Graduate Programming Project Online Lottery Game—LuckyYou --Sha Lu

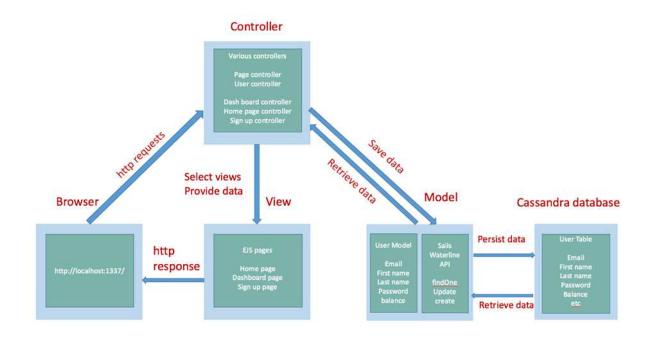
1. Introduction

An online lottery game—LuckyYou is built based on the assignment 6- flip a coin. A user will first sign up by entering the name, email and password on sign up page. After the user logs into the game, he/she will be able to make a deposit. Then the user will be able to play the game by clicking a button to send a request to the server. The win/lost ratio is set to be 40:60. If the user plays long enough, he or she will lost all deposit.

2. Technologies

Framework: Sails.js Client side: Angular Database: Canssandra

3. Software architecture



LuckyYou is built based on MVC architecture provided by Sails framework. The browser sends get/put/post requests to user and page controller by following route definition in routes.js.

All business logic of the application is implemented in various controllers including user controller, signUp controller, and etc. controllers will query Cassandra database, provide data to selected view.

Views are implemented in EJS pages configured with various parameters. Sessions is used to maintain the state of the application.

User model is created to store user data such as email, name, title, password and balance. Waterline API is used in Sails to provide database access. Functions findOne, Update and create are used to find a user, update user data and create a user. With Waterline API, it is very easy to switch from Cassandra to another database such as Couch database as long as its driver implements Waterline API

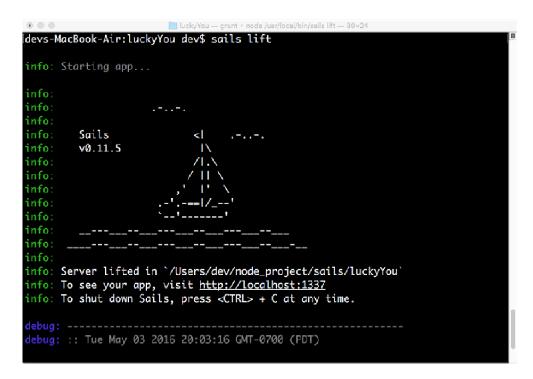
I have tried the driver from https://github.com/dtoubelis/sails-cassandra and everything in LuckyYou is working fine except one problem. If Cassandra database is restarted, there will be an exception that prevents the user data to be read from the database.

4. How to run LuckyYou

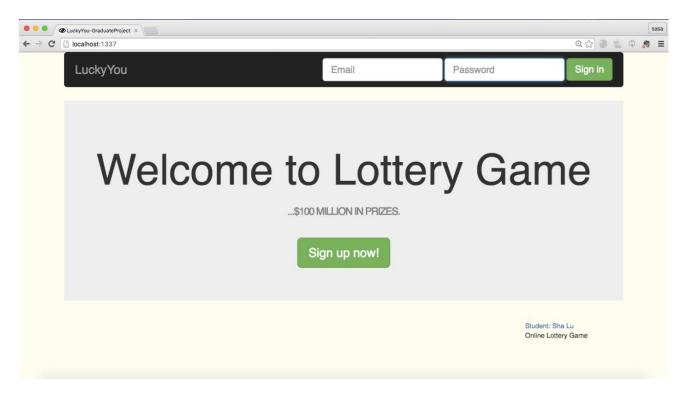
1. Start Cassandra database by command: bin/cassandra –f

```
Last login: Tue May 3 09:01:59 on ttys000
|devs-MacBook-Air:~ dev$ ls
Applications
                                                PaladinTemp
                                                                 VirtualBox VMs
                Downloads
                                Library
                                Movies
Desktop
                Dropbox
                                                Pictures
                                                                 node_project
                                                Public
Documents
                Jts
                                Music
[devs-MacBook-Air:~ dev$ cd node_project/
|devs-MacBook-Air:node_project dev$ ls
apache-cassandra-2.1.13 node-box
                                                sails
devs-MacBook-Air:node_project dev$ cd apache-cassandra-2.1.13/
devs-MacBook-Air:apache-cassandra-2.1.13 dev$ ls
                NOTICE.txt
CHANGES.txt
                                data
                                                lib
                                                                 tools
                                                Logs
LICENSE.txt
                                interface
                bin
                                                pylib
NEWS.txt
                conf
                                javadoc
devs-MacBook-Air:apache-cassandra-2.1.13 dev$ bin/cassandra -f
objc[12799]: Class JavaLaunchHelper is implemented in both /Library/Java/JavaVir
tualMachines/jdk1.8.0_91.jdk/Contents/Home/bin/java and /Library/Java/JavaVirtua
lMachines/jdk1.8.0_91.jdk/Contents/Home/jre/lib/libinstrument.dylib. One of the
two will be used. Which one is undefined.
CompilerOracle: inline org/apache/cassandra/db/AbstractNativeCell.compareTo (Lor
g/apache/cassandra/db/composites/Composite;)I
CompilerOracle: inline org/apache/cassandra/db/composites/AbstractSimpleCellName
Type.compareUnsigned (Lorg/apache/cassandra/db/composites/Composite;Lorg/apache/
cassandra/db/composites/Composite;)I
CompilerOracle: inline org/apache/cassandra/io/util/Memory.checkBounds (JJ)V
```

2. Run LuckyYou by command: sails lift

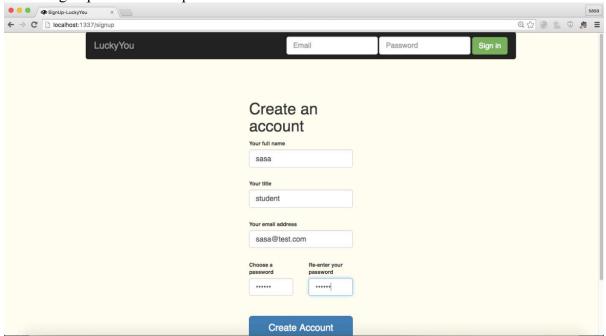


3. Go to Chrome access LuckyYou: localhost:1337

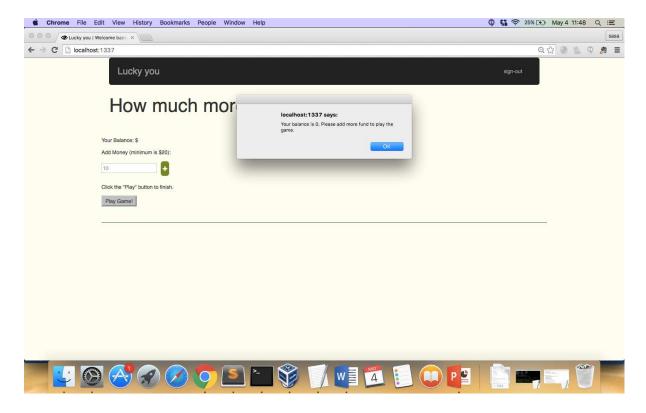


4. Register a user.

click "Sign up now!" and input the user information to finish.

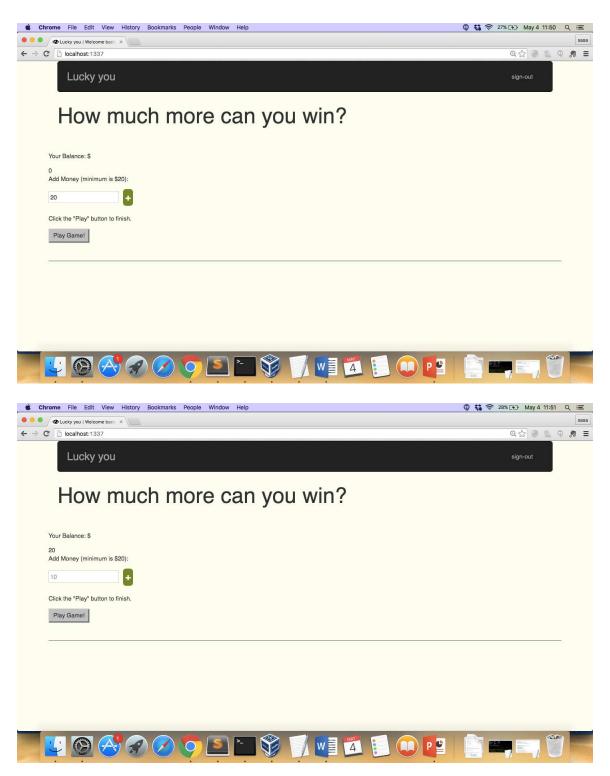


5. log into user page to start game if you are the first time to login, there will have information alert you to deposit money to start game.



