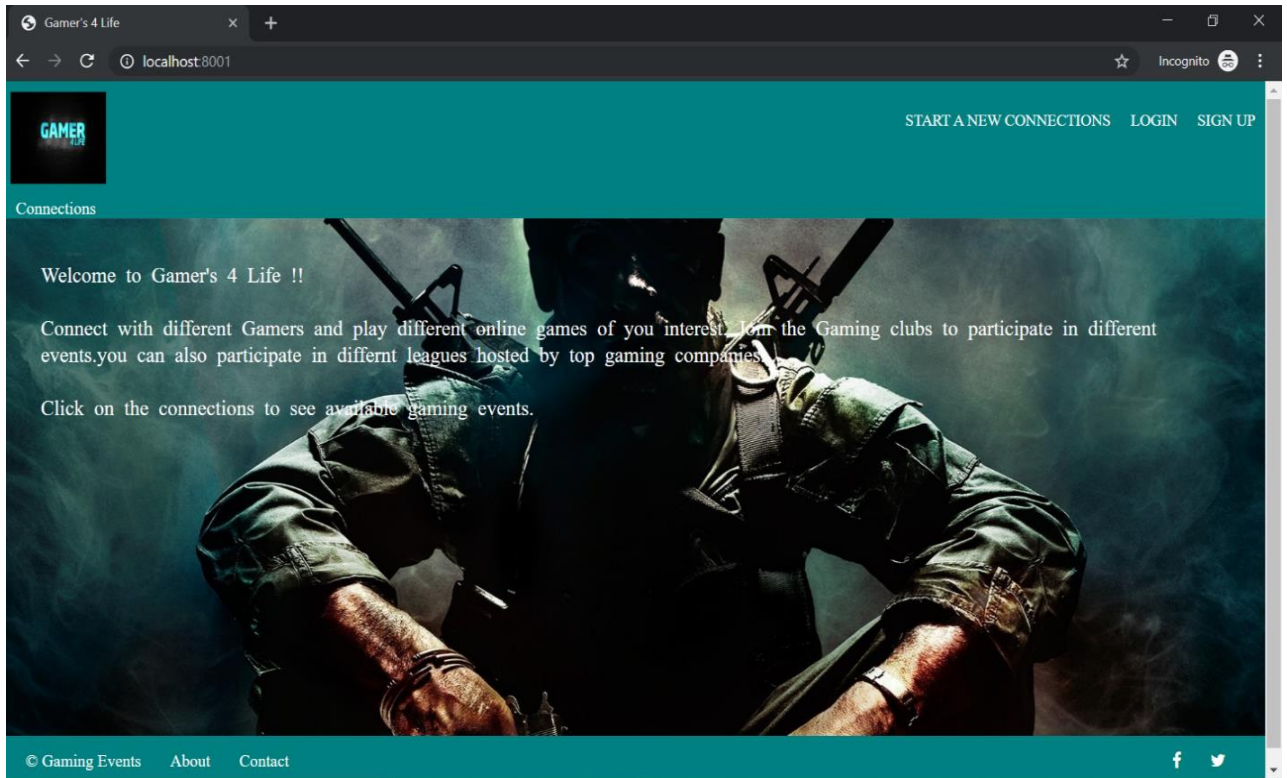
Site Map:



Page Design:

