

Online Game Store

TASK #7

EPM-OGST

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7 DESCRIPTION

Online game store should support "Users" and "Roles" functionality.

7.1 ROLES

Online game store should support the following roles of users:

- Administrator
- Manager
- Moderator
- User
- Guest (not authorized)

7.1.1 DETAILED DESCRIPTION OF ROLES

7.1.1.1 Administrator

Users with "Administrator" role have to have ability to manage Users and Roles.

7.1.1.2 Manager

Users with "Manager" role, has to have permissions to manage:

- Game entities (games, genres, publishers)
- Edit Orders (Pay attention that Managers can't edit orders in orders/history)
- Change status of order from paid (OrderDate not null) to shipped (URL: orders/).

Additional details:

Add nullable field ShippedDate to DB.

7.1.1.3 Moderator

Users with "Moderator" role, have to have permissions to moderate comments.

7.2 GENERAL

- Users with roles "Guest", "User", "Moderator" and "Publisher" have permissions to comment games.
- For each game publisher can exist or not. Show "unknown" in this case.
- For each game genre can exist or not. Add default genre "other" in case when game doesn't have any genre. Remove "other" genre if any genre was added.
- When game has been deleted: user doesn't see it in the list of the games. User can't comment this game. User can't buy this game. User can see the game and comments by direct link. Manager can't edit deleted game. Moderator can moderate comments of deleted game.
- URL: "orders/" has to have the same functionality as "orders/history", but display orders, younger than 30 days by default. "orders/history" displays orders older than 30 days by default.

Additional details



Implement custom IPrincipal or claim-based authorization.

7.3 OPTIONAL

Add role Publisher. Publishers has permissions to Edit page with details about themselves. Publishers has permissions to Edit their games.