GAMING COINSHOP

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This Report Presented in Partial Fulfillment of the Requirements for the Degree of Bachelor of Science in Computer Science and Engineering

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24 JANUARY 2023

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APPROVAL

This Project/internship titled **"GAMING COINSHOP"**, submitted by Abruna Afrin, ID No: 191-15-12303 and SIUM BIN NOOR, ID No: 191-15-12516 to the Department of Computer Science and Engineering, Daffodil International University has been accepted as satisfactory for the partial fulfillment of the requirements for the degree of B.Sc. in Computer Science and Engineering and approved as to its style and contents. The presentation has been held on 24 January, 2023.

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DECLARATION

We hereby declare that this project has been done by us under the supervision of **Most. Hasna Hena, Assistant professor, Department of CSE** Daffodil International University. We also declare that neither this project nor any part of this project has been submitted elsewhere for award of any degree or diploma.

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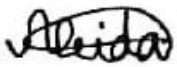

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ABSTRACT

This is a full documentation of our e-commerce website called “GAMING COINSHOP”. There is no such website available in our country which uses the local mobile banking system to purchase gaming materials. For the last 15 years, online games have been very popular. People not only play games but also they purchase the gaming goods for their better performance. So this is one of the biggest platforms to grow a business. But purchasing any gaming goods is a challenge. The maximum popular games are in the global version. So only the global currency is used for purchasing gaming goods. This is the main motivation behind our work. Because almost all over the world use international cards to purchase gaming materials. That's why the people of our country failed to purchase their required materials to play better on gaming sites. They can get products at the cheapest rate on our website. Our site will be helpful for the people who want to buy gaming materials. In our site they can get their required product easily at the cheapest rate. A registered user can easily purchase any gaming goods which are available on our site. We added three most popular games like Valorant, PUBG and Call of Duty’s gaming goods. Users have to login with their dedicated account and select which gaming goods they want to buy. After that, they can add to cart their items and make an easy payment. They can go to the purchase section and easily buy with the Bangladeshi taka with the help of mobile banking systems. We also have a message box for users to communicate with us. If they face any unavoidable circumstances, they can message us through the message box. After an order, they get the order confirmation mail from us. We care for our customers and they can make a secure payment through our website.

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CHAPTER 1

Introduction

1.1 Introduction

In our country, Online games are becoming increasingly popular day by day. people playing online games using mobile phones, PC monitors, or laptops.

"GAMING COINSHOP" is an e-commerce website where online gamers can buy their gaming materials. The users can buy gaming materials through the easiest way take payment systems such as Bkash, Nogod, Rocket only for our country people.

This e-commerce website helps to interact with people if there is any gaming related problem. This website has a reviews system where you can share your thoughts and read other users' reviews. Anyone can see products without registering. If You want to purchase any products from this site, you must register.

1.2 Motivation

The main purpose to build this website is less competition, cheapest rate, easy to buy. Here, users can buy their gaming materials at low prices using Bkash, Nagad, Rocket without using international payment systems like PayPal, master card, visa card etc. In our country there are few such websites through which customers get this type of benefit.

1.3 Objectives

The main goal of this project is to establish an online and secure platform for selling online gaming materials. And also ensure the quality of products for users. It provides a user friendly platform where the users get quality full service for purchasing products. Users can communicate with this system if they require it. They can purchase their required products using Bkash, Nagad, Rocket.

1.4 Expected outcomes

Here, we are trying to build a platform where users can buy their products using a local payment system. This will help to increase popularity because only our site provides a local payment system and the cheapest rate of gaming materials. Almost all these types of sites provide services internationally using international payment systems. So, our country's people get quality full products of their affordable range.

1.5 Project Management and Finance

At first we planned this project to build an ecommerce website. Then organize this project to do in time and its budget. software management refers to full planning, scheduling, resource allocation, execution, tracking, and delivery of software and web projects. Customer, products, finances, technologies and creative work are the part of this project. Project management is connected with engineering and construction, Information technology. This system involves these sectors successfully completing this project in an organized way. We know our project is an ecommerce website of our authentic products. We are completing our website using front-end, back-end and database. Our website must be user friendly and easy to maintain.

1.6 Report Layout

There are seven chapters in this project report which are: Introduction, Background, Requirement Specification, Design Specification, Implementation and Testing, Impact on Society, Environment, Sustainability, Conclusion and Future Scope. In the first chapter discussion topics are Introduction, Motivation, Objectives, Expected Outcomes, Project Management and Finance, Report Layout. The second chapter discusses Preliminaries/Terminologies, Related Works, Comparative Analysis, Scope of the Problem, Challenges. in the third chapter we have discussed about Business Process Modeling, Requirement Collection and Analysis, Use Case Modeling and Description, Logical Data Model, Design Requirement. In chapter four here we discussed Front-end Design, Back-end Design, Interaction Design and User Experience (UX), Implementation Requirements. In chapter five we have discussed Implementation of Database,

Implementation of Front-end Design, Testing Implementation, Test Results and Reports. Chapter six shows that Impact on Society, Impact on Environment, Ethical Aspects, Sustainability Plan. Finally, last chapter seven discusses Discussion and Conclusion, Scope for Further Developments.

CHAPTER 2

Background

2.1 Preliminaries/Terminologies

Our project is one kind of e-commerce website where one consumer can purchase and sell. So, it will be a C to C marketplace.

In our project, we use Laravel and PHP as programming languages [8].

The terminologies used as follows:

- HTML
- CSS
- Bootstrap
- JavaScript
- PHP
- Laravel
- MySQL
- Apache Server

2.2 Related Works

There are many e-commerce sites that sell gaming materials. But, for the first time we made an e-commerce website where people in our country can purchase gaming materials using local mobile banking systems such as BKash, Nagad, Rocket without using the international banking system.

Here are some other websites which is similar to our site are given below:

- mtcgame.com [6]
- turgame.com [5]
- codashop.com [9]

2.3 Comparative Analysis

There are many types of websites like ours but they have some differences and some similarities. The similarities between other websites and our website are that both sell the same categories of product. But the main difference is that we use local mobile banking

systems instead of international cards. In this project we will provide gaming materials using mobile banking systems such as Bkash, Nagad, Rocket. In this report we already showed some related works. We also discuss the comparison between our work and related work. Here we provide good quality products at low prices. Our project will be helpful to provide quality products.

2.4 Scope of the Problem

There are many people in our country who play online games every day. Playing online games requires many types of gaming materials to update or level up the game. In that case they have to use international cards such as master card, PayPal, etc. to purchase gaming materials. All kinds of people in our country don't have international cards so they face problems purchasing the gaming materials. For this reason, we make our website that provides local mobile banking systems such as Bkash, Nagad, Rocket to purchase easily for our country's people. They can buy required materials at the cheapest rate. Our project solves this type of problem and also provides the best quality of service for our country's people.

2.5 Challenges

To complete this project, we faced some challenges. While working on this project we found two types of challenges: Development and Working purpose.

2.5.1 Development Purpose

To make this project we have to learn Laravel, PHP, JavaScript, MySQL. It is great challenge for us to learn and understand this language properly. Laravel is a framework that is totally new for us. Here we use a MySQL database. All there are new for us that’s why it is great challenge for us to understand and assume this thing. It took time to learn these things to build our project.

2.5.2 Working Purpose

In our project we are working on online based gaming materials. These materials are provided by online third-party websites. First of all, we need to collect all this type of material information. The collection of huge data is a great challenge for us. And then collects pictures and prices on similar websites like our website. Then working with the local payment gateway system is a big challenge for us to make this project. Because we have to ensure the best quality of services in time to customers. We also face some problems to deliver products properly.

CHAPTER 3

Requirement Specification

3.1 Business Process Modeling

Our project's primary objective is to establish an online store where clients can get the best deals on gaming supplies. It is a marketing platform called “COINSHOP”. This project makes our profit from the product price and delivery charge. Our project has two panels for two types of users. One for Admin and another one for Customer. We provide a registration panel for each Admin where he/she can register by email and password. Another customer can register separately by email and password to create their profile. The Admin can login by email or password. Admin can upload product, product price, product details. Then all product details show in the homepage. The customer can choose their required product by their account from the homepage and purchase the product by using a mobile banking method. Admin can see records of the products, update customer information, product purchase details, order of the products. They observe all record data, delivery of products in time and ensure the good quality of products.

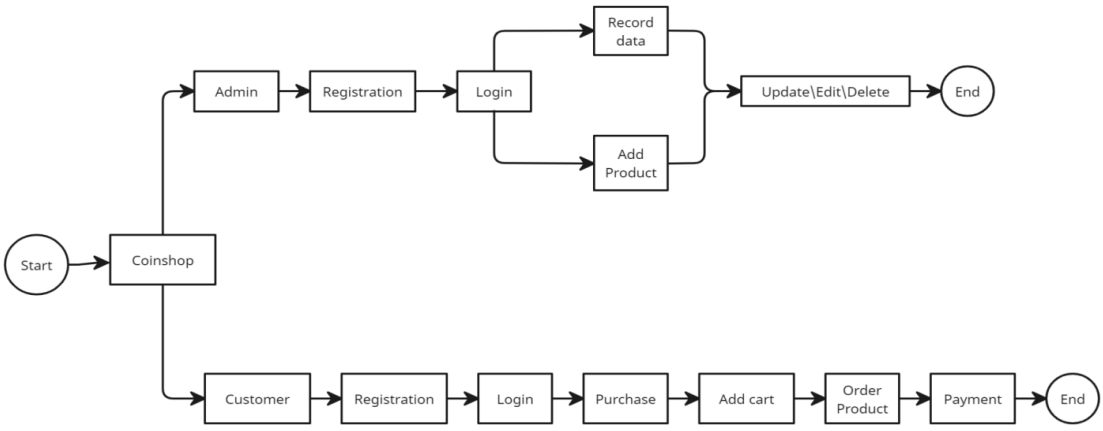


Figure 3.1: Business process model

3.2 Requirement Collection and Analysis

Software Requirements:

- **Visual Studio:** It is a free, open source code editor which is made by Microsoft [6]. It has support for many languages including C, JAVA, HTML, JS, CSS, python etc. and also gives code writing, editing, debugging and testing. Here we use HTML, CSS, JS, Laravel.

- **XAMPP:** It has the ability to serve web pages on the world wide web. It is a software distribution which provides the MYSQL database (Maria DB), Apache web server, PHP, Perl. In our website we use the MYSQL database and Apache server [7].

Hardware Requirements:

- Operating System: Windows
- Computer Configuration:
    - SSD: 120GB
    - RAM: 8GB

3.3 Use Case Modeling and Description

Use Case: A Use case diagram or model represents the whole process of the system. It shows the use cases and various types of actors. In our system there are three actors Buyer and seller. The following picture shows the details of the system:

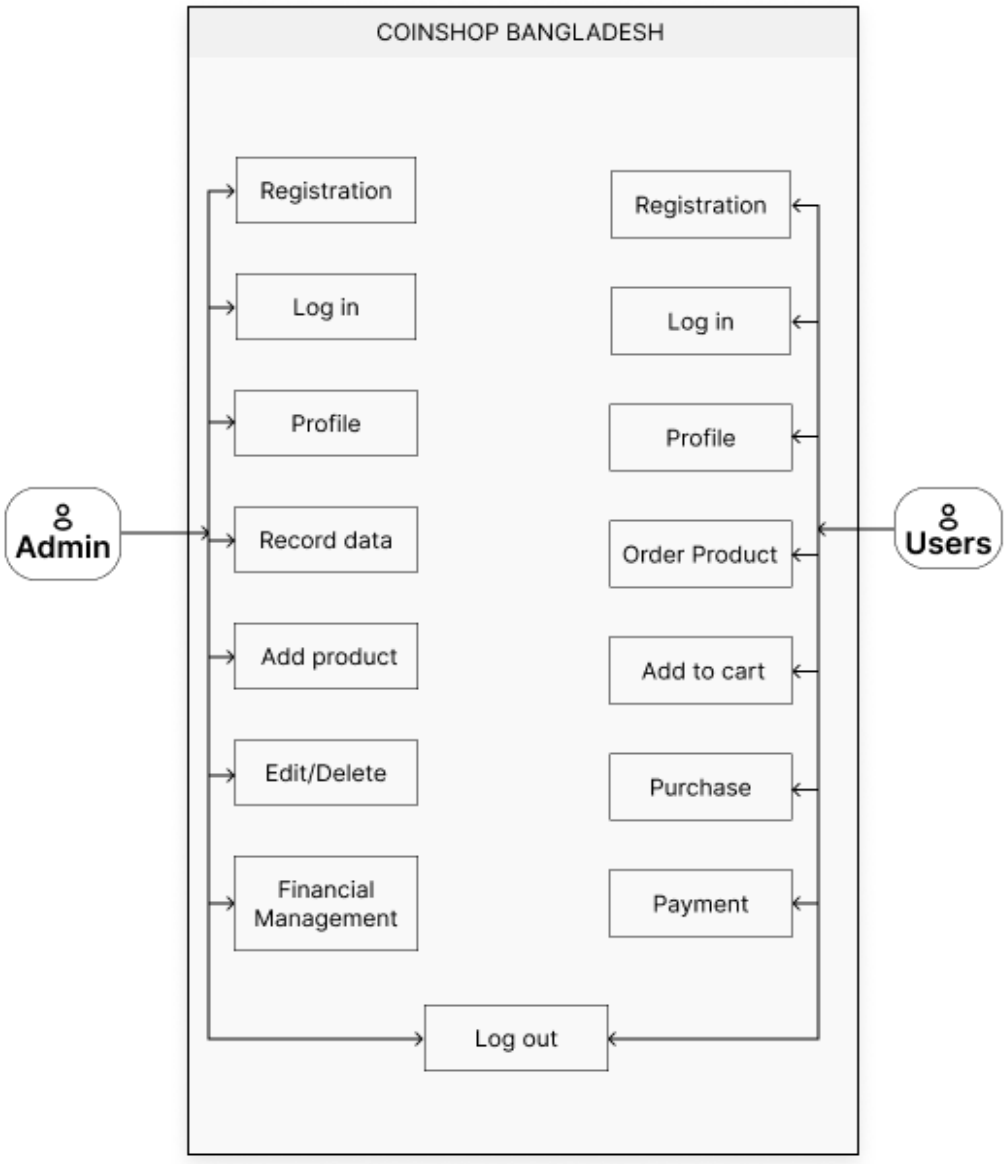


Figure 3.2: Use case diagram

Use Case Description

TABLE 3.1: USE CASE LOGIN DESCRIPTION

Use Case Id	UC1
Use Case	Login
Description	This use case describes the encoding of a registered event with a user name and password. He or she must log in before using the system effectively.
Actors	Admin, Users