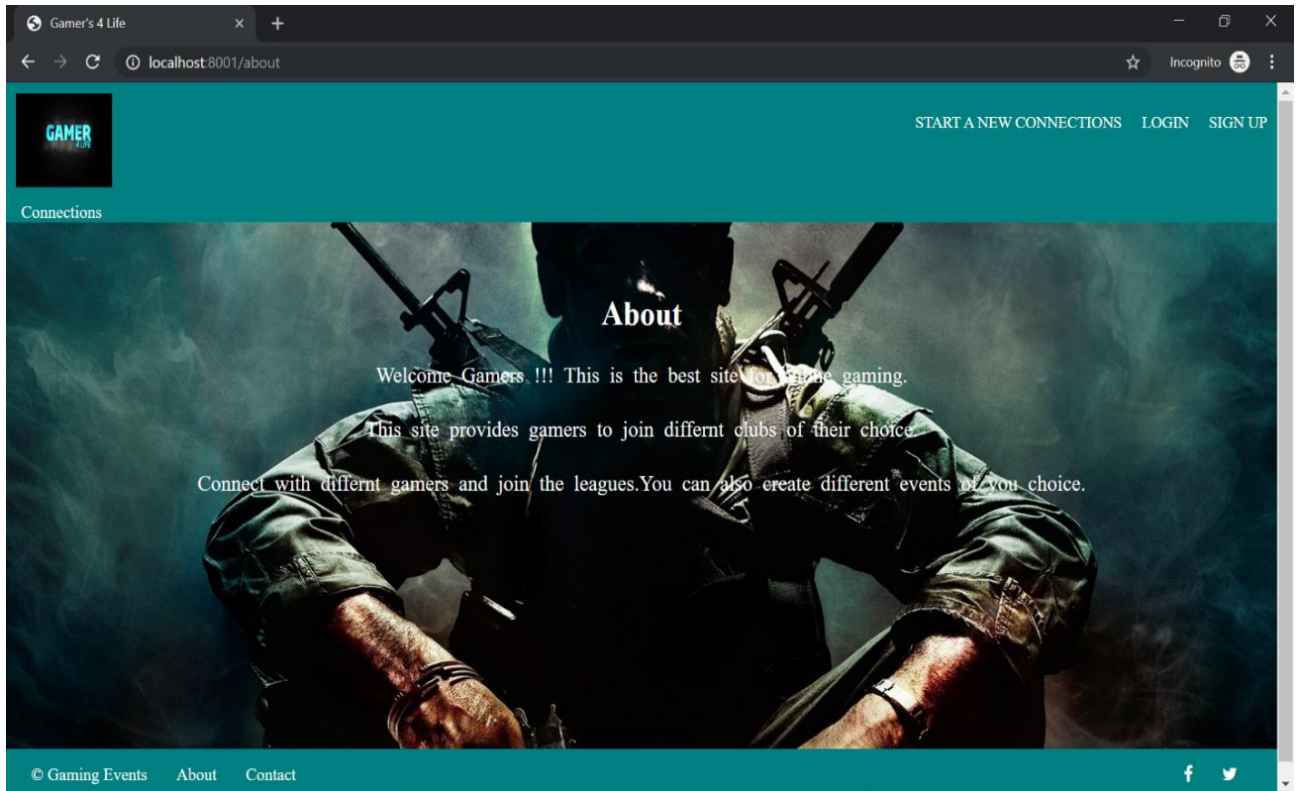
Home Page:

- Name of the page: index.ejs
- Purpose of the page: This page is home page which is the start point for the application from where the user navigates to different pages.
- Audience of the page: Both the registered users and unregistered users have access to this page.
- It has a site navigation bar with links that navigate to connections, start a new connection, Login, signup. In the footer there are links for about us, contact us and Facebook, Twitter pages of the site.
- All the elements on the site navigation bar and footer will navigate to Respective pages when clicked.



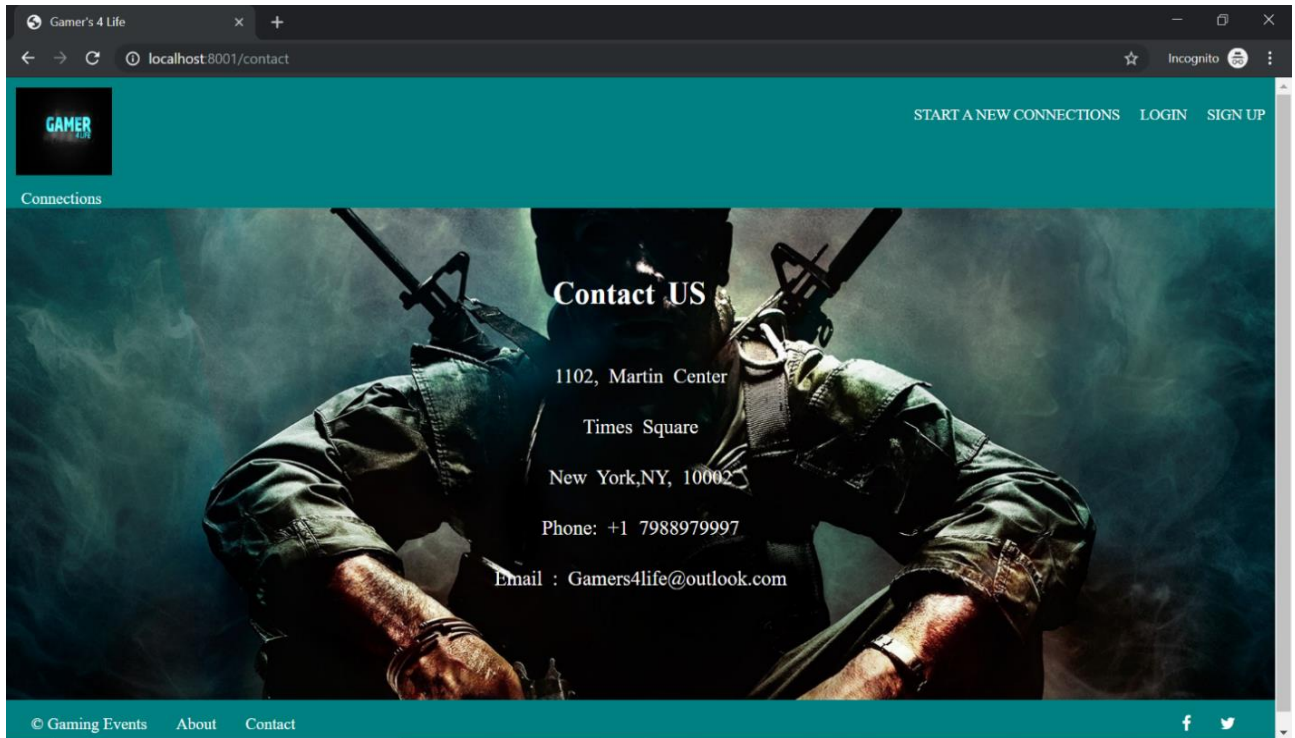
About Page:

- Name of the page: about.ejs
- Purpose of the page: This page contains the description of the page. It gives information about page how to find different views and joining different leagues.
- Audience of the page: Both Registered and unregistered users can access the page.
- It also contains same site navigation bar and footer same as home page which contains links to navigate to connections, start a new connection, Login, signup. In the footer there are links for about us, contact us and Facebook, Twitter pages of the site.
- All the elements on the site navigation bar and footer will navigate to Respective pages when clicked.



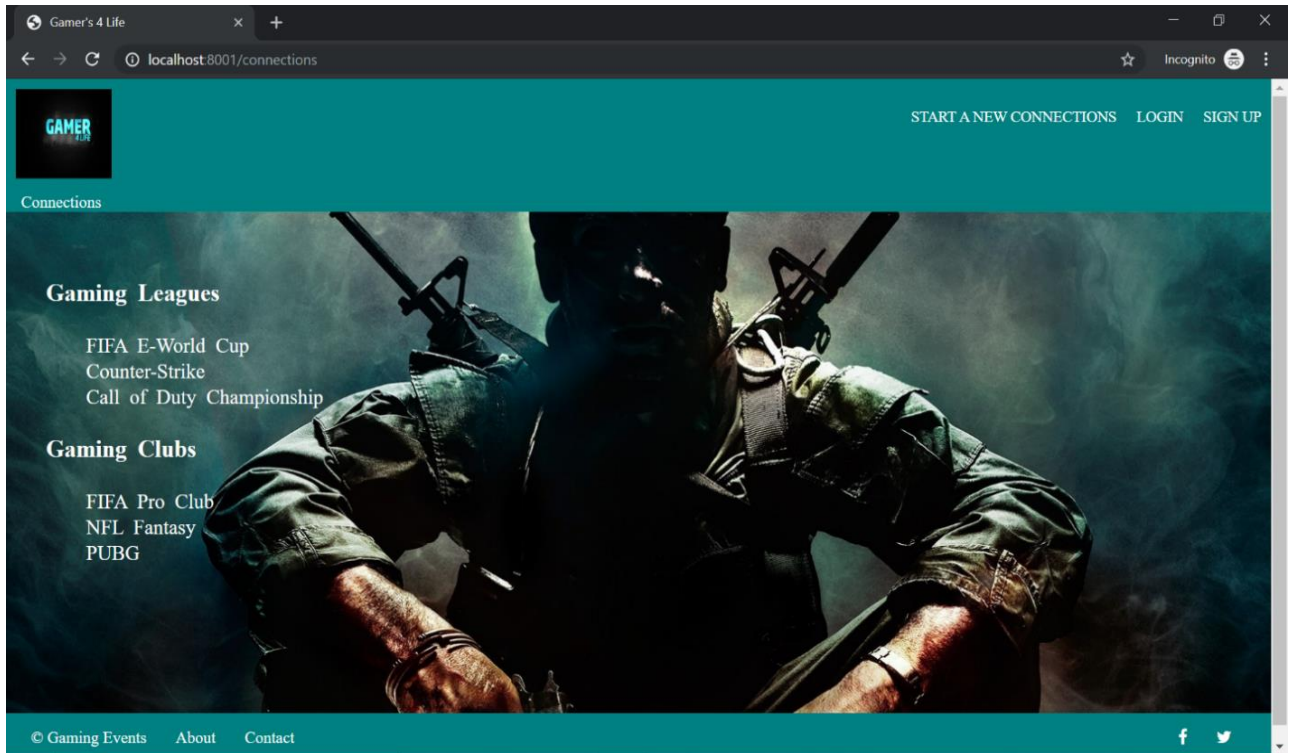
Contact Us:

- Name of the page: contact.ejs
- Purpose of the page: This page contains the contact information of the application. It contains the address, Email, Phone number. Using this you can contact the application.
- Audience of the page: Both Registered and unregistered users can access the page.
- It also contains same site navigation bar and footer same as home page which contains links to navigate to connections, start a new connection, Login, signup. In the footer there are links for about us, contact us and Facebook, Twitter pages of the site.
- All the elements on the site navigation bar and footer will navigate to Respective pages when clicked.



