

Tallinn University of Technology

# Board Game Meetup Platform

Web Applications with C#

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Tallinn 2024

# **Author's declaration of originality**

I hereby certify that I am the sole author of this thesis. All the used materials, references to the literature and the work of others have been referred to. This thesis has not been presented for examination anywhere else.

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25.02.2024

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# Introduction

The growing popularity of board games can be attributed to several factors. One key reason is the resurgence of interest in offline social activities in a digitally saturated world. Tabletop games offer a tangible and interactive experience that fosters face-to-face interaction and strengthens social bonds among players.

As board games become more and more complicated, it is essential to find enthusiastic players who will embrace the challenge and engage deeply with the game mechanics.

The main goal of the project is to create a web application where board game fans can arrange meetings to play board games. This platform will serve as a hub for connecting players with similar interests. The web application aims to make it easier for players to find compatible gaming partners and enjoy their favorite board games to the fullest.

To participate in publication postings, users must first register. Once registered, users can create their own publications and comment on others' posts. When creating a publication, users are required to specify the game they intend to play, provide the proposed location along with the option to upload an image of the venue, and include additional details in the description field.

Users have the ability to leave comments, publish their own content, and provide feedback on recent game sessions they've participated in. Additionally, the website features a dedicated section for users to exchange in-game items such as figures, collectibles, and board games, facilitating a community-driven platform for enthusiasts to connect and share resources.



## Analysis

Users have accounts, allowing them to post publications, participate in games, and leave commentaries. Since a user can have one or many comments, publications, and items for sale, additional tables have been created to facilitate this logic (Tables: COMMENT\_PUBLICATION, USER\_PUBLICATION, COMMENT\_FEEDBACK, COMMENT\_ITEM).

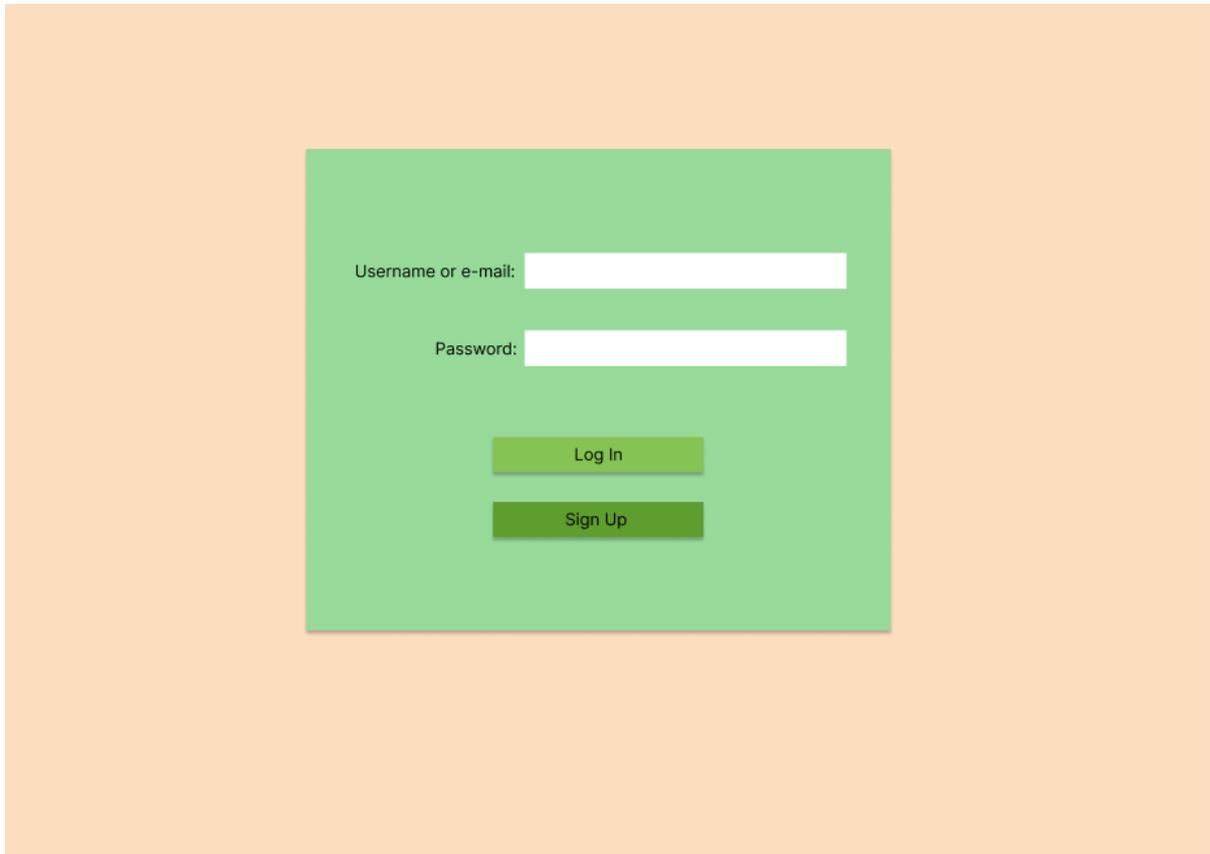
The BOARD\_GAME table contains information about the game, including its difficulty level and the minimum number of players required to play. A board game can have one or many genres and one or many game mechanics. If a user is interested in playing a game with a specific genre or mechanic, the tables BOARD\_GAME\_GENRE and BOARD\_GAME\_MECHANIC will be utilized to sort information.