TABLE 3.2: USE CASE REGISTRATION DESCRIPTION

Use Case Id	UC2
Use Case	Registration
Description	In this use case, registration is encoded using user name, email, phone number, NID, address, and password. A crucial component of the system is this.
Actors	Admin, Users

TABLE 3.3: USE CASE HOMEPAGE DESCRIPTION

Use Case Id	UC3
Use Case	Home page
Description	This use case describes, anyone can see the system products and posts without registration or login.
Actors	Admin, Users

TABLE 3.4: USE CASE MANAGE PRODUCTS DESCRIPTION

Use Case Id	UC4
Use Case	Manage Products
Description	Admin can add products, delete and update product details.
Actors	Admin

TABLE 3.5: USE CASE BEST SELLING DESCRIPTION

Use Case Id	UC5
Use Case	Best selling
Description	Observes which product is selling best.
Actors	Admin

TABLE 3.6: USE CASE RECORD DATA DESCRIPTION

Use Case Id	UC6
Use Case	Record data
Description	Record all data and data secure.
Actors	Admin

TABLE 3.7: USE CASE PAYMENT DESCRIPTION

Use Case Id	UC7
Use Case	Payment
Description	This use case describes the whole total payment and services.
Actors	Users

3.4 Logical Data Model

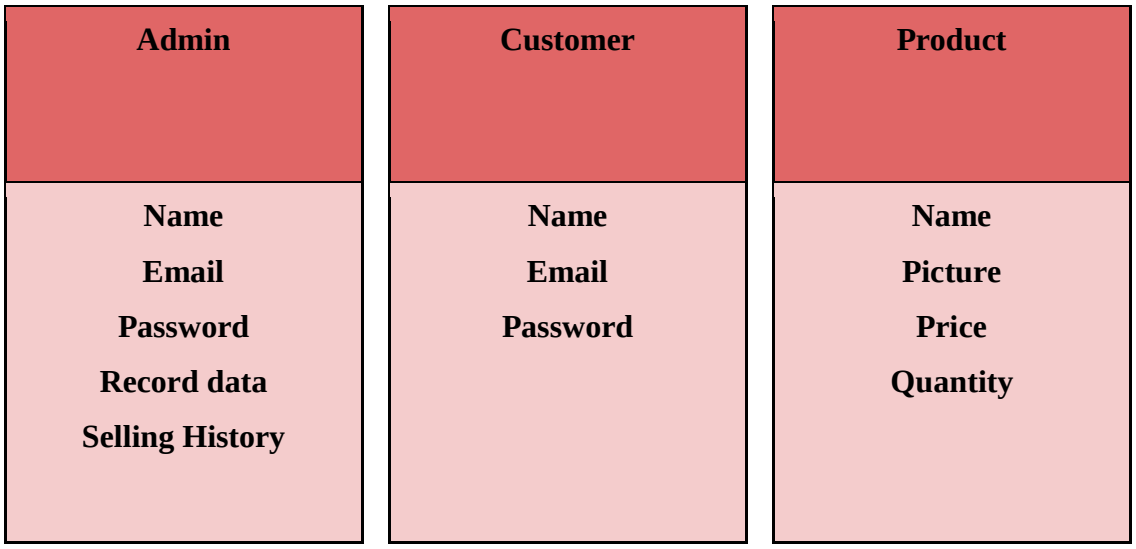


Figure 3.3: Logical Data Model

These three tables are needed to design our project database. The tables are Admin, Customer, Product. The attributes of Admin table information are Name, Email, Password, Record data, Selling history. Name, Email, Password, Order history for Customer. For Product Name, Picture, Price, quantity. All tables are independent but related to each other. Here We show some tables to design a database that are needed to collect information about our project. Here we show our project database for information about product, customer, product details, selling history etc.

3.5 Design Requirement

We use XAMPP and MySQL to design our project. XAMPP is a cress platform web server that is free and open source. XAMPP is a short form of cross platform, Apache, MySQL and PHP. It is a popular local web server on a computer. Here we use MySQL to store our project data and can use this data for our project.

CHAPTER 4

Design Specification

4.1 Front-end Design

Front end design is all about creating a look of a website or applications. It is called UI (User Interface). Through the UI users can interact with our website, its design will determine our main impression. It makes our site look attractive for users. We use the front end to make the website user friendly and easy to maintain for all. We make our website using front-end design pages given below.

- The register page for Admin, Customer to create an account.
- Login page for Admin, Customer.
- The Home page of our website for users.
- An add product page.
- An add to cart page.
- A Cart list page.
- A payment Page

4.2 Back-end Design

Back-end is a part of the website the user doesn't see. It refers to server site development and also focuses on database, scripting, and website architecture. It is done by a back-end developer. When performing any activities on our website by client there will be behind the scene activities on the website. Suppose a client wants to create an account or register on our website with his/her information, their information will go to the server to check information. And then the back-end checked the information and allowed the client to create an account. Client information will be stored for later login. Here his/her information is stored in a database that is a part of the back-end.

4.3 Interaction Design and User Experience (UX)

Interaction design is the design of interactive products and services which make a website user friendly. Successful interactive design uses technology and principles of good communication to create desired user experiences. Our website is user friendly because users can use the website easily. Our website is made of simple functions for understanding all types of people in our country. Interaction design and User interface are given below:

Registration Page: The first user needs to create an account to use our website. First of all, he/she has to enter Name, Email, Password, again enter password to confirm. Then a user can create an account by clicking the register button.

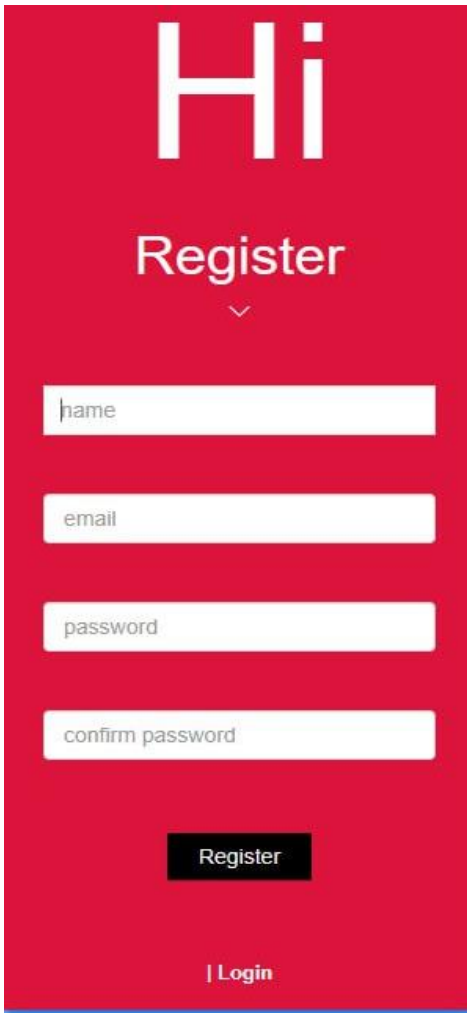


Figure 4.1: Registration Page

Login Page: The user can use the login page who already has an account on our website. they need to enter an email and password to enter the website by clicking the login button.