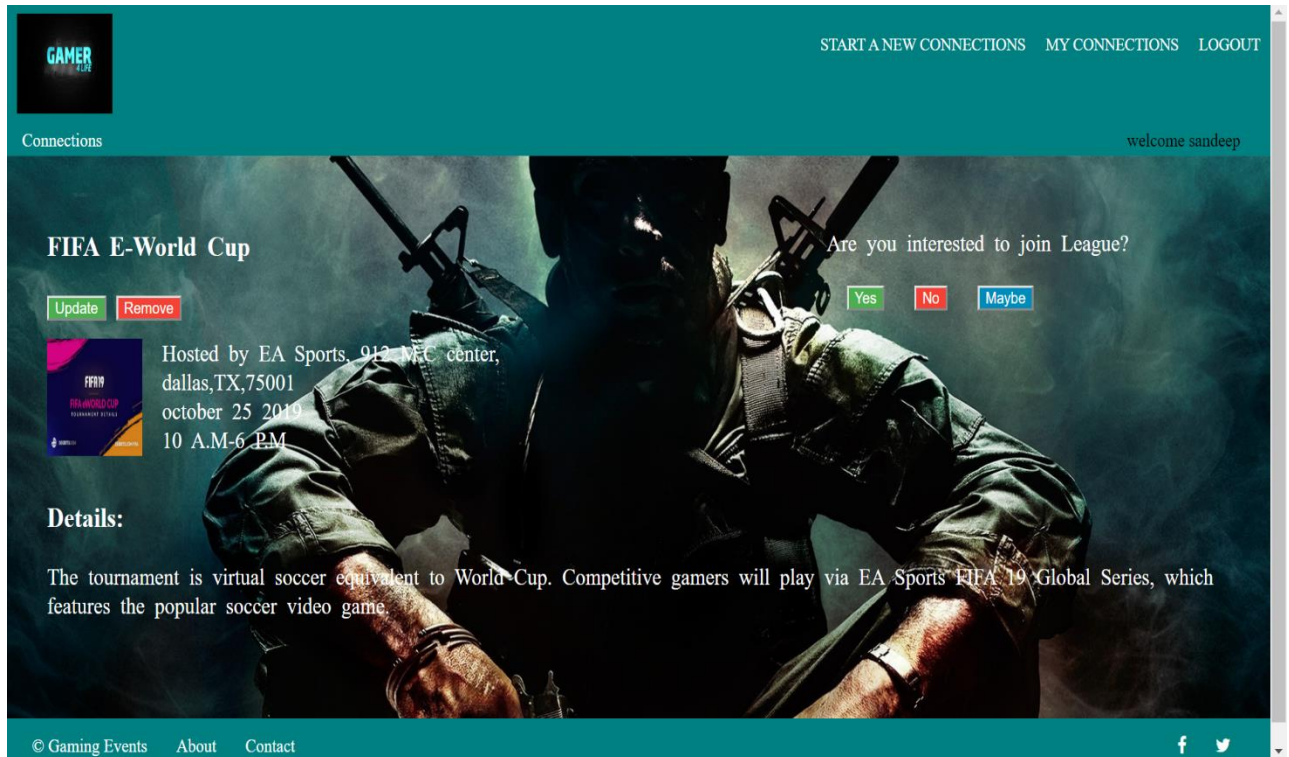
Connections Page:

- Name of the page: connections.ejs
- Purpose of the page: This page helps users to view different gaming connections that are present in the application. It contains different leagues and clubs where you can find interested league to join in that.
- Audience of the page: Both Registered and unregistered users can access the page. There are no restrictions for the users to view this page.
- It also contains same site navigation bar and footer same as home page which contains links to navigate to connections, start a new connection, Login, signup. In the footer there are links for about us, contact us and Facebook, Twitter pages of the site.
- All the elements on the site navigation bar and footer will navigate to Respective pages when clicked.



