Milestone 2
CSC 0667 - 02 Internet Application Design and Development

Team 06
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Admin Page:

Admin

| Home | HowToPlay | UserProfile | About | Admin |

Tables | Players | Admins

Table 1: Player Seats: x Min Bet: y RNG Seed: xyz1 [Edit] [Remove]

....

....

Table Number: ___ Seats: ____ Min Bet: ____ CREATE LOBBY btn

lobby edits

Upon hitting edit button, you are given an option to remove and to edit each individual number (besides table number unless table number != id in DB) and a submit button. Also a button towards to bottom for easy table creation

Admin

| Home | HowToPlay | UserProfile | About | Admin |

Tables | **Players** | Admins

Username: player1 Currency: X Player Status: Y [Remove]

....

....

Admin

| Home | HowToPlay | UserProfile | About | Admin |

Tables | Players | **Admins**

Username: Player1 Currency: X isAdmin? Yes/No [Admin +] [Admin -]

....

....

Registration Page:

REGISTRATION

Nickname

Email

Password

By clicking join you accept terms..etc | JOIN

How To Play:

How To Play
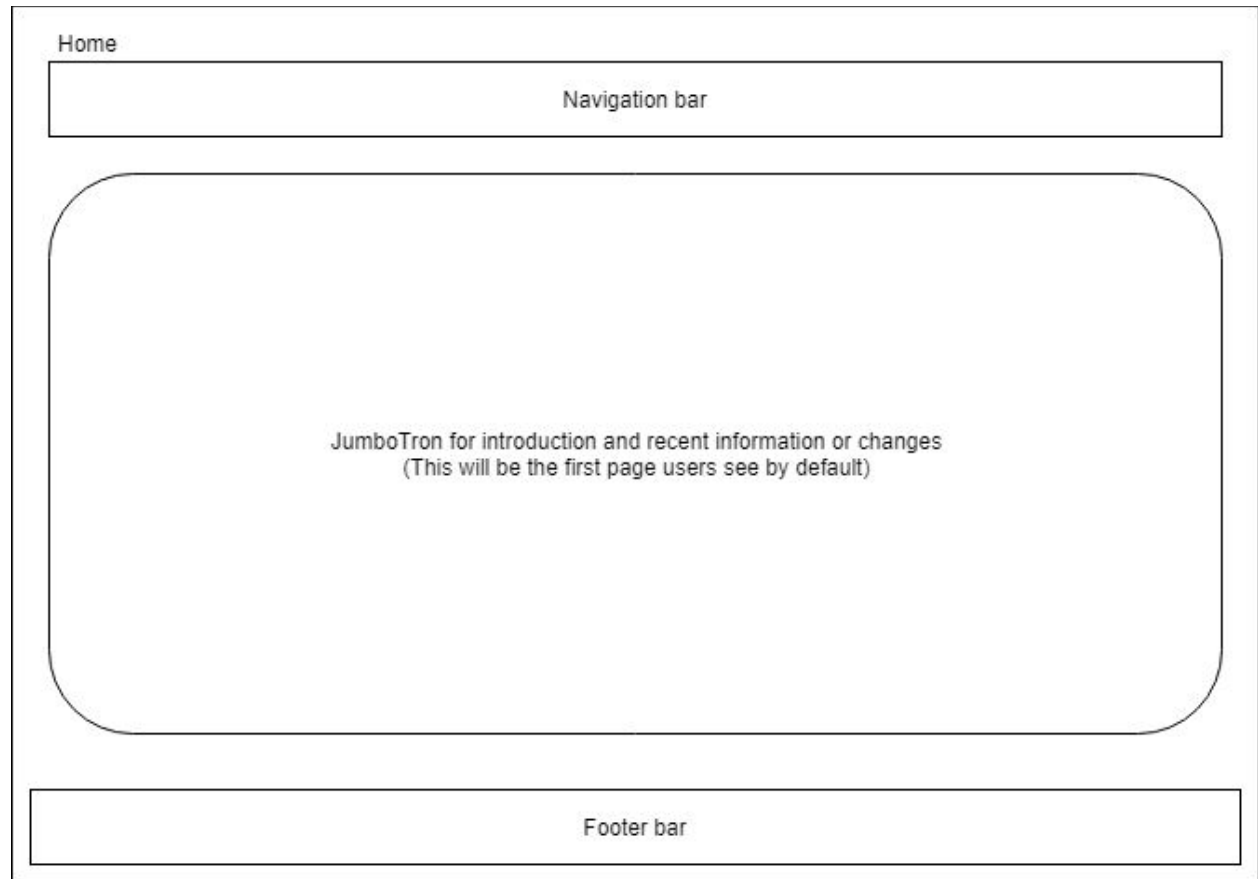
Navigation Bar

Rules

Lorem ipsum dolor sit amet,
consectetur adipisicing elit, sed do
eiusmod tempor incididunt ut labore et
dolore magna aliqua. Lorem ipsum
dolor sit amet, consectetur adipisicing
elit, sed do eiusmod tempor incididunt
ut labore et dolore magna aliqua.

