PowerPlay: Application Design

Review

Linda Nguyen
Danny Nuch
Andy (Moo Jin) Park
Sandy Trinh
MVC Architecture

- Model
  - Game Info
  - User Account Info
- View
  - Welcome
  - Users (Sign-up)
  - Sessions (Login)
- Controller
  - Application
  - Games
  - Users (Sign-in)
  - Sessions (Search)

Power Play

- Welcome Users (Sign-in)
- Sessions (Login)
UML: Sequence Diagram

1. Selects
2. Input info
   Error
3. Modifies
   Displays homepage
4. Enables
   Updates

User → Login/Sign-in → Account → Page View → Uploading Comments & Creating Game Reviews
```ruby
class GamesController < ApplicationController
  before_action :set_game, only: [:show, :edit, :update, :destroy]

  # GET /games
  # GET /games.json
  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

  # GET /games/:id
  # GET /games/:id.json
  def show
    end

  # GET /games/new
  def new
    @game = Game.new
  end

  # GET /games/:id/edit
  def edit
    end

  # POST /games
  # POST /games.json
  def create
    @game = Game.new(game_params)
    respond_to do |format|
      if @game.save
        format.html { redirect_to @game, notice: 'Game was successfully created.' }
        format.json { render :show, status: :created, location: @game }
      else
        format.html { render :new }
        format.json { render json: @game.errors, status: :unprocessable_entity }
      end
    end

  # DELETE /games/:id
  # DELETE /games/:id.json
  def destroy
    @game.destroy
    respond_to do |format|
      format.html { redirect_to games_url, notice: 'Game was successfully destroyed.' }
      format.json { head :no_content }
    end
  end

private
  # Use callbacks to share common setup or constraints between actions.
  def set_game
    @game = Game.find(params[:id])
  end

  # Never trust parameters from the scary Internet, only allow the white list through.
  def game_params
    params.require(:game).permit(:title, :description, :image)
  end
end
```
Controller: games_controller.rb

```ruby
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

```ruby
class Game < ApplicationRecord
  def self.search(search)
    where(\"title LIKE \"?\", \"#{search}\")
  end
end
```

Views: homepage.html.erb

```erb
<-- search form -->
<%= form_tag(games_path, :method => "get", id: "search-form", target: "gamepages", class: 'navbar-form navbar-right') do %>
  <div class="input-group">
    <%= search_field_tag :search, params[:search], placeholder: "Search Games" %>
    <%= button_to "Search", class: 'btn btn-default' %>
  </div>
<% end %>
```
- User inputs game name and interacts with controller
- Controller takes parameters and interacts with model
- Model then updates views userpage based on parameters
PowerPlay: Application Design Demo