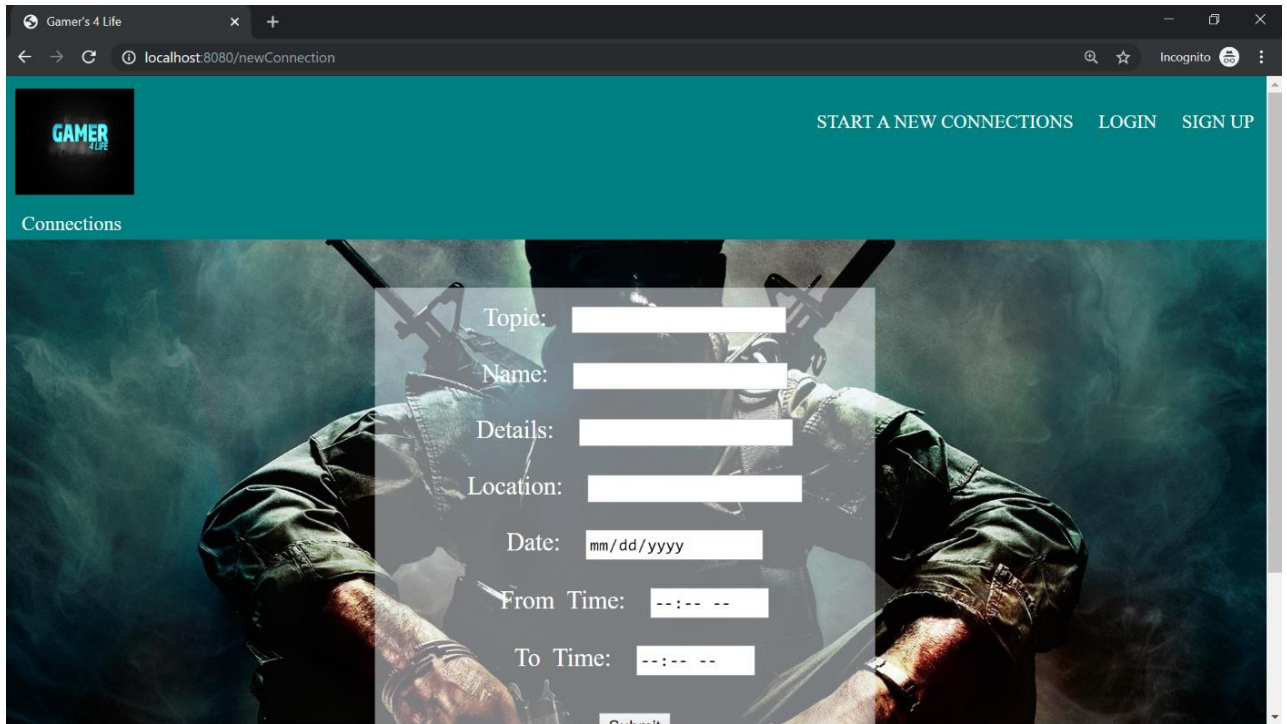
Connection Page:

- Name of the page: connection.ejs
- Purpose of the page: This page displays the event details and place of happening of the gaming league you selected in connections page. This page contains options yes, no, maybe for the gaming event that you selected in connections page.
- Audience of page: Registered users can view this page and save their decision for future. But unregistered users can only view this page but they need to register and login to save their decision.
- In addition to these there will be two buttons below connection. They are "UPDATE", "REMOVE". Update button is used to update or edit the details of the connection that you have created after logging into your account. Remove button is used to delete the connection you created.
- It also contains same site navigation bar and footer same as home page which contains links to navigate to connections, start a new connection, Login, signup. In the footer there are links for about us, contact us and Facebook, Twitter pages of the site.
- All the elements on the site navigation bar and footer will navigate to Respective pages when clicked.



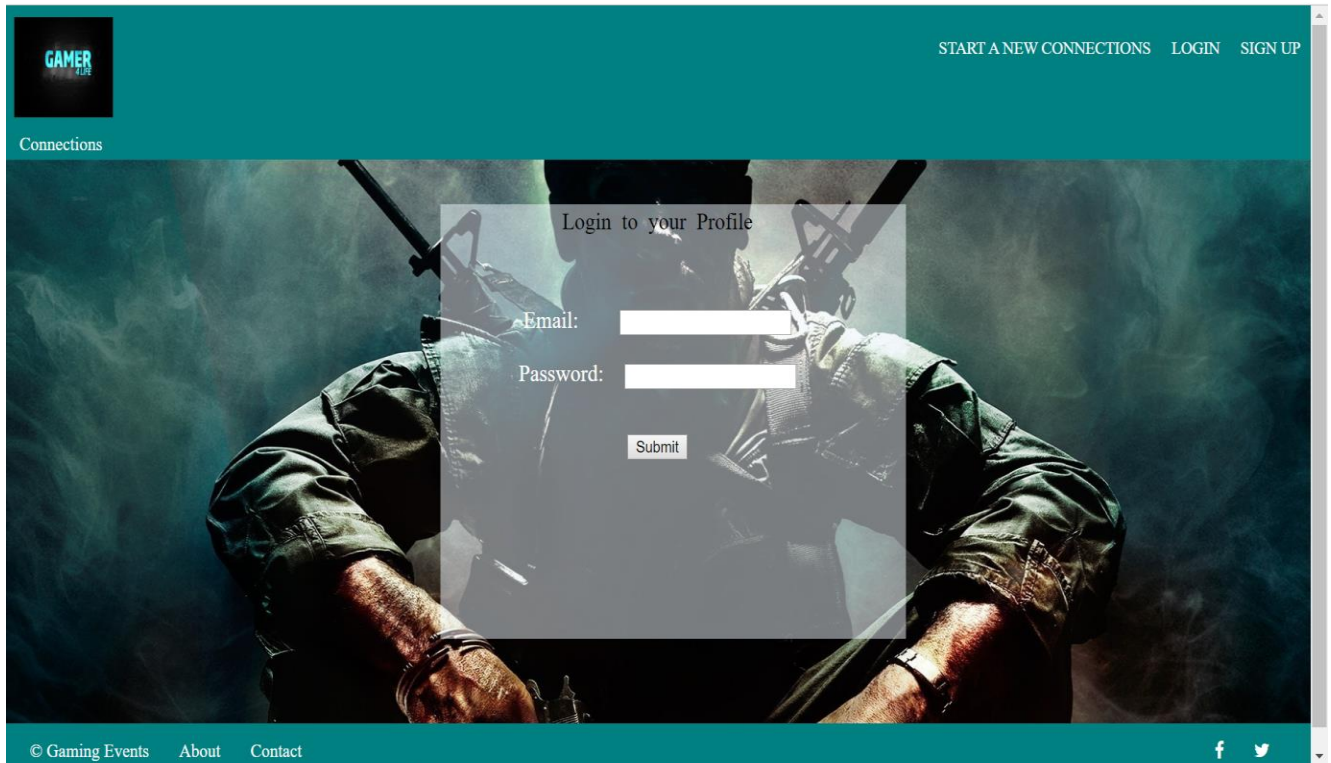
New Connection Page:

- Name of the page: newconnection.ejs
- Purpose of the page: This page helps to create a new gaming event. It asks different features of gaming event like Topic, Name, Details, Location, Duration of event with from and to time.
- Validation: There are some restrictions while creating new connection such as topic and name must be alphabetic, details and location have minimum length and accepts if date is given in certain format. If you give any input against these restrictions, It would prompt you a message where input is wrong.
- Audience of page: Only Registered users can create a new event that is going to happen.
- It also contains same site navigation bar and footer same as home page which contains links to navigate to connections, start a new connection, Login, signup. In the footer there are links for about us, contact us and Facebook, Twitter pages of the site.
- All the elements on the site navigation bar and footer will navigate to Respective pages when clicked.



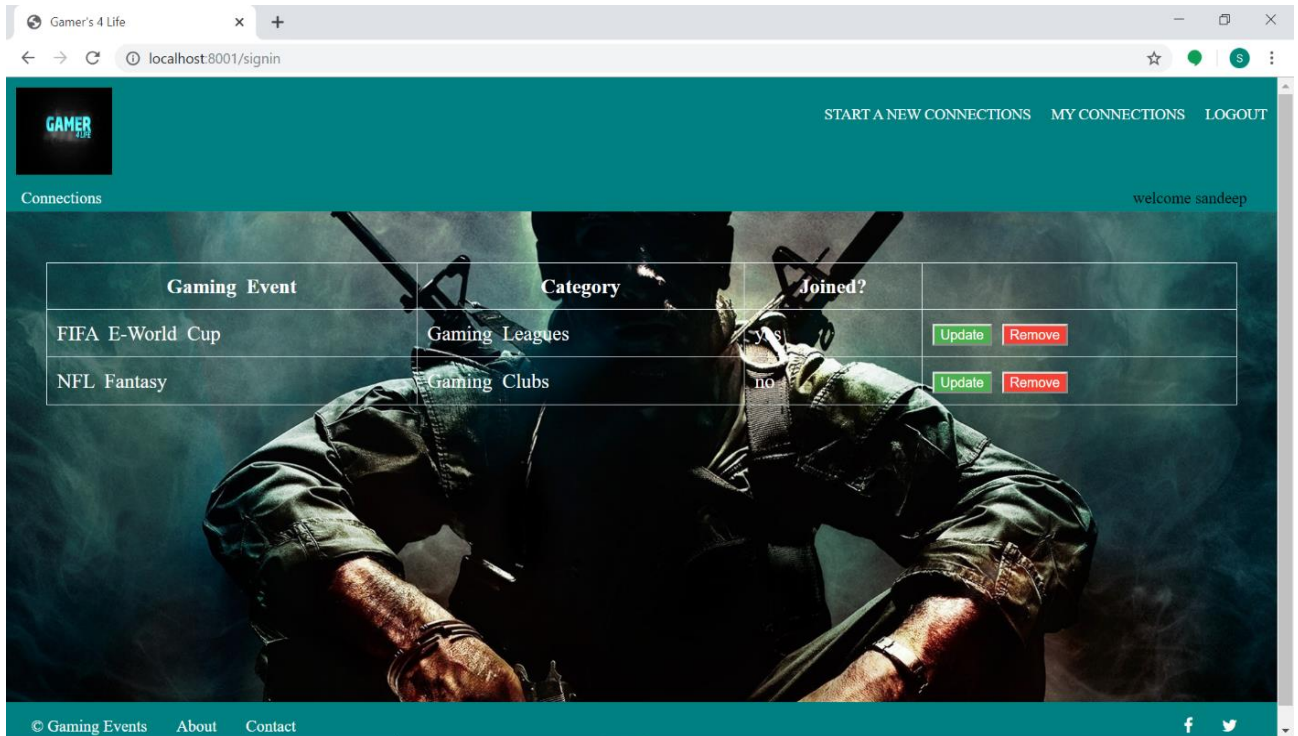
Login page:

- Name of the page: login.ejs
- Purpose of the page: This page is used to login to your page to view your connections. You can use your login credentials which are used to create account and login to your page.
- Validation: If you enter wrong credentials it would prompt you that username or password are incorrect.
- Audience of the page: Only registered users can login to their page. Unregistered users only can view this page, but they need to register to login into their account.
- It also contains same site navigation bar and footer same as home page which contains links to navigate to connections, start a new connection, Login, signup. In the footer there are links for about us, contact us and Facebook, Twitter pages of the site.
- All the elements on the site navigation bar and footer will navigate to Respective pages when clicked.



