CSC 867

Internet Application Design and Development

Summer 2019 - Team 01 - Milestone 03

https://github.com/csc667/csc667-su19-Team01

LUDO

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1.List of operations for each entity

- USERS
  - This entity is responsible for storing user details
  - This table will be used while retrieving User profiles.
  - This table is also responsible for authentication purpose; which means it will verify user credentials through this table.

- BOARDS
  - This entity is responsible for storing game board details such as board name, start-end time, etc.
  - This table also stores information about the total number of players in board. Maximum of four players can join a board.
  - Board will be created by a User. When User creates a table, board details will be stored in this table along with that User's id.

- BOARD_MAPPING
  - This table is a mapping table of BOARDS table.
  - This table stores information about players who joined in a particular board.
  - This table also stores information about player colors and final rank after finishing game.

- GAME_MOVES
  - This table is responsible for storing status of game. It means, after each move, it stores information about token positions of each player.
  - When user lost internet connection or close browser, he will be able to restore current game state through this table.
  - Current move state will be stores as a JSON string in this table.

2.List of routes and their paths with well-defined request and response structures

The following route will retrieve home page.
Sample usage:
request url -> http://ec2-18-191-136-71.us-east-2.compute.amazonaws.com/index.html
response -> index.html

The following route will retrieve leaderboard page.
Sample usage:
request url -> http://ec2-18-191-136-71.us-east-2.compute.amazonaws.com/leaderboard.html
response -> leaderboard.html

The following route will retrieve HowToPlayGame page.
Sample usage:
request url -> http://ec2-18-191-136-71.us-east-2.compute.amazonaws.com/rules.html
response -> rules.html

The following route will retrieve Contanct us page.
Sample usage:
request url -> http://ec2-18-191-136-71.us-east-2.compute.amazonaws.com/contact.html
response -> contact.html
The following route will retrieve Save moves page.
Sample usage:
request url -> localhost:3000/ludogame/moves
request body -> { ‘board_id’: ‘123’, ‘moves’: ‘[JSON]’}
response status -> 204 – no content (Saved moves successfully)

The following route will retrieve Board create page.
Sample usage:
request url -> localhost:3000/ludogame/board
request body -> { ‘board_name’: ‘Board_123’, ‘start_time’: ’12:00T00:00:00’,
‘number_of_players’: ‘4’, ‘move_time’: ‘30’}
response status -> 204 – no content (Created board successfully)

The following route will retrieve Login authentication page.
Sample usage:
request url -> localhost:3000/ludogame/login
request body -> { ‘username’: ‘shp@gmail.com’, ‘password’: ‘xyzzzz’}
response -> 200 – Successful

3. Basic Structure of HTML

Implemented basic structure of HTML for Home, Game instruction (How to play page), leaderboard, login and registration. We’re still working on css and animation part on this pages. Profile and Game board page are remaining for the development. To view design, please use this url: http://ec2-18-191-136-71.us-east-2.compute.amazonaws.com/index.html.