Esports Rally
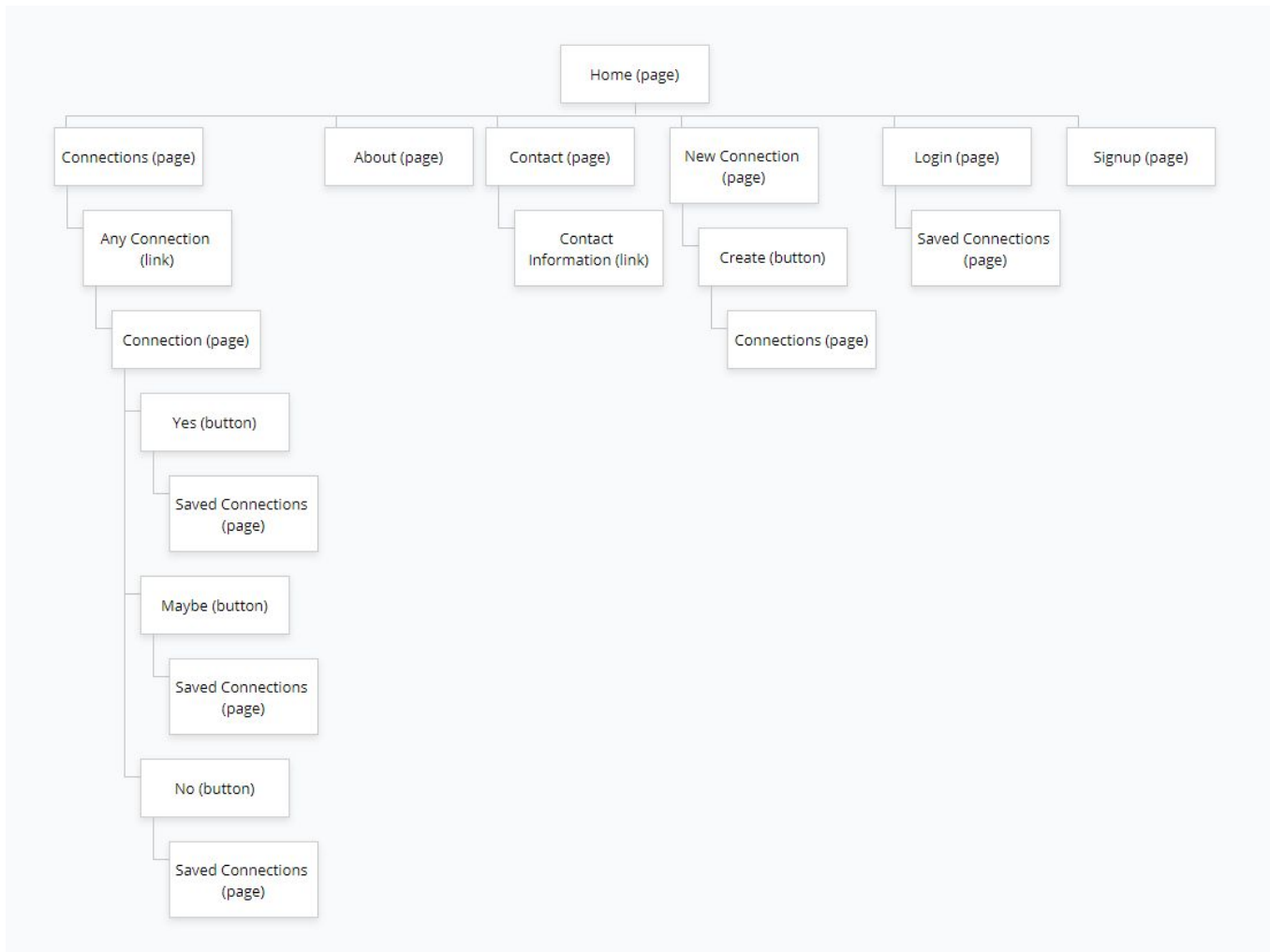### *Requirements & Design*

Project Overview

Esports Rally seeks to bring competitive gamers together in a collaborative way. The core design of the website is to allow users to connect with other gamers through events. Essentially, any user can sign up with a valid name, username/email, and password. After signup, you can login as a newly created user. You can either create your own event so that others can view it and reserve a spot, or reserve a spot to a preexisting connection. By clicking on a connection and a specific rsvp button, a connection will be added to your connections.

Site Map

Page Design

Home: This is the initial page the user sees when they load the application. It displays a short description of the websites purpose and functionality. General and registered users are able to view this page. This page uses html/ejs and css in which uses a simplistic layout for navigation, header, and footer. It includes a paragraph introducing the application to the user.

Connections: This includes all the connections that user logged in will see (both default and the ones previously created/rsvp by other users). It displays these connections in three categories, PC, Xbox, and PS4. General and registered users are able to view this page. All connections are linked to a connection page that displays additional details of the page. This page uses html/ejs, css, and javascript to display all of the connections dynamically. It also utilizes a connections schema to grab this data.

About: This page simply gives an overview of the purpose/goal of the website while also introducing the developer. General and registered users are able to view this page. Much like the home page this page utilizes html/ejs and css.

Contact: This page gives information on how to reach the development team if there are any issues present within the application. General and registered users are able to view this page. Much like the home and about page, this page is very simple and uses standard html/ejs and css. There is a link included on the page which will direct you to any email service that you have available.

New Connection: When the user logins in you are able to reach this page. The purpose of this page is to allow the user signed in to create a connection through the use of a form. Validation is included in this form, so if there are any errors, it will tell you how you need to fix them in order to proceed. Only registered users are able to view this page. This page utilizes html/ejs, css, and javascript (validation).

Connection: This page is displayed once a connection link from the connections page is clicked. This view is handled by html/ejs, css, and javascript in order to display this information dynamically. General and registered users are able to view this page. For default connections, they are wrapped in a mongo database and connection schema in order to properly layout the information on the page. There are 3 buttons on the page, yes, maybe, and no. These buttons only allow signed in users to press them and save the connections to another page known as saved connections.

Saved Connections: This page displays all the added/saved connections of the user. This information is sorted in a small table which lists the saved connections in rows. There are 2 buttons, update and delete. When pressing the update button, this takes you back to the connection page to update your rsvp. When pressing the delete button, this deletes that specific connection from the table. This view is handled by html/ejs, css, and javascript in order to

display this information dynamically. It also utilizes a user connection schema in order to appropriately store the information from the mongo database.

Login: This page allows the user to login after signup. It takes on a form with both a username/email and password. After the user logs in with validate credentials, they will be taken to a saved connections page that will display a list of saved connections made by that user. The login button on the page allows the login form to be submitted. General and registered users are able to view this page, however, only signed logged in users will be able to access there specific saved connections. Validation is included in this form, so if there are any errors it will tell you how you need to fix them in order to proceed. This view is handled by html/ejs, css, and javascript (validation).

Signup: This page allows anyone to sign up for Esports Rally with an acceptable first name, last name, username/email, and password. Much like the login page, this page is also handled by a form. The signup button will sign you up for the website. General and registered users are able to view this page. Validation is included in this form, so if there are any errors it will tell you how you need to fix them in order to proceed. This view is handled by html/ejs, css, and javascript (validation).

ER Diagram