

Report of the project

CYBER GAMING WORLD

CSE311L – Database Management System

Section – 4

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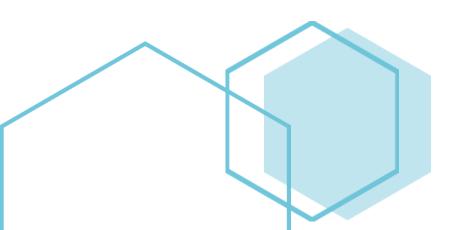




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1. Introduction

As per our recent observations in tech-based communities and social media, the young people are getting more and more interested in gaming/cyber sites. This made us come up with an interesting idea to give an ultimate platform to these enthusiastic people. Where we are presenting a place that gathers the major games along with its upcoming events, new matches that will be in the 'Game Updates' section. Through this gamers can be kept updated with new upcoming and sensational gaming events, news, matches. Our Landing Page will contain mainly the popular game tournaments with a registration button. There might be some different sections based on the game categories. Apart from the upcoming features, we are more into the admin and user panel to manage and update all the events and tournaments.

1.1 About Cyber Gaming World

This is a website that is about to give the gaming side a whole new look. The gaming projects are expending each day, each day it makes a new headlines, each day it makes the gamers more keen to look forward. Due to this expansion, increasing demand we had planned to make the Cyber Gaming World website. It has all the essentials options along with new exciting options such as: it has the game updates, that contains almost all the latest news, that a gamer need to be known about. It has the part of tournament, where it shows the list of tournament one is eligible to register in.

1.2 Purpose and Benefits of The Cyber Gaming World project

This project has a great purpose to bring all the gamers from all around the world on the same platform, gathering them altogether. The updation of news keeps up the users updates with newest issues of gaming sides. Making this website is a great way to connect like-minded people, joining the leagues together with various types of people, different leveled players is a good way communication between people. Not to mention the part where the organizers are also included, they can make up new tournaments and categorized them in terms of paid/free, that's a way to make a good profit for parties.

So we could say that our project has effects on various sectors.

- Virtual bounding
- Virtual Tournaments
- Economical Process
- Updated Tech & Game Based News

1.3 Cyber Gaming World Core Features

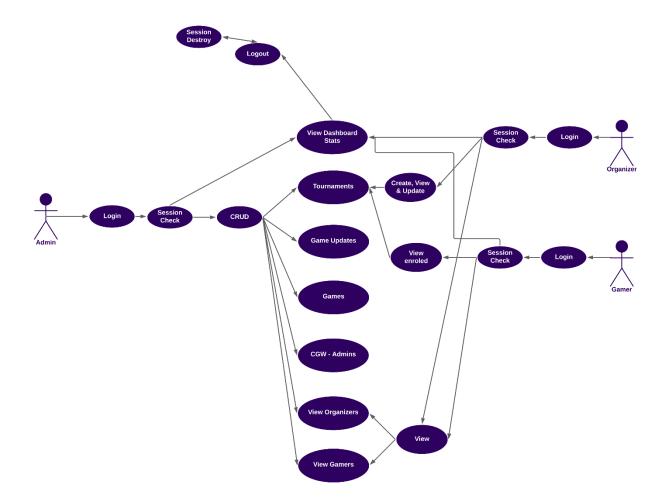
- **Playfull Home page:** This is the main landing page of our website. We have tried our best to make our entire site attractive in interface so that it has a gaming vibe.
- **Tournaments:** In this section people will find the featured and latest tournaments published mostly by our registered organizers and admins as well.
- **Game Updates:** On the part the gaming related news gets updates to keep the gamers/users updated about the evolving gaming world around them.
- Admin Panel: This is where the admin panel comes to work which is one of our major features, this panel verifies the users and accepts the valid requests from organizers, publish new tournaments and game related news.
- Organizer Panel: We have our organizer panel from where organizers can access to their designated features.
- **Gamer Panel:** As like as the other panels, gamers will also have access to their own panel to manage their tournaments and details.

2. Use Cases

Use case diagrams are valuable for visualizing the functional requirements of a system that will translate into design choices and development priorities. Based on our user access level to our website Cyber Gaming World, we have designed 3 use cases to define.

This also helped to identify any internal or external factors that may influence our system and should be taken into consideration. Also, it helped us to realize the next level upgrades of our system.

From below, use case segmentations will specify how the system interacts with actors without worrying about the details of how that functionality is implemented.



2.1 Use Case 1 – Admin Level

Admins, the official internal members of Cyber Gaming World has all the access to manage the data. Some of the core use cases are listed below:

- a) Admins can add other admins, update or delete their data
- b) They can add and view tournaments from the panel. They can also update or delete their data.