6. Deposit Money

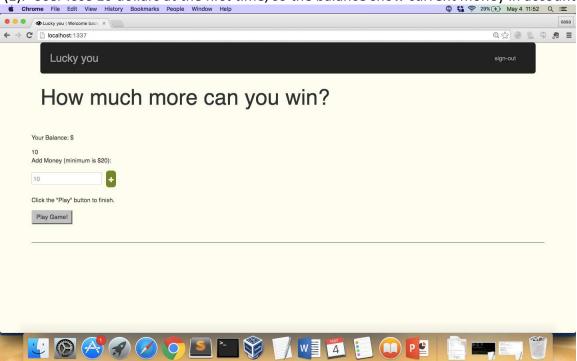
User can deposit more than 20 dollars money to play. and win/lose 10 dollars each time.



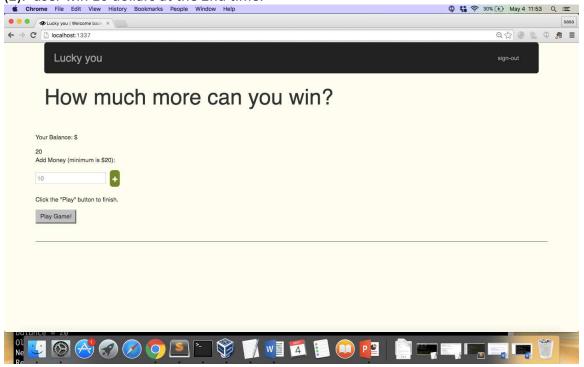
7. Play game.

After User account have enough money, user will click Play Game button to start lottery game.

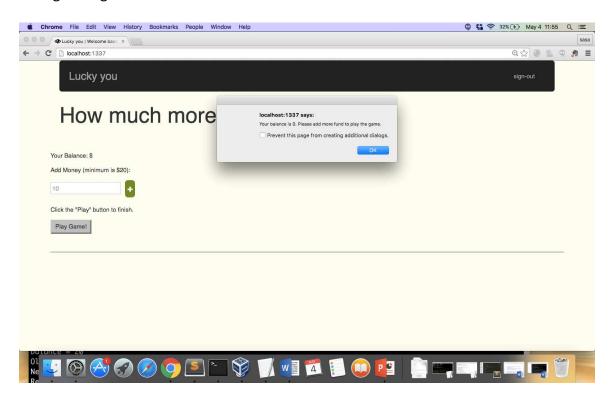
(1). User lose 10 dollars at the first time, so the balance show current money in account.



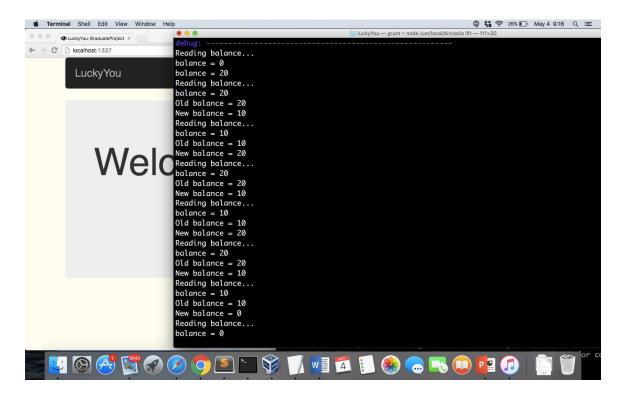
(2). user win 10 dollars at the 2nd time.

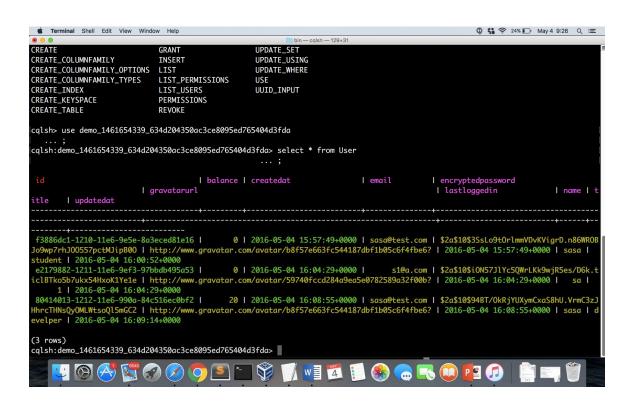


(3). finally user lose all money. and it will have alert to let user deposit more money to start game again.



8. Server side and Database





Reference:

- 1. http://sailsjs.org/documentation/concepts/
- 2. https://docs.angularjs.org/tutorial/
- 3. https://github.com/irlnathan (I have learned Sails.js by this github user--https://github.com/irlnathan. LuckYou project also uses his project activityoverload as a reference project.)

Student: Sha Lu

4. http://www.tutorialspoint.com/angularjs/