Lorem ipsum dolor sit amet,
consectetur adipisicing elit, sed do
eiusmod tempor incididunt ut labore et
dolore magna aliqua. Lorem ipsum
dolor sit amet, consectetur adipisicing
elit, sed do eiusmod tempor incididunt
ut labore et dolore magna aliqua.

Image example of
betting phase for
player

Image example of
draw phase for
player

Footer Bar

Home:

Home

Navigation bar

JumboTron for introduction and recent information or changes
(This will be the first page users see by default)

Footer bar

About:

About

Nav Bar

Member Name

Team Role and something about individual

Member Name

Team Role and something about individual

Member Name

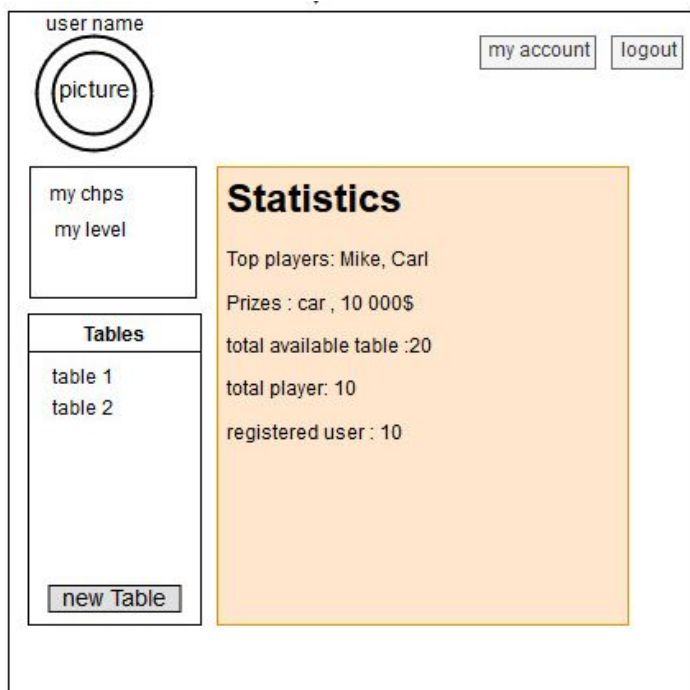Team Role and something about individual

Member Name

Team Role and something about individual

Member Name

Team Role and something about individual

Member Name

Team Role and something about individual

Footer

Log In:

login

| user name | |
| password | |

login

☐ forgot password

Lobby:

user name

picture

my chps
my level

Tables

table 1
table 2

new Table

my account logout

Statistics

Top players: Mike, Carl

Prizes : car , 10 000$

total available table :20

total player: 10

registered user : 10

User Profile:

Edit

Profile Picture

Name   Password

Username   Email

Language

Account ID

# of Chips

# of Games Played   Music   Sound Effect

Game:

my chips : 10000

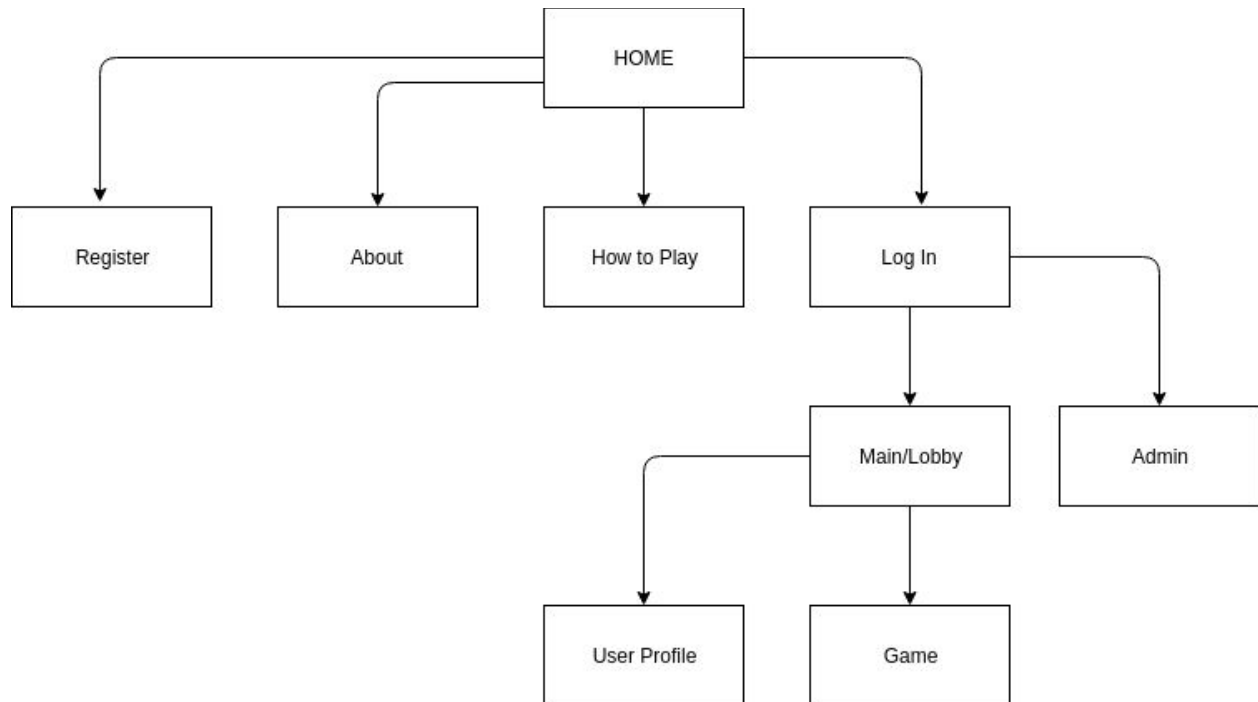leave to lobby

chat window

mike: hi

call   fold   raise

Player stats
Game played:30
Win:20

SiteMap:

Official Software Stack

- Web Server : Nginx
- Server Side Language: Js
- Framework : Express Js
- Frontend Technologies : Bootstrap
- Database: mysql

Database Entities:

User
id Serial Int
Username String
Password String
Currency Int
Adminstatus boolean   OR a string if we want other status options

Card
Id serial Int
Suit int
Cardnumber Int
Linktoimage string (filname/folder/path)

Deck
The 52 cards

GameUserSession
Id serial int
GameSession_id
User_id
seatnumber

GameUserCards
GameSession_id (on which table user is playing)
User_id (which user)
DeckId int (which cards user is holding)

Tables
id
minamount
active
Maxplayer

GameTableSession
id (unique id)
Tables_id (this game is on which table)
state (inplay, over,waiting for player)
userturn (**GameUserSession_seatno** Which player is actively in play . We are waiting for this player to do action)
Seatedspots (1,2,3,4 or 1,4,2 or 1,3 etc..)
Availableseat (1,2,3,4 or 1,4,or 3,1,etc..)
totalbet (total bet accumulated in the middle)
cycle (how many time one complete turn completed)
maxcycle (how many time each player will play)

Messages
Id serial int
GameSession_id (what it belongs to)
User_id (who sent it)
Message String (contents)
TimeStamp (time message was created in DB)

Features to support:

Priority 1 (Project requirements):
-Create Accounts
-Log in
-Log out

-Chat
--Lobby
--Game Chat

-Game States:
--database persistence
--reloaded on reconnection
--Personal Game Data
--Real time updates of user events and interactions

-Any number of games
--arbitrary infinite

-Social Messaging

-Visuals must be decent looking (no 1995 looking pages)

--Admin accessibility
--Admin can create and remove game instances
--Admin can edit lobby games and user information

Priority 2 (wanted additional features):
-Currency

--Multiple games for a single user in different tabs
--Granted virtual currency after games
--Can buy cosmetic items in store

Priority 3 (If we have time):