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- c) They can add, view, update and delete the game updates which are the game related news updates. Also this is one of the core features of our website. Only admin level has this access for the game updates section.
- d) They can add, view, update or delete games.
- e) They can view the memberbase of gamers & organizers from admin panel.

2.2 Use Case 2 – Organizer Level

Organizers, the second level of access in Cyber Gaming World has some similar access like admins but with some limitations in that. Such as:

- a) They can add and view tournaments from the panel. They can also update or delete their own published data.
- b) They can see the member stats in their dashboard.
- c) They can only view the global gamers and organizers list from their panel.
- d) They can update their profile such as profile photo or password etc.
- e) They can also check the enrolled gamers in their published tournaments.

2.3 Use Case 3 – Gamer Level

Gamers, unlike the other access levels, have limited access to the panel.

- a) They can only view their current tournaments which are enrolled by them from the landing page or tournament section from there.
- b) They can send feedback to the admins from their panel.
- c) They can update their profile such as profile photo or password etc.

2.4 Use Case 4 – Global Access

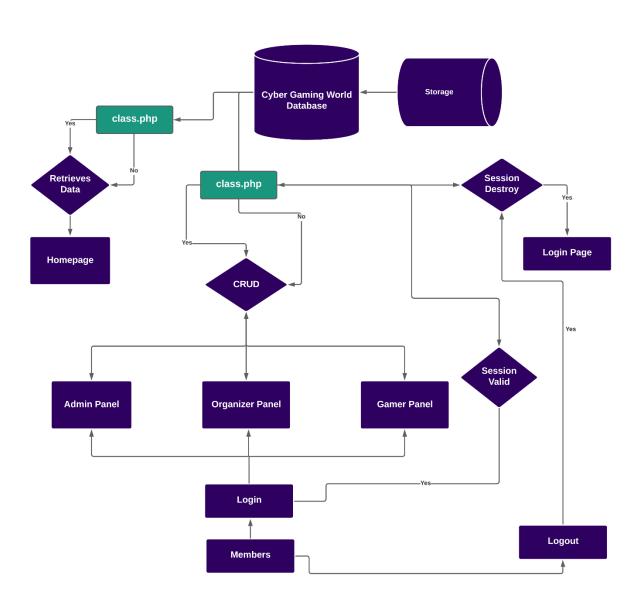
In this section, all the pages of our main website are included. People who are not registered into our member base can also view tournaments and game updates section to read the articles. They can contact us by billing up a form and we can get back to them.

3. Project Structure

If we compare video games produced 10 years ago and modern games, you will realize a significant difference between their technical and visual capability. Every year, the video game industry produces hundreds of upgraded games that are in tune with the times. So we have designed to create a satisfying and pleasurable user experience through good user interfaces and design practices.

3.1 Project Design

Here is our main workflow for the entire project plan. This is the code plan of the project and it's divided into some other parts while implementing to the main stream. For example, in this design we showed only one CRUD class that's divided into multiple access levels in seperate class file including the session destroy.



3.2 Frontend Plan

Feature-wise frontend segments:

The cyber gaming world is basically a web based program for gamers This project contains three modes.

- Landing Page
- Admin Panel
- User Panel

And the main landing pages consists of -

- Home page
- Login page 3 different login pages for 3 different user types
- Register page 2 different registration page for gamers and organizers, admin can add more admins or editors to give access to the admin panel.
- Tournaments page
- Game Updates page
- About page
- Contact page

3.3 Backend Development

1. Account Registration: During the account registration, people have to upload their profile photo with all the necessary details. To upload file we had to use encryption type and store the uploaded photo into our created subdirectory. We can see a portion from our code snippets below:

```
19
20

(form action="class.php" class="user" method="POST" enctype="multipart/form-data">
25
26

if($query_run)
{
28
29

move_uploaded_file($_FILES['o_profilePhoto']['tmp_name'], $target);
29
20

header('location: index.php');
20

header('location: index.php');
21

header('location: index.php');
22

header('location: index.php');
```

2. Login: When any user will attempt to login, the class.php which is our main function file coded in php, will check the login credentials with DB. If it's not valid, we have a session alert here.

- **3.** Adding Data: To create any data like tournaments, game updates or games, even to add admins, we have to upload featured image particularly for that creation. This section can not be null.
- 4. Retrieving Data from DB: We can retrieve all the submitted data by the members from their corresponding panels with the access levels. From the panel, we have the list view and from the landing pages we have some attractive and cool grid views with some custom css applied in the retrieved images as well. The list view and the grid view are called in a loop within a php function to generate the entire data tables or grids accordingly to the number of rows in the related table from our database. The listview and the gridview have the code snippets like below.