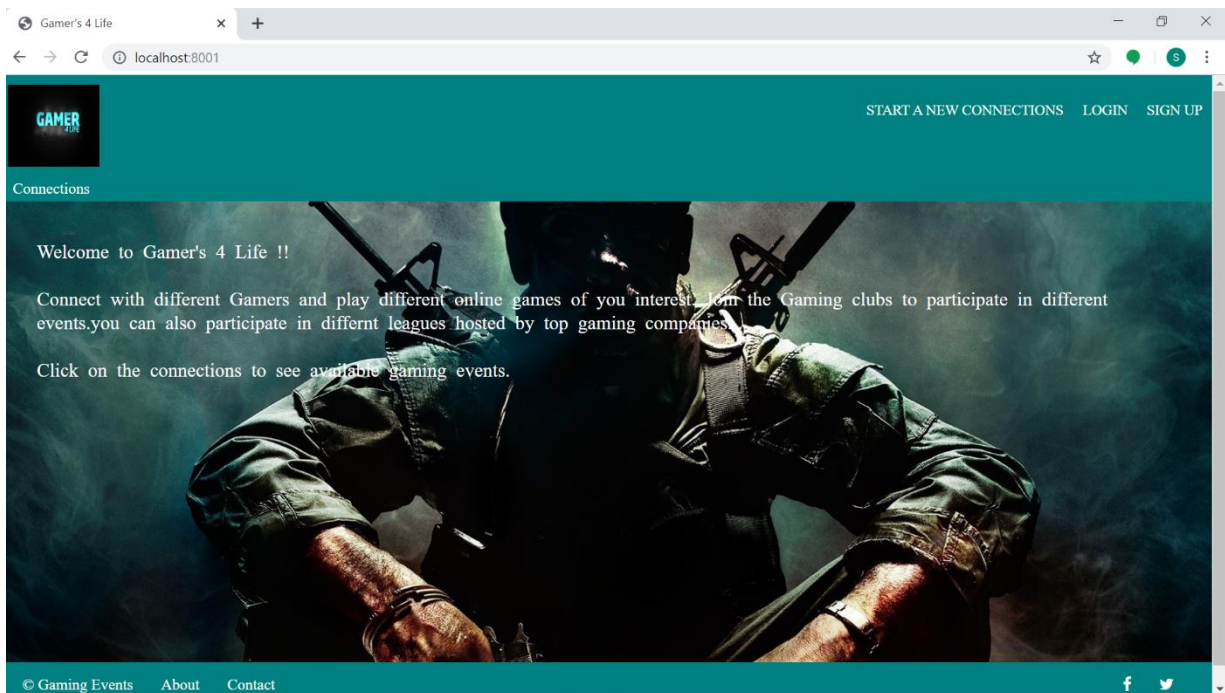
SavedConnection Page:

- Name of the page: myconnection.ejs
- Purpose of the page: This page contains the saved connections of the user after logging in to their account. They can view their saved decisions on different gaming leagues.
- Audience of the page: Only registered users can view this page.
- This page contains two buttons for every event that you made decision on. They are “update” and “delete”. Update button is used to update or change their decision on events in saved connections page. Delete button is used to delete that decision on that event or to delete that connection.
- Addition to this, It also contains same site navigation bar and footer same as home page which contains links to navigate to connections, start a new connection, Login. In the footer there are links for about us, contact us and Facebook, Twitter pages of the site. It contains logout in navigation bar to logout from their account instead of signup button.
- All the elements on the site navigation bar and footer will navigate to Respective pages when clicked.