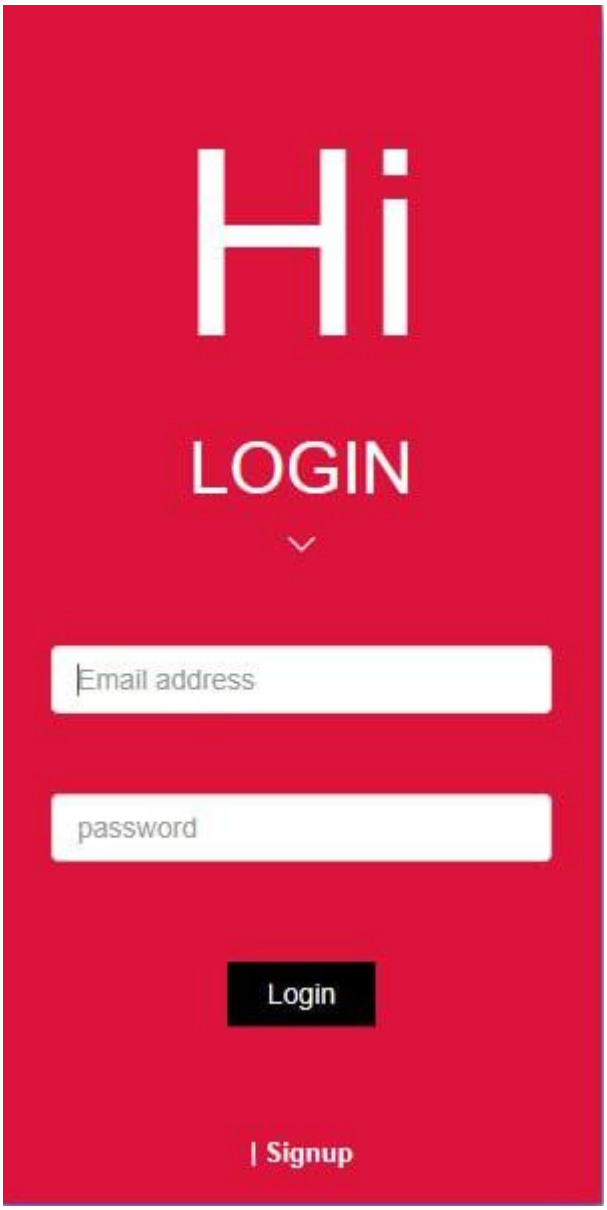


Figure 4.2: Login Page

Home page: Here we provide product information. Here we display product details for customers who want to buy their required products. From this page customers can get proper information about the products and products category. The search option helps customers to find out the products or information. The customers get helpline or contact services if they need it.

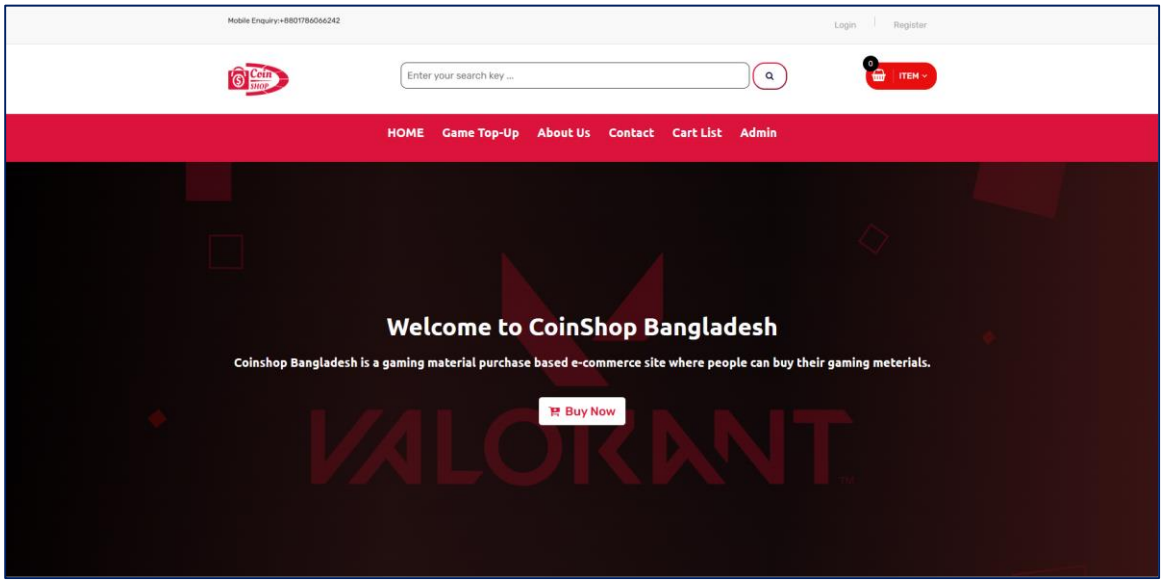


Figure 4.3: Home Page

Add Product Page: This is a Company Dashboard panel where admin can check order list and also add products. Admin can confirm the order by sending an email.

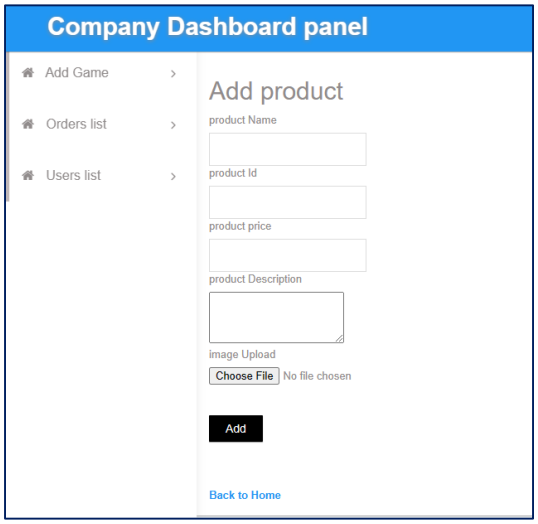


Figure 4.4: Add Product of Admin Page

Cart List Page: This is a Cart list page. Customers can order multiple products at a time. They can see the product list in the Cart list page. If he\she wants to cancel one or more products from cart list by remove option otherwise the can order products by proceed to checkout button.

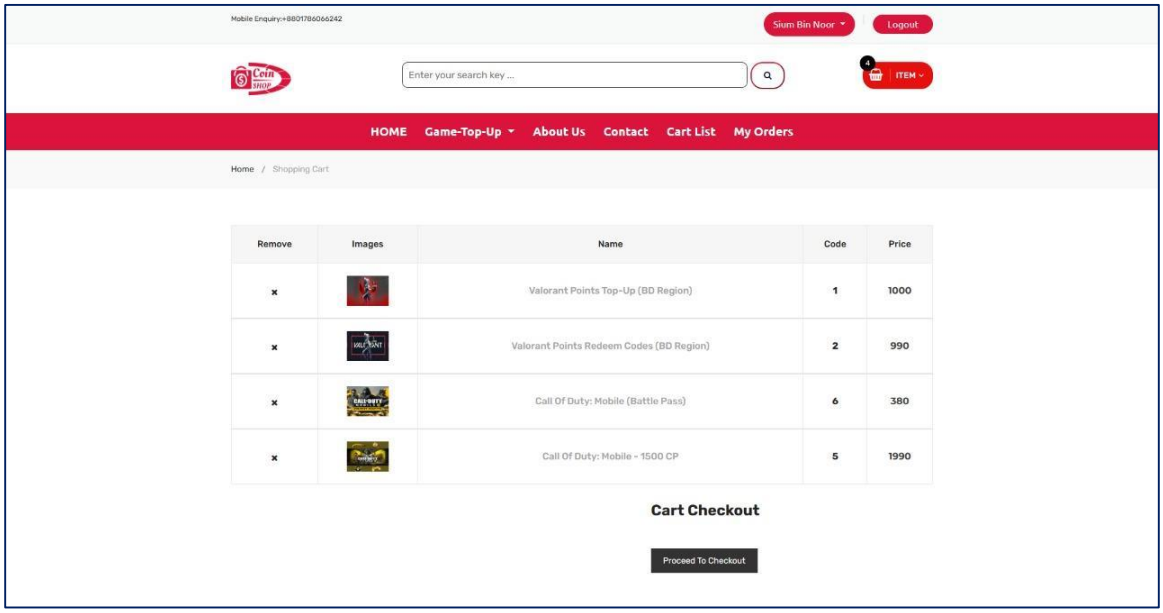


Figure 4.5: Cart List Page

Payment Page: After clicking the proceed to check out then we found a payment page. Before payment you need to fill up billing details and then place an order for payment.

