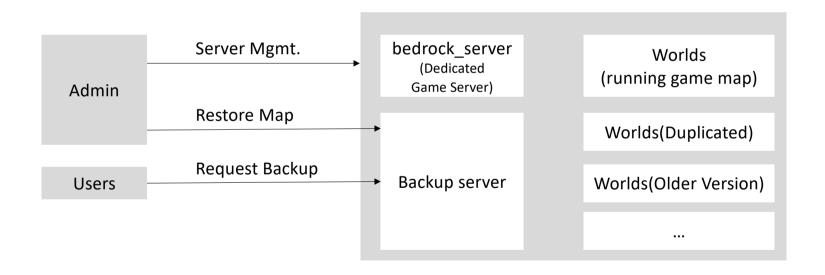
# Introduce Our Project

# We are making.. Minecraft Map Backup System



# Tech Specs

#### GeoIP

# User Access Control Based on IP Location

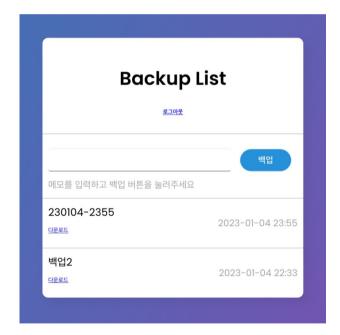
```
@app.before_request
def limit_remote_addr():
    reader = geoip2.database.Reader('GeoLite2-Country.mmdb')
    country = reader.country(request.remote_addr).country.iso_code

if country != 'KR':
    abort(403)
```

## Modern UI

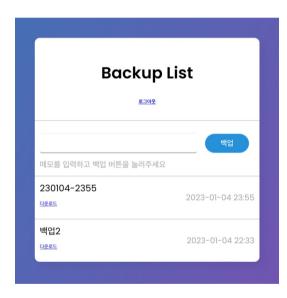
### More Intuitive UI

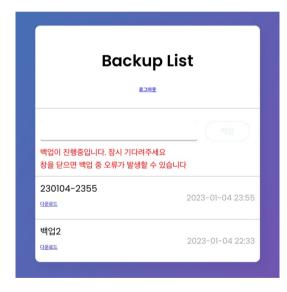




## JS Fetch / addEventListener

# Confirm Progress







# Login

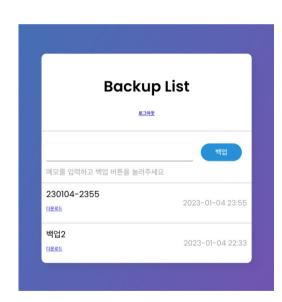
# Using Session

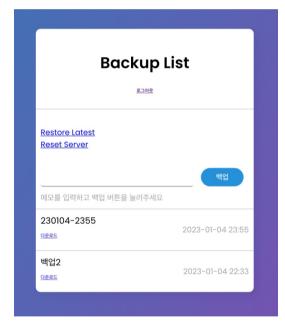
```
@app.route('/login', methods=['GET', 'POST'])
def login():
    session['pw'] = request.form['pw']
    if authenticated:
        return redirect(url_for('getfilelist'))
    else:
        return redirect(url_for('login'))
```

```
@app.route('/logout')
def logout():
    session.pop('pw', None)
    return render_template('login.html')
```

### Admin Mode

# Using Session





#### **Restore Automation**

Using Python

```
@app.route('/restore')
def restore():
    auth()

    kill_server()

    get_latest_backup_file()
    override_file()

    start_server()

    return redirect(url_for('getfilelist'))
```

#### Waitress

Production Server

Server Process Mgmt.

Using system prompt, subprocess