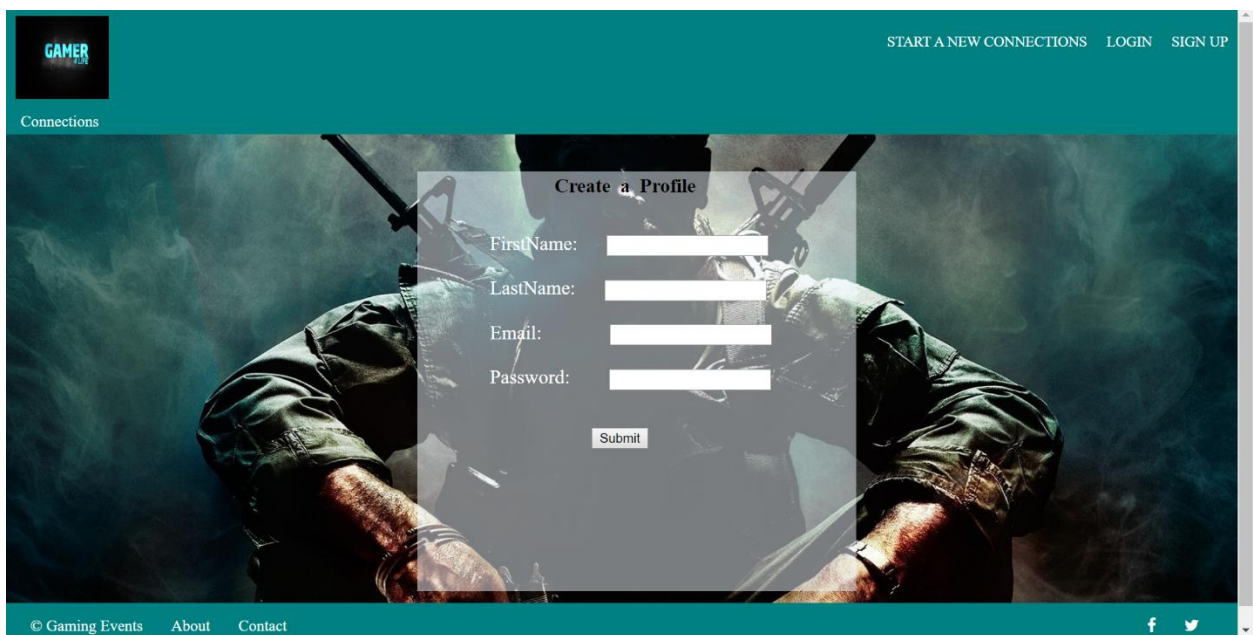
After User Logout:

- If you click logout button in the navigation bar after logging in, it log you out from your account and redirect to home page.



Sign Up Page:

- Name of the page: registration.ejs
- Purpose of the page: The new users can register on the application on this page.
- Audience of the page: Unregistered users are the audience for this page.
- The text fields First Name, Last Name, Username, Password and email Address needs to be filled.
- Validation: If already existing users details are entered, it would prompt that the application already exists. Only alphabets are taken in the first name and last name fields. The email field must contain @ character.
- Submit button on the Registration page would store the details in the “Users” Collection and navigates to My appliances page.



The screenshot shows a web browser displaying the 'GAMER' website. The header is teal with the 'GAMER' logo on the left and links for 'START A NEW CONNECTIONS', 'LOGIN', and 'SIGN UP' on the right. Below the header, a 'Connections' section is visible. The main content area features a large background image of a person in tactical gear. Overlaid on this is a 'Create a Profile' form with the following fields: 'FirstName:', 'LastName:', 'Email:', and 'Password:', each followed by a white input box. A 'Submit' button is located below the 'Password' field. The footer is teal and contains the text '© Gaming Events', 'About', and 'Contact' on the left, and social media icons for Facebook and Twitter on the right.

Database structure:

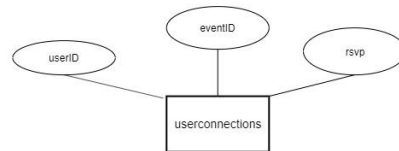
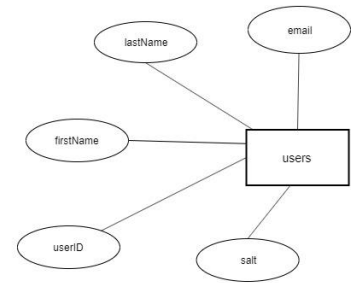
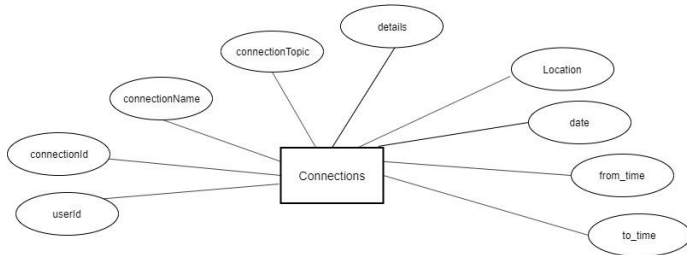
Following are the collections in the “Gamer’s for Life”:

- Connections: It contains details of different gaming events like id, topic, name, details, from time, to time, location.
- UserConnections: It contains details of the saved connections of registered users like id, userid, connectionid, rsvp.
- Users: It contains the details of the registered users like id, userid, firstname, lastname, emailaddress, address, state, zip, country, password.

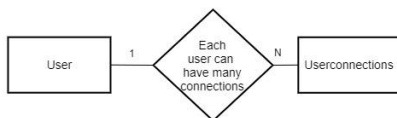
ER-Diagram:

ER DIAGRAM

Entities and Attributes



Relationships



User Login Credentials:

email :sandeep.pereddy@gmail.com

password: Sandeep@36

email :sai12b@gmail.com

password: Saikumar@12