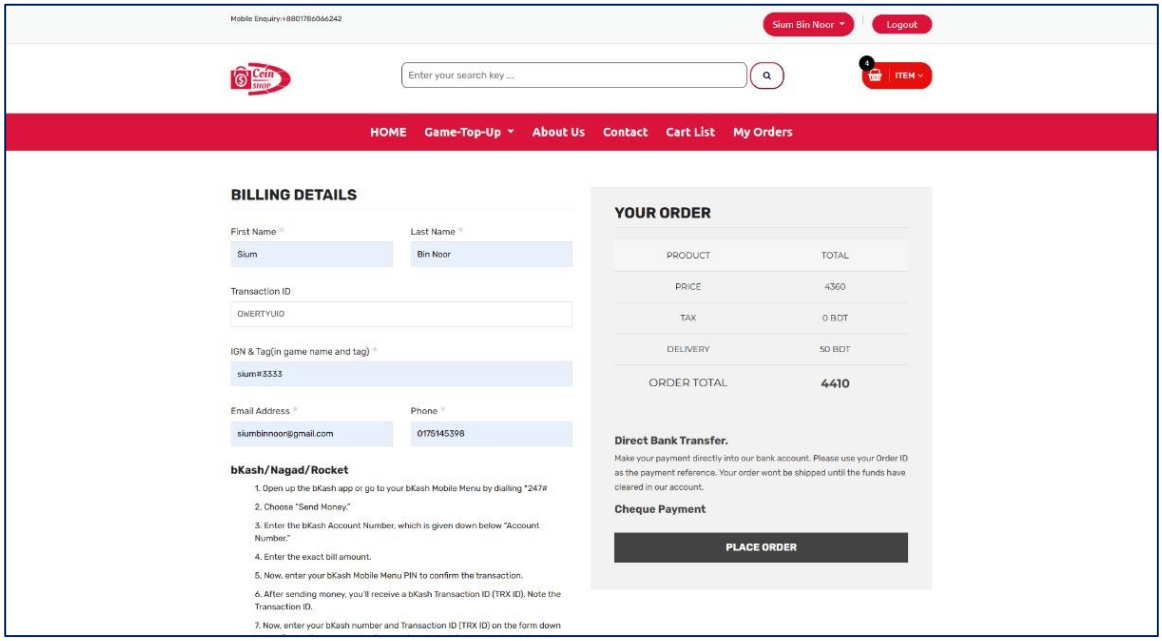


Figure 4.6: Payment Page

Order List Page: This page access by Admin. Admin can monitor all records of customer order. Admin sent an email to the customer for order confirmation. After confirmation, customers can get their product in a certain period of time.

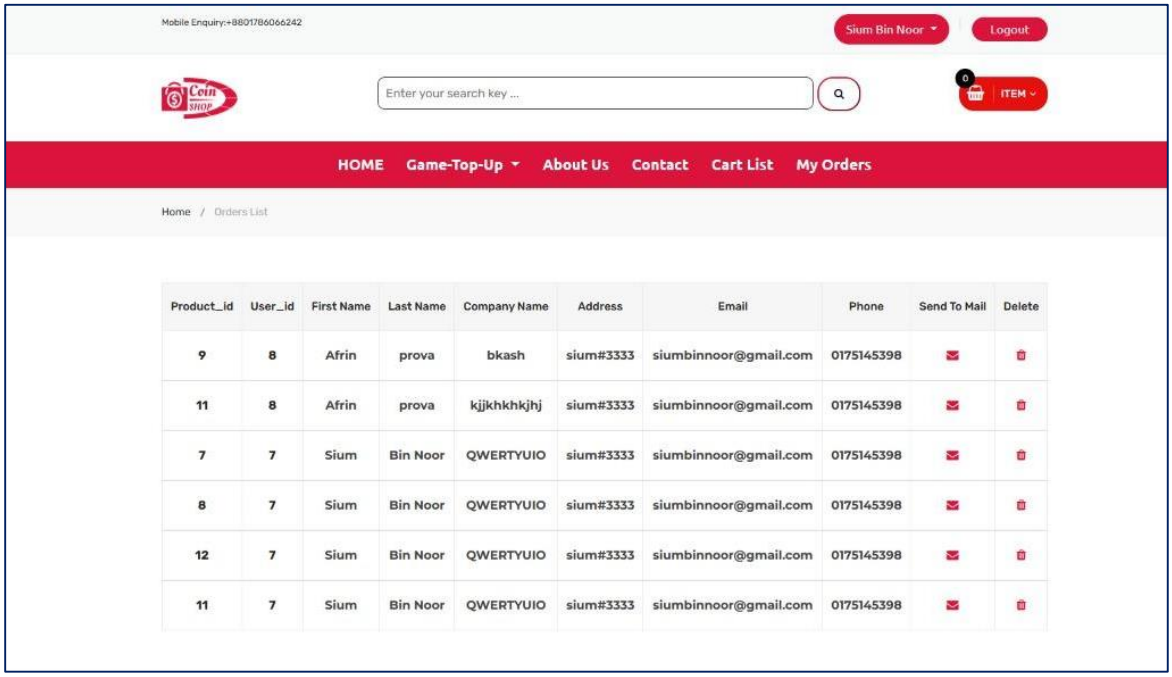


Figure 4.7: Order details Page for Admin

Order Confirmation Page: Admin send the order confirmation mail to users.

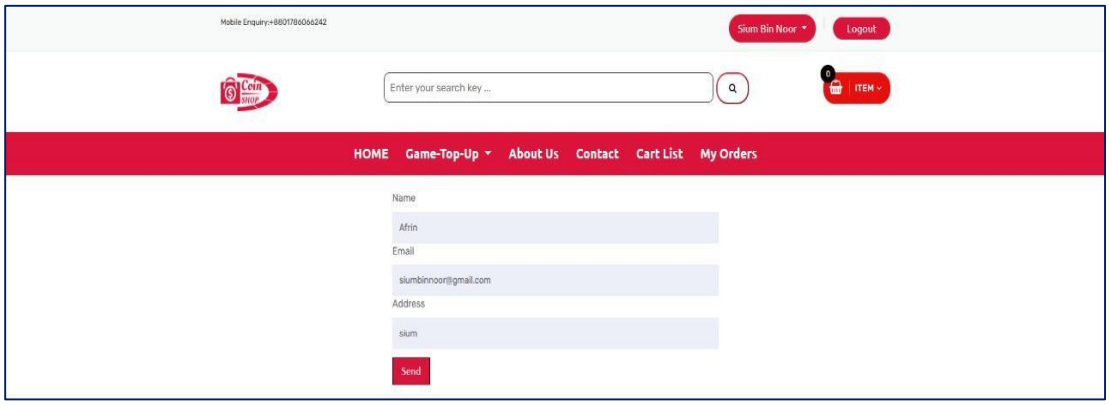


Figure 4.8: Order Confirmation Page.

Order Confirmation email: After ordering any product Customer get an order confirmation email from Admin.

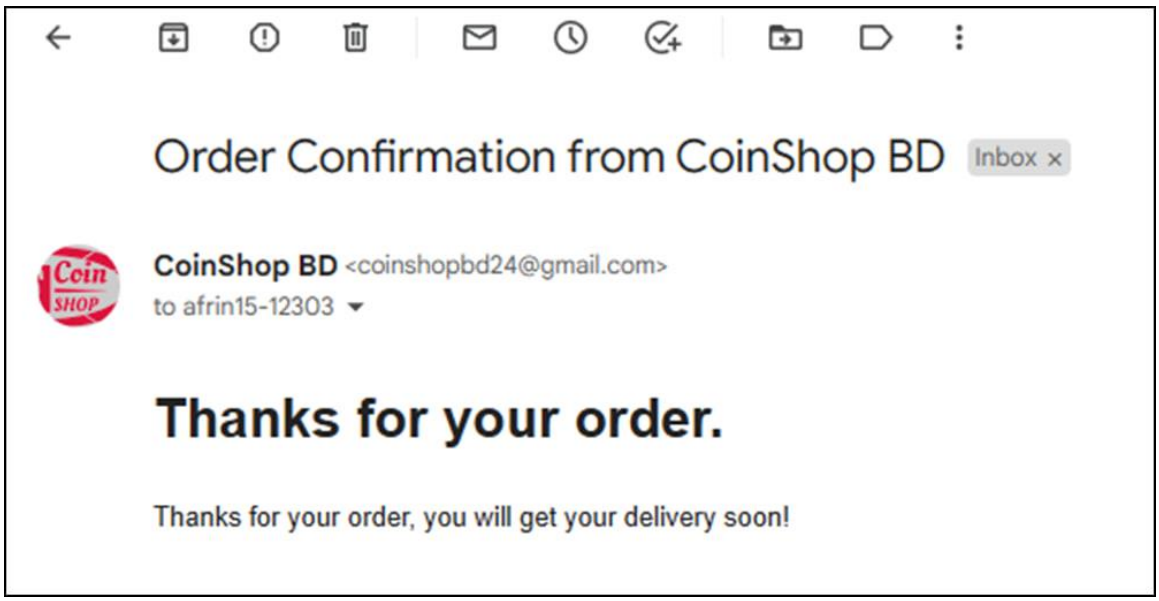
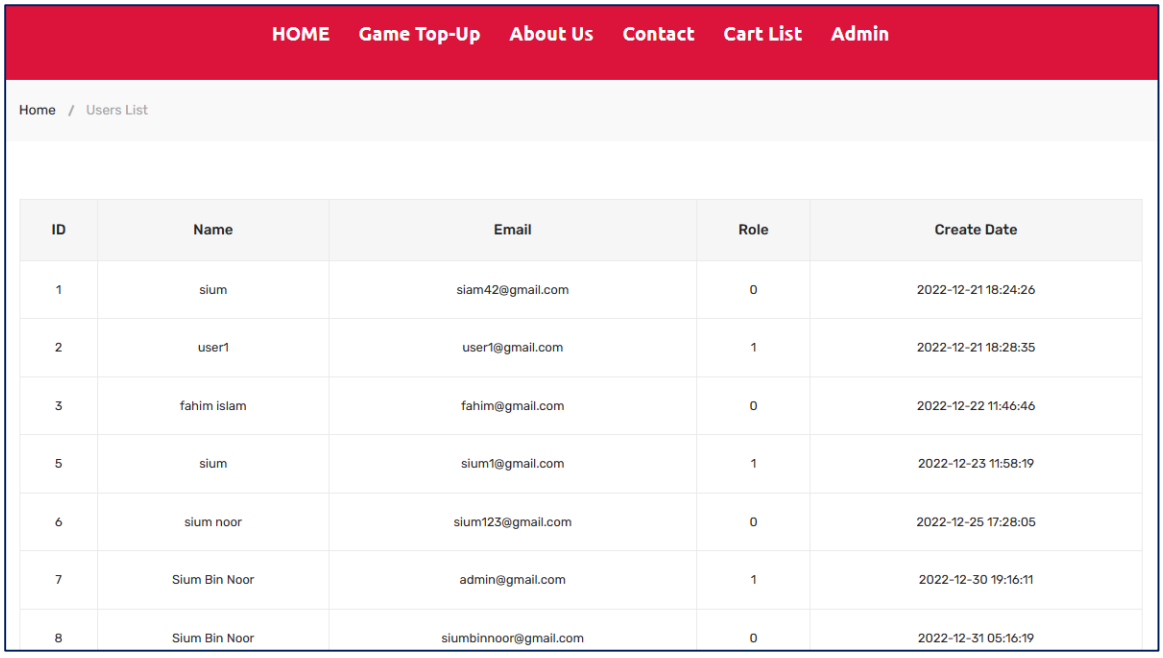


Figure 4.9: Order Confirmation Page.

User list Page: Our Admin can see all the users through our user list page.



ID	Name	Email	Role	Create Date
1	sium	siam42@gmail.com	0	2022-12-21 18:24:26
2	user1	user1@gmail.com	1	2022-12-21 18:28:35
3	fahim islam	fahim@gmail.com	0	2022-12-22 11:46:46
5	sium	sium1@gmail.com	1	2022-12-23 11:58:19
6	sium noor	sium123@gmail.com	0	2022-12-25 17:28:05
7	Sium Bin Noor	admin@gmail.com	1	2022-12-30 19:16:11
8	Sium Bin Noor	siumbinnoor@gmail.com	0	2022-12-31 05:16:19

Figure 4.10: User List Page

About Us Page: Customers can get more information about us.

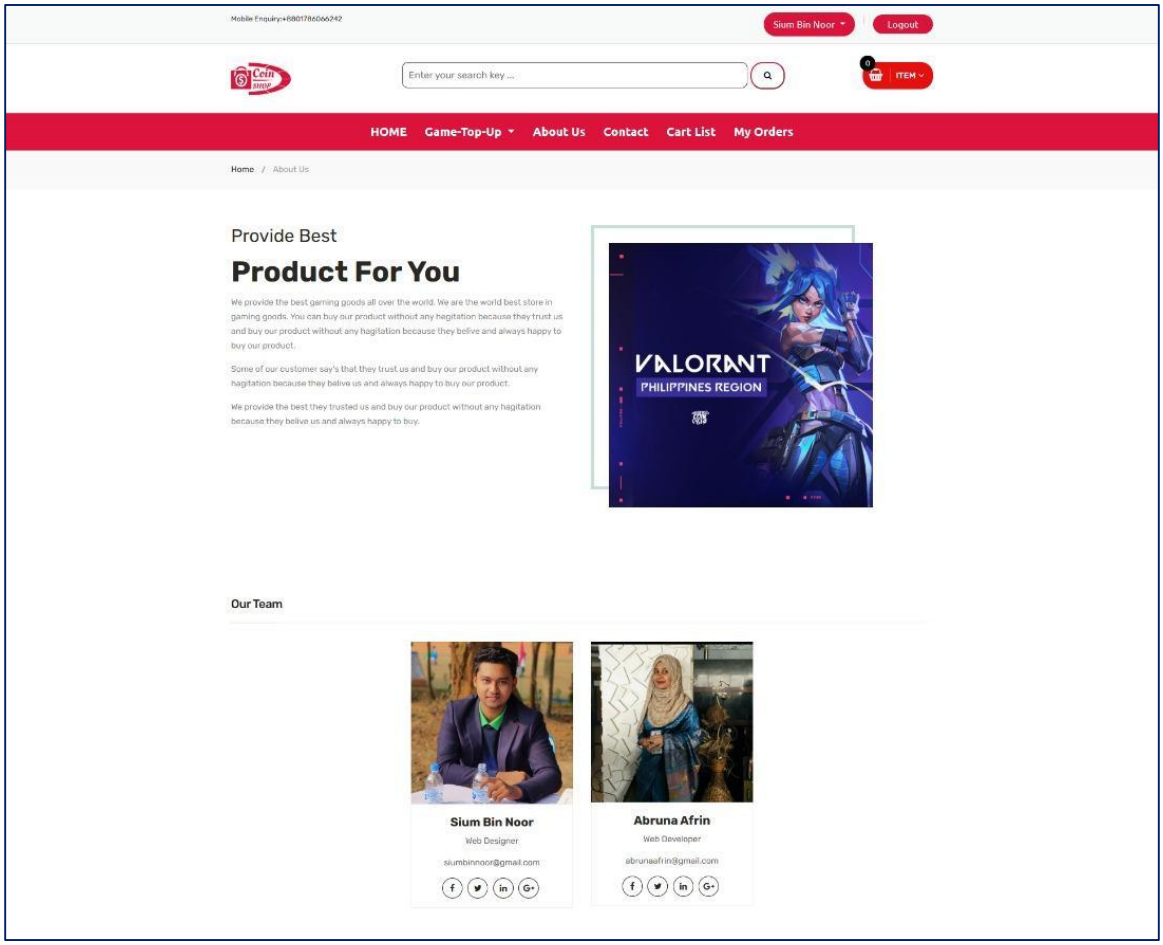


Figure 4.11: About Us Page

Contact Page: Contact Us page helps customers to get any kind of support.

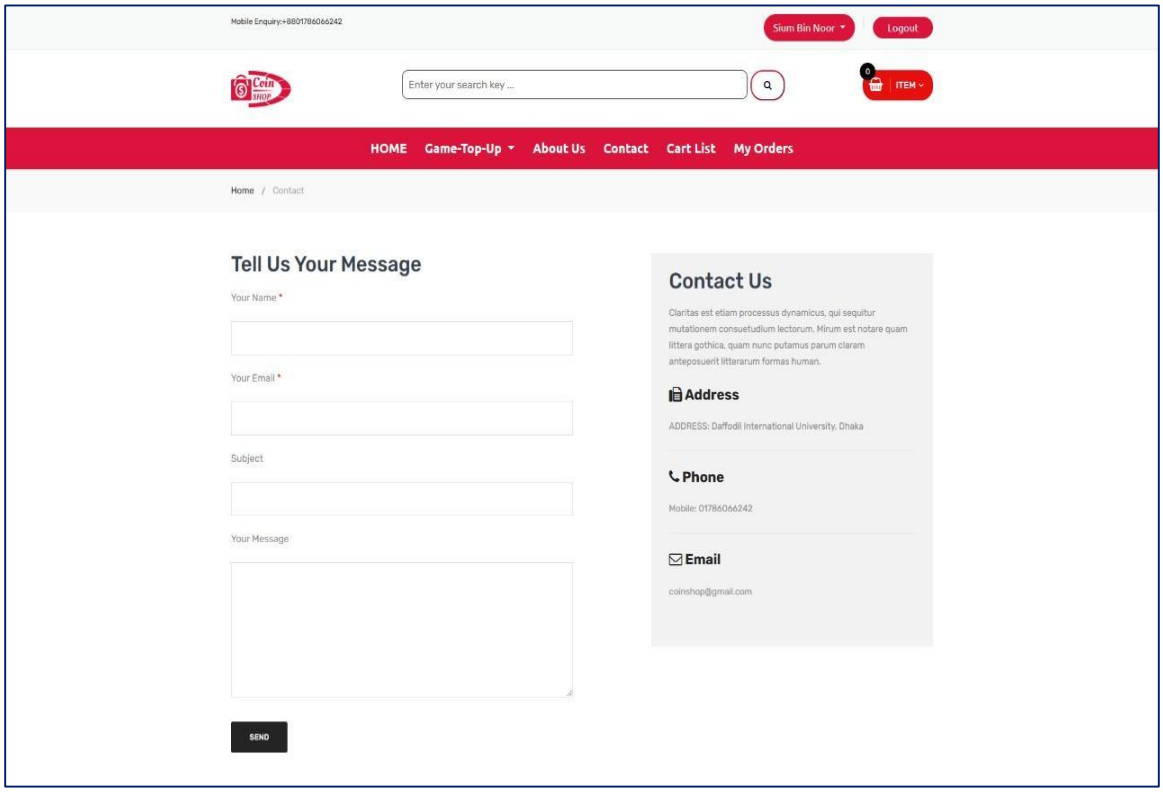


Figure 4.12: Contact Page

4.4 Implementation Requirements

Our project used technologies is given below:

- Programming Language: HTML, CSS, JavaScript, PHP
- Framework: Laravel, Bootstrap
- Database: MySQL

CHAPTER 5

Implementation and Testing

5.1 Implementation of Database

In our project we use MySQL database for easy access, management, and updating. It is used to store users' data. It can be thought of as an organized collection of data. We use databases to store, update or remove data. Our database has separate multiple “tables” to store different data connected with “keys” that's why it is called a relational database.

5.2 Implementation of Front-end Design

Front-end design is a part of a website which shows the front of the customer. In our project we use Laravel framework for front-end design. We make front-end user friendly for customers. A registration form is designed for new customers. We design a login page for Admin and customers. We also design a home page where we show the logo, search key, product picture, product name and price, cart list, discount coupon, Our best sellers, News and updates. We also design an add to Cart page, buying product page, and payment.