After a game has been played and the attribute GAME\_DATE in the PUBLICATION table becomes past, the code will generate a row in the GAME\_SESSION table. Users with the role of "admin" (those who organized the game) can add winners and leave commentaries that will be shown to other users. Other users with the role of "participant" will be able to leave feedback and rate the game. The admin user will be able to view the feedback.

The ITEM table contains information about in-game items that are available in the website shop. Users can list one or many items (Table USER\_ITEM).

# UI Path

Here I will describe how will user experience will look like:



*Figure 2. Log in page*

First you sign up or log into your account.

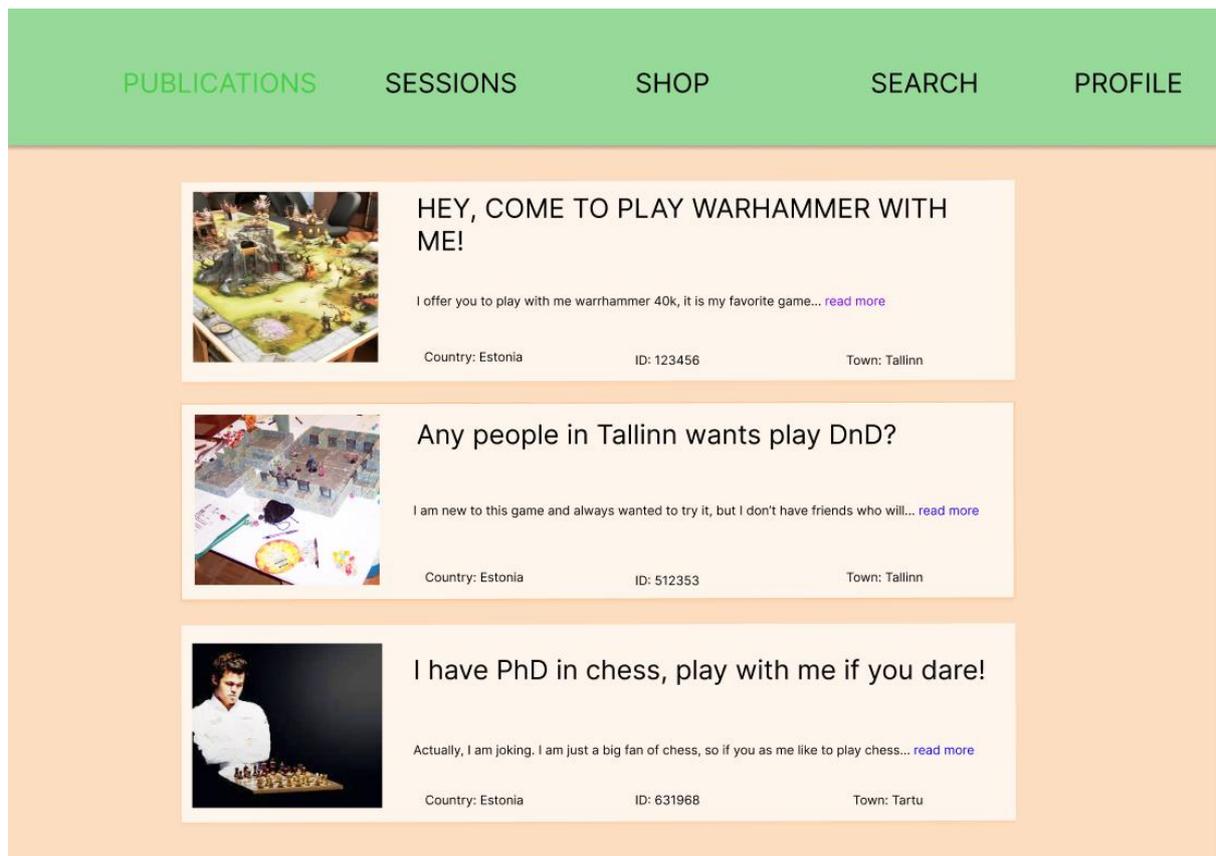
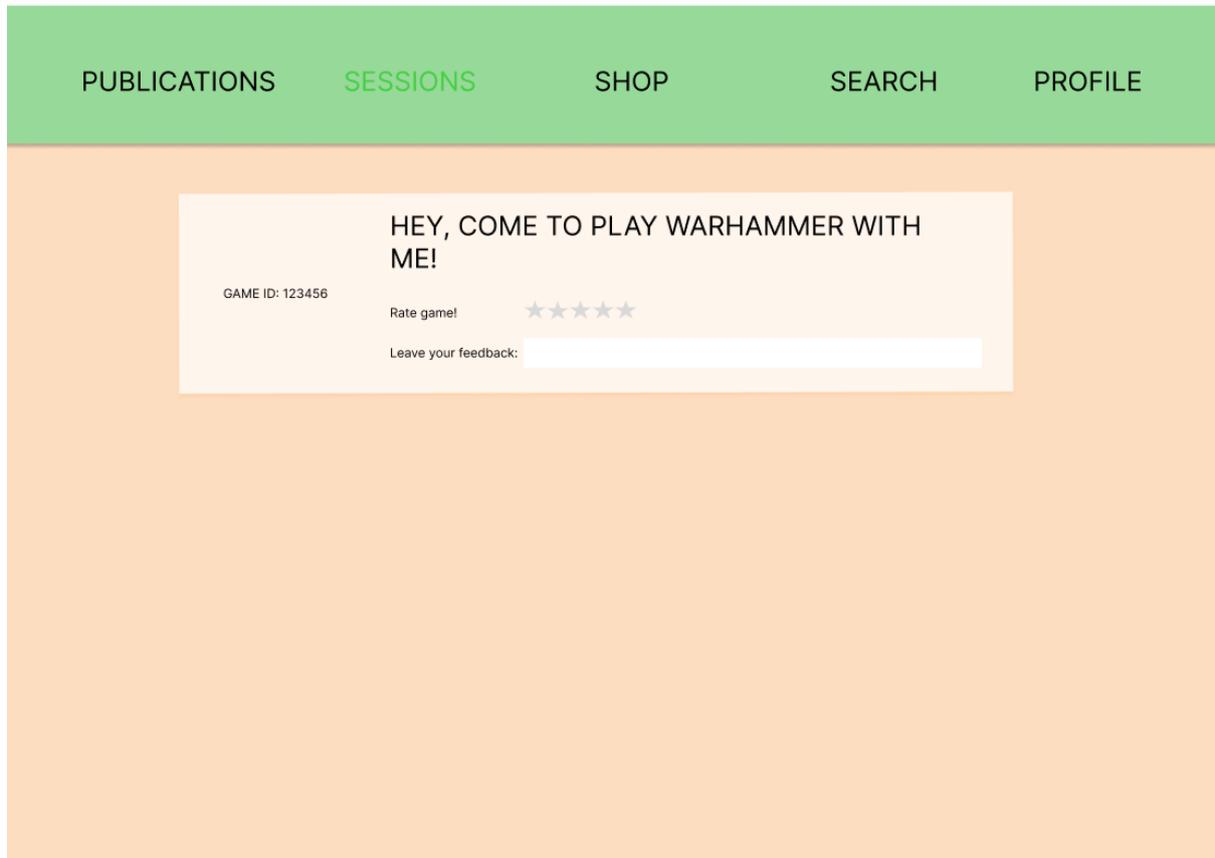


Figure 3. Home Page or publication page

When you logged in your account, you will see recent publications that users posted. You can see brief information and press picture or “read more” to see additional information about event. If you want to participate in the game, along with additional information there will be button “participate” to sign up yourself to the game. Also, there will be commentary section, where you can ask for additional information, that user forgot to or didn’t mention.



*Figure 4. Played games page, where you can leave feedback*

If you have participated in any game, after some time game session appear in section “Sessions”. You will be able to rate your game experience and leave feedback. Feedback will be shown to user, who organized game session.

PUBLICATIONS

SESