

# PowerPlay: Application Design Review

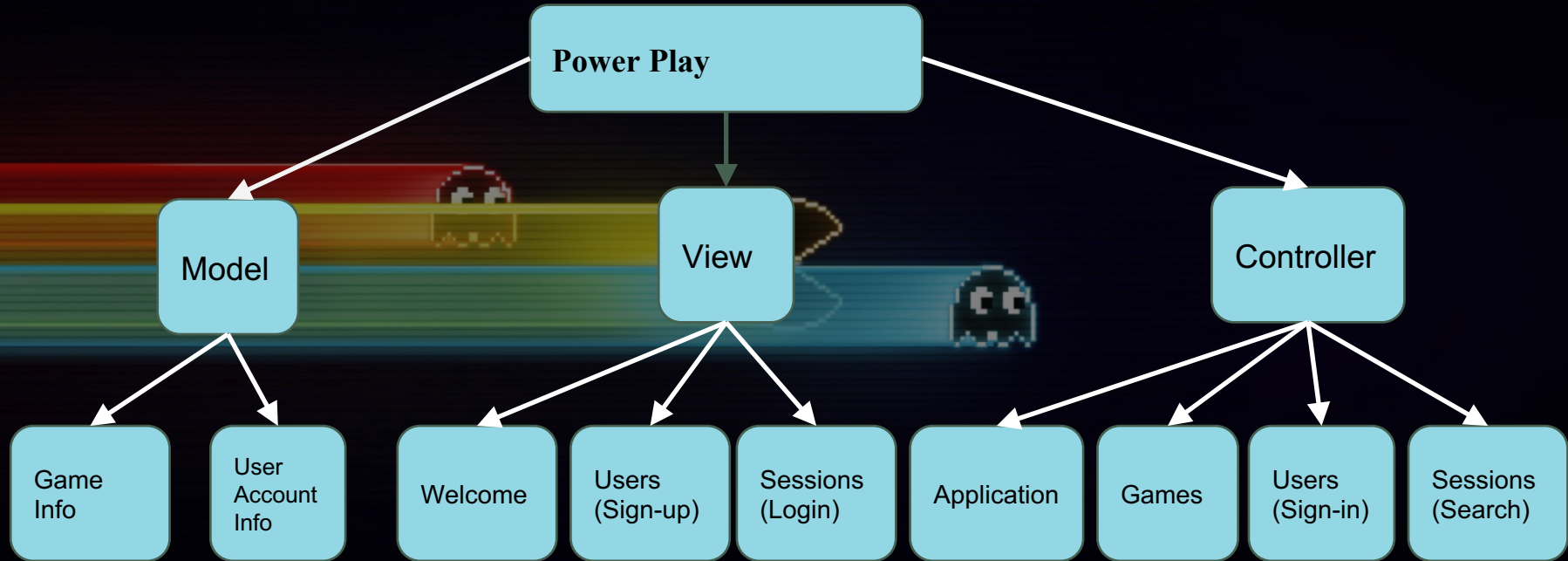
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Danny Nuch