5. Session Destroy: By clicking the logout from every panels, there will be called a session destroy function like below:

```
if(isset($_POST['logout_btn']))

{
    session_destroy();
    unset($_SESSION['username']);
    header('Location: login.php');
}
```

Used Tools and Technologies

- HTML
- CSS
- Bootstrap (+ MDBootstrap)
- Javascript
- PHP
- MySQL

4. Advantages

As for the advantages, there are some worthy mentionable, such as Convenience, Accessibility, Advertising, The Virtual Presence, Secure Maintenance.

- 1. Our website has been made while keeping the fellow gamers in our mind, the usege is super easy, and the frontend has been made eye catching.
- 2. Anyone/any gamer/any organizer can be a part of our website there stands no limit, it's open to all, which makes it a big platform. From any part of the world an user can access the website
- 3. Through our website, the organizers can publish their matches and after verification they'll be displayed and that will be visible to our games, so our platform is promoting their match, through this the tournament will be getting much response, much buzzes.
- 4. The Cyber Gaming World, is present all the time, it's always there for it's users 24/7.
- 5. The important part is the website is secure, since all the verification needs to go through the admin. The admin needs to grant the request/s in order to proceed, thus there's no unnecessary spamming, no unnecessary advertisement. Which makes the site elegant.

5. Collaboration Plan

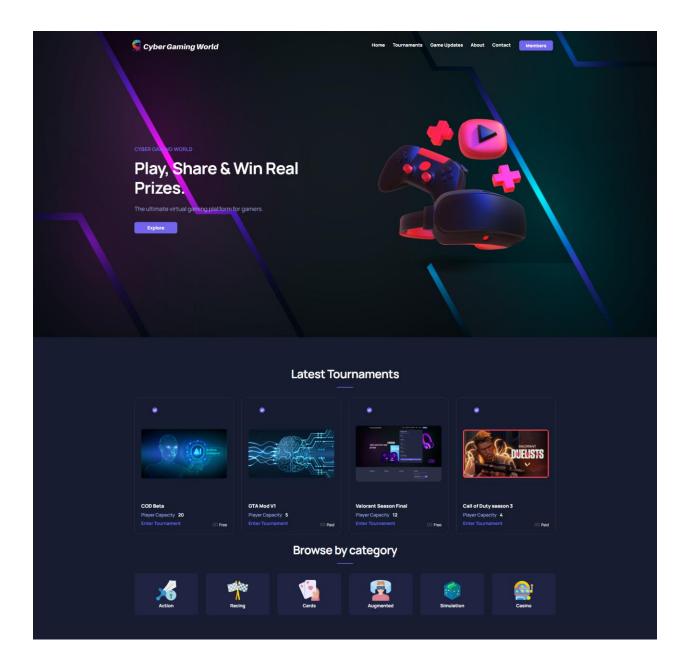
Name	Frontend	Backend
Md. Tarbiar Swat	Landing Page: Homepage, Header, Tournaments, about, Gamer Login and Registration page User Panels: 3 User panel's Dashboard, Navbar, Add & View Tournaments, Add & View Games, Add & View Admins, View Organizers and Gamers, Admin Login	Landing Page: dbconfig, Homepage and tournaments data retrieve Gamers Login and Registration User Panels: Add and View Tournaments, Add & View Games, Add & View Admins, View Global Organizers and Gamers, Admin login and session destroy, Organizer Panel's Tournament Creation, Global Gamers Viewing

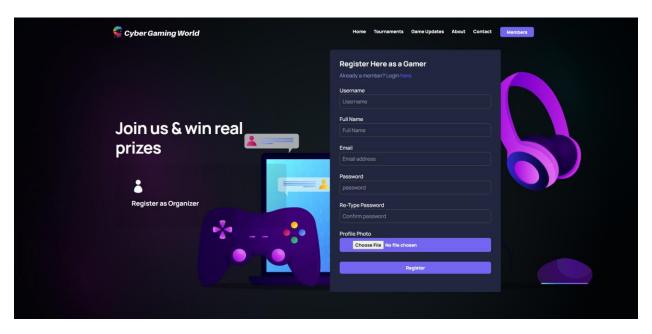
Munmun Rahman	Landing Page: Footer, Game	Landing Page: Game Updates
	Updates, Contact page	retrieving
	User Panels: Top bar of user	User Panels: Admin Panel's Add
	panels, Organizers Login &	game updates, view game updates,
	Registration, Admin Panel's Add &	Organizers login and registration,
	View Game Updates	session destroy, Gamer Panel's
		view global gamers