5.3 Testing Implementation

Performance testing is a software testing process that is necessary for any software. It is key for understanding how our system works. Without good performance testing, we don’t know how our system will deal with expected or unexpected demands. We used testing methods to check software parameters such as response time, data processing speed, resource usage, bugs and mistakes, network bandwidth, memory consumption, application output etc. Here we need to use test methods for the login, registration form, home page, search, product add, add to cart, payment system product details. Here we use three methods these are:

- White Box
- Black Box
- Gray Box

5.4 Test Results and Reports

In our project we use three methods to test our website. They are Black box, White box, Gray box methods to test our project. Black box testing is a functional testing. Here we check dashboard management, password set, product upload, login with close box testing. Open Box testing helps to check code error, different page link, server connection, routing etc. Grey Box Testing is the tester has limited knowledge of coding. In Gray box testing we check server connection, password, login, Purchase confirmation etc. The test reports are given below:

Test Case	Test Input	Expected Outcome	Obtained outcome	Passes / Failed	Testing period
Login for Admin	Email & Password	Login Successfully	Login Successfully	Passed	25.10.22
Registration for Admin	Email & Password	Registration Successfully	Registration Successfully	Passed	10.11.22
Registration for Customer	Email & Password	Registration Successfully	Registration Successfully	Passed	19.11.22
Login for customer	Email & Password	Login Successfully	Login Successfully	Passed	26.11.22
Upload product	Picture & price	Upload Successfully	Upload Successfully	Passed	09.12.22
Purchase product	Billing details	Purchase Successfully	Purchase Successfully	Passed	15.12.22

Table 5.1: Test Result

CHAPTER 6

Impact on Society, Environment and Sustainability

6.1 Impact on Society

We make an e-commerce website for online gaming purposes. Here we provide different type of gaming materials. It's a market palace. It will have an impact on our society. Our project will help many people in our country to buy gaming materials for better gaming experience at the right price. They don't need to use international cards or PayPal to purchase these things. It's great opportunity for the people of our country to use the local banking system to purchase.

6.2 Impact on Environment

Our website is an online based e-commerce website. Here we sell products at the cheapest rate. People can buy required materials at a fair price for our country and can purchase gaming materials from our website using a mobile banking system. Many of these types of websites provide gaming materials at a high price using international cards. That’s why customers can’t buy products. Here people of our country can purchase. Our website provides products at the right price which becomes a balance in the economic environment.

6.3 Ethical Aspects

Our project is an online based marketing place where we will provide only gaming materials using local payment systems instead of international systems. We will not provide any anti-social products which will be unethical for our country. Our website will not provide wrong information. All information controlled by the Admin. so, he\she must check information before publishing information. We ensure that our website will not provide or sell any kind of unethical information.

6.4 Sustainability Plan

Sustainability plan is a road-map of our project for accomplishing a long time period goal to maintain the program, activities, and partnerships. Sustainability planning should be prioritized based on impact, effort, cost and feasibility. We give the best services for customers from our project. Our website will be helpful for customers. We will organize our project for the future. We make our website profitable for us. We want to make our project sustainable to achieve the desired goal.

CHAPTER 7

Conclusion and Future Scope

7.1 Discussion and Conclusion

This project is made for those people who want to buy gaming materials using the local mobile banking system instead of international cards. At first we selected this project for the people of our country. It will be helpful for them. This project is completed by Laravel, PHP, JavaScript, Html, MySQL database. At first we learn these things from online sources. Laravel and PHP are totally new for us so it takes time to understand all the features. We collect all required data from online to build this project. Anyone can use this website anywhere using internet connection. At first we complete our front end design for Home page, Login page, Registration page, cart page, payment page. Then we started working on the back-end. After completing the back-end and front-end then we work with the database. MySQL database connection with the server. At last we work with the payment system to work properly. There is also a problem with the payment gateway system. After completing all things our website works properly. From this website the people of our country will be helpful to purchase gaming materials easily. They can get materials at the cheapest rate using mobile banking methods such as Bkash, Nagad, Rocket instead of international cards. They can get different gaming materials on our website. So, People of our country get good services from us and get their desired products from us. We make this website user friendly and free for all.

7.2 Scope for Further Developments

In this project we are working with an e-commerce website. Here we will provide gaming materials using local mobile banking systems at the cheapest rate. We will develop this website day by day. We will try to provide the best quality products in future. In this project we will provide limited gaming materials at the beginning of our journey. Later we will add more gaming materials for different games.

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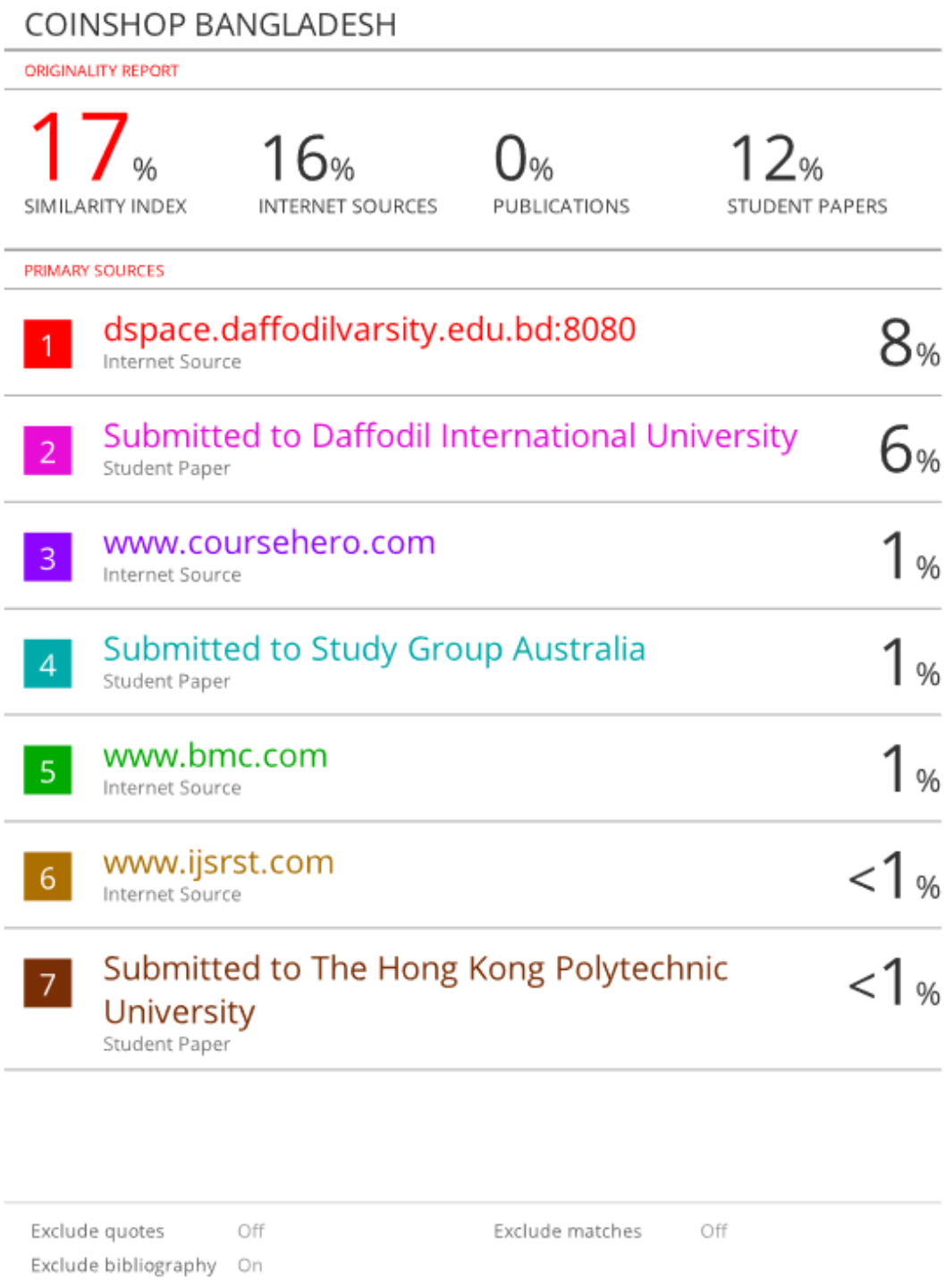

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