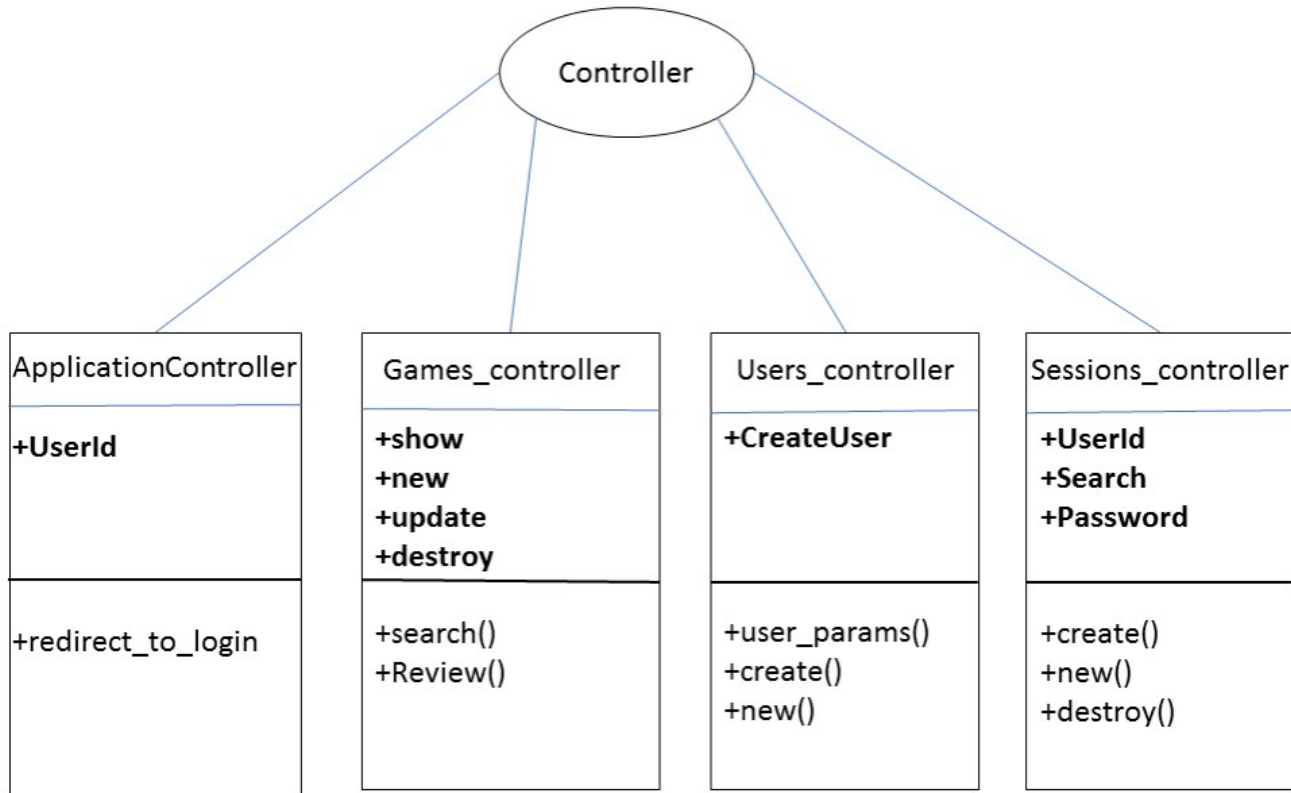
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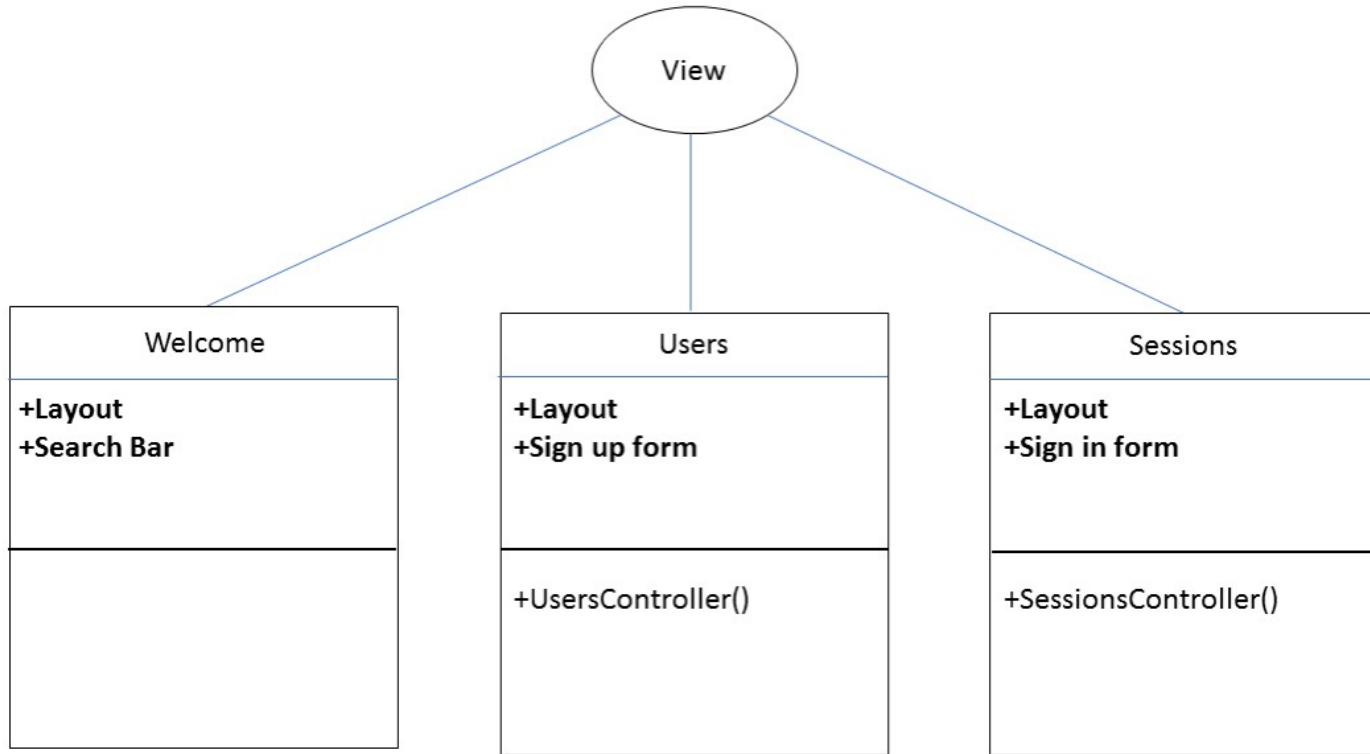
# MVC Architecture



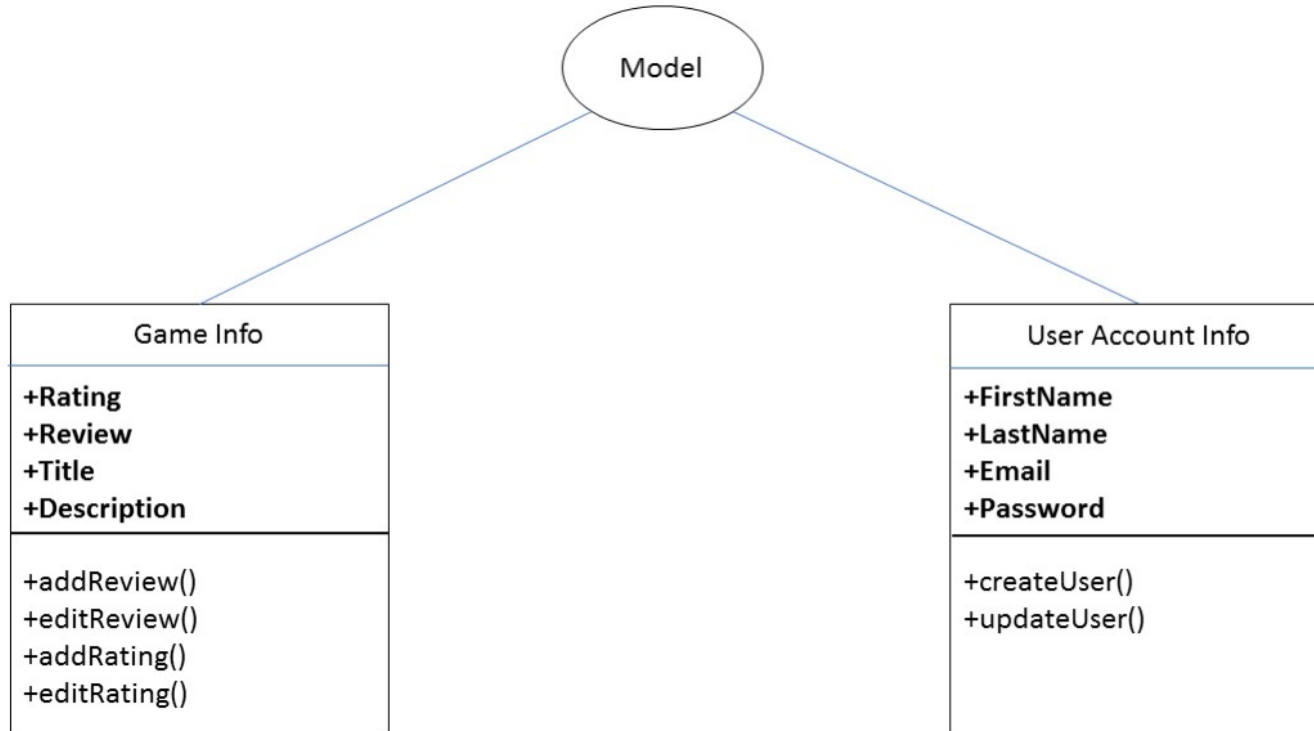
# UML: Controller



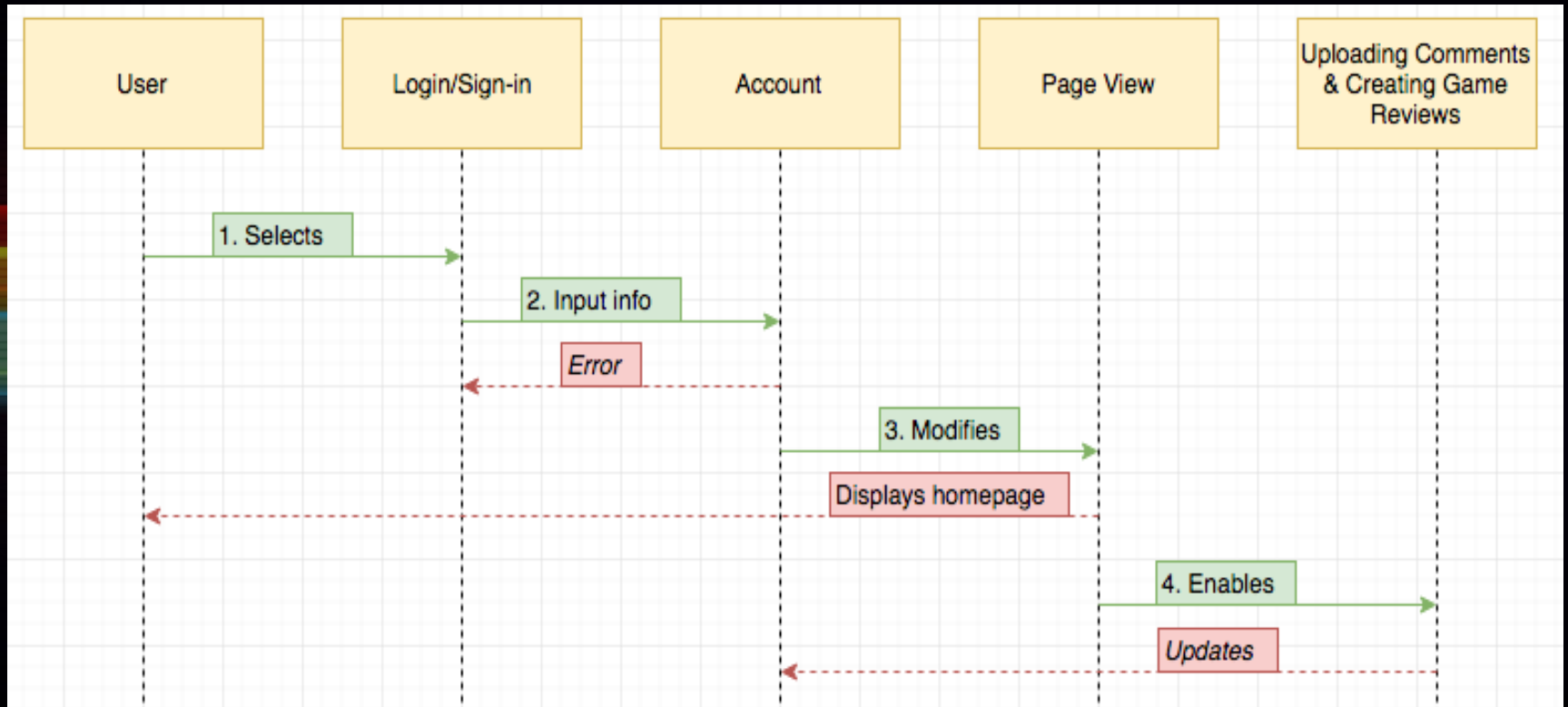
# UML: View



# UML: Model



# UML: Sequence Diagram



# Ruby On Rails Game Object

```
1 class GameController < ApplicationController
2   before_action :set_game, only: [:show, :edit, :update, :destroy]
3
4   # GET /games
5   # GET /games.json
6   def index
7     @games = Game.all
8     if params[:search]
9       @games = Game.search(params[:search]).order("created_at DESC")
10    else
11      @games = Game.all.order("created_at DESC")
12    end
13  end
14
15  # GET /games/1
16  # GET /games/1.json
17  def show
18
19  end
20
21  # GET /games/new
22  def new
23    @game = Game.new
24  end
25
26  # GET /games/1/edit
27  def edit
28  end
29
30  # POST /games
31  # POST /games.json
32  def create
33    @game = Game.new(game_params)
34
35    respond_to do |format|
36      if @game.save
37        format.html { redirect_to @game, notice: 'Game was successfully created.' }
38        format.json { render :show, status: :created, location: @game }
39      else
40        format.html { render :new }
41        format.json { render json: @game.errors, status: :unprocessable_entity }
42      end
43    end
44  end
```

```
43   end
44   end
45
46   # PATCH/PUT /games/1
47   # PATCH/PUT /games/1.json
48   def update
49     respond_to do |format|
50       if @game.update(game_params)
51         format.html { redirect_to @game, notice: 'Game was successfully updated.' }
52         format.json { render :show, status: :ok, location: @game }
53       else
54         format.html { render :edit }
55         format.json { render json: @game.errors, status: :unprocessable_entity }
56       end
57     end
58   end
59
60   # DELETE /games/1
61   # DELETE /games/1.json
62   def destroy
63     @game.destroy
64     respond_to do |format|
65       format.html { redirect_to games_url, notice: 'Game was successfully destroyed.' }
66       format.json { head :no_content }
67     end
68   end
69
70   private
71   # Use callbacks to share common setup or constraints between actions.
72   def set_game
73     @game = Game.find(params[:id])
74   end
75
76   # Never trust parameters from the scary internet, only allow the white list through.
77   def game_params
78     params.require(:game).permit(:title, :description, :ESRB)
79   end
80 end
```

### Controller: games\_controller.rb

```
def index
  @games = Game.all
  if params[:search]
    @games = Game.search(params[:search]).order("created_at DESC")
  else
    @games = Game.all.order("created_at DESC")
  end
end
```


### Models: game.rb

```
1 class Game < ApplicationRecord
2   def self.search(search)
3     where("title LIKE ?", "%#{search}%")
4   end
5 end
```

### Views: homepage.html.erb

```
35 <!-- search form -->
36 <%= form_tag(games_path, :method => "get", id: "search-form", target: "gamepages", class: 'navbar-form navbar-right') do %>
37   <div class="input-group">
38     <%= search_field_tag :search, params[:search], placeholder: "Search Games" %>
39     <%= button_to "Search", class: 'btn btn-default' %>
40   </div>
41   <% end %>
```

- User inputs game name and interacts with controller
- Controller takes parameters and interacts with model



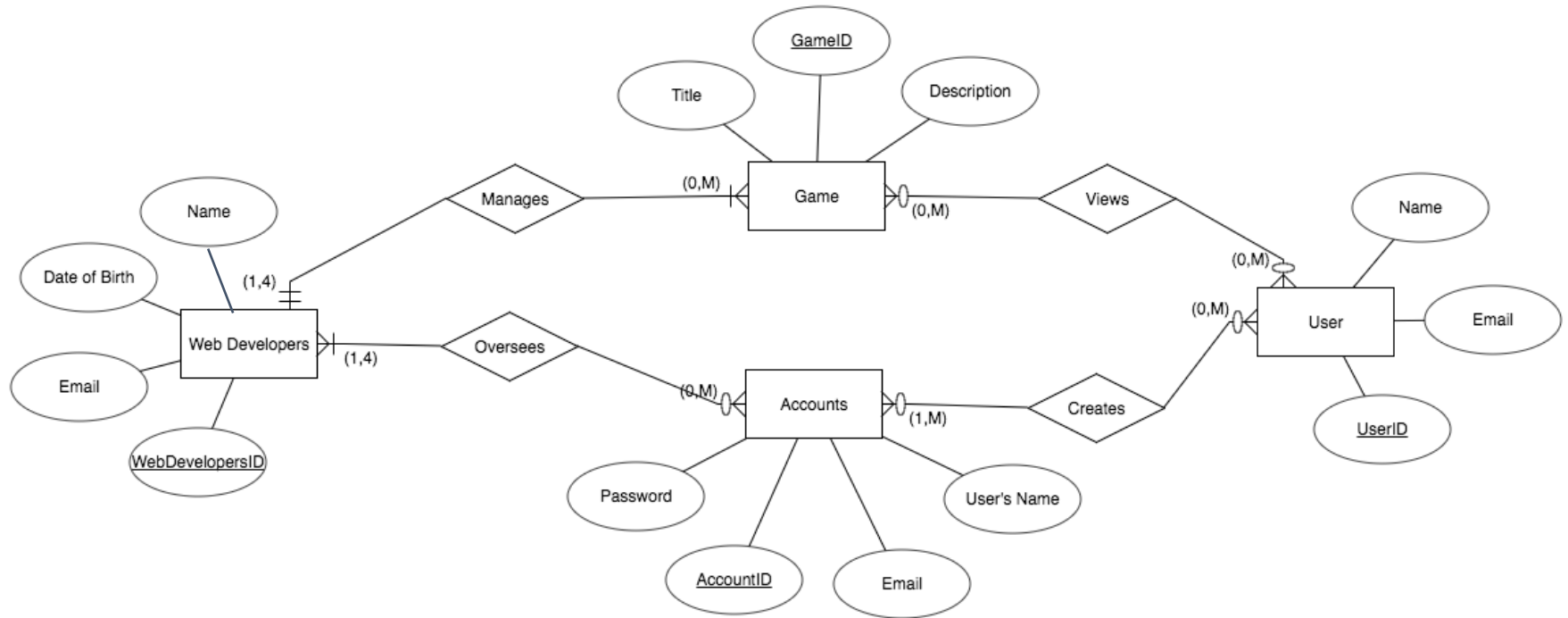
- Model then updates views userpage based on parameters

## Games

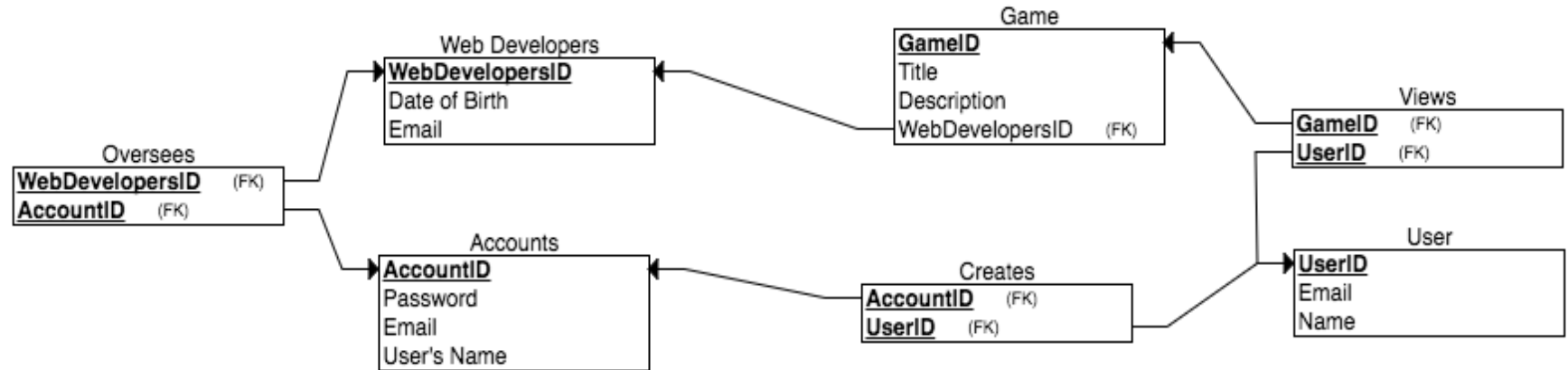
Title	Description	ESRB	ID			
Final Fantasy XV	Set in modern times but with a touch of medieval influences, Final Fantasy XV focuses on Noctis Lucis Caelum, the prince of a dynasty which rules a city state that has the last remaining crystal. After the crystal is stolen by an invading nation, Niflheim, a global conflict ensues with all other nations wishing to gain it for themselves. Alongside the main protagonist, Noctis is joined by a military tactician Ignis Scientia, who can deftly handle a katana in battle, a melee fighter named Gladiolus Amicitia, gun-wielding Prompto Argentum, and head of the Royal Family Guards Cor Leonis. There's one other character that appears to get close with Noctis, even if her connection with him is still unknown. Her name is Stella Nox Fleuret, she seems to be strong and fight well with her rapier. Against this backdrop of a world at war, Noctis Lucis Caelum and his closest friends embark on an epic journey to try and get the crystal back.	T	2	Show	Edit	Destroy

New Game

# ER Diagram



# Relational Schema



# PowerPlay: Application Design Demo