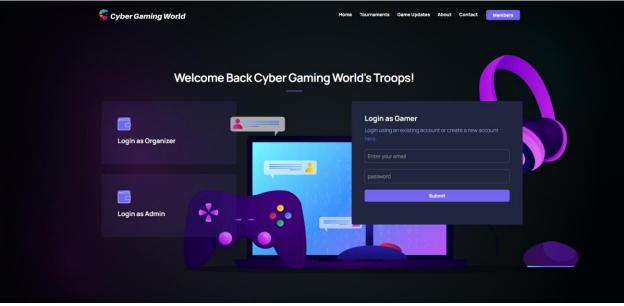
6. Project Schedule

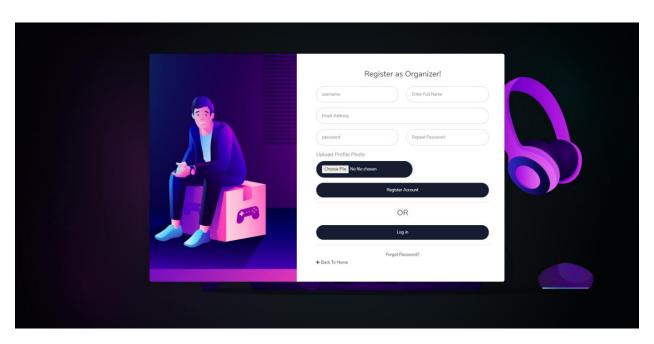


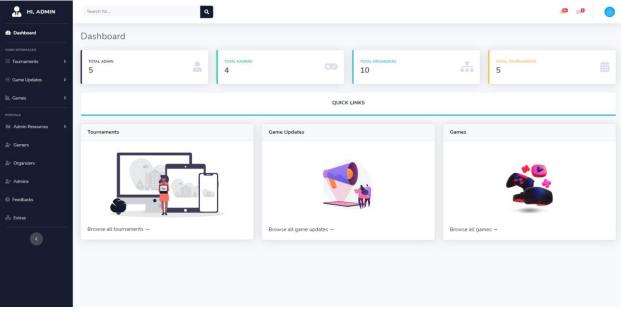
7. Project Snapshots



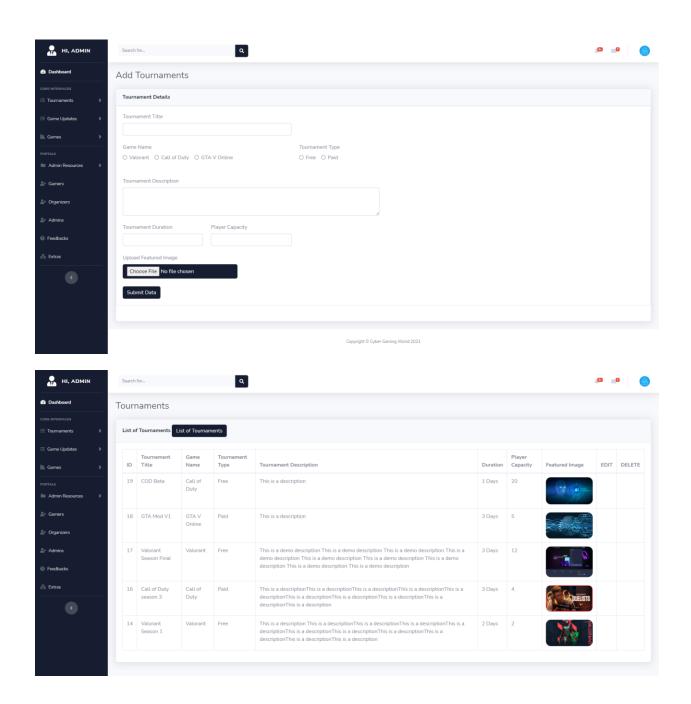


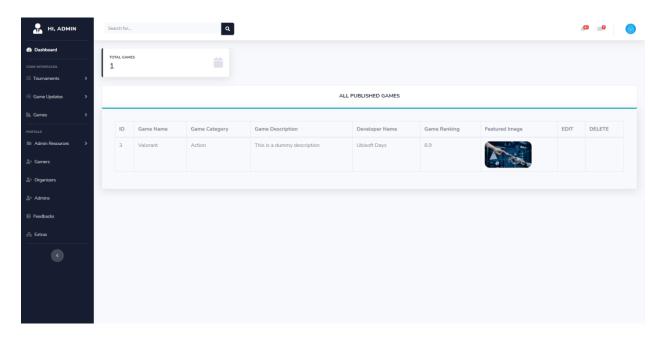






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8. Conclusion

The cyber gaming world is a one way stop for all the game enthusiactis people all around the globe. This site is going to deliver a proper in details for the gaming related news, updates which keeps a gamer updated. This gives the organizers to bring out their latest updates and gives games a new platform.

The site is protected, without any spamming, since the admin has control over. In the far future the gaming is going to be more updated, more unique, to keep up with the evolving world, the websites going to play a major role.

9. Github Repository Link

https://github.com/tarbiarswat/Cyber-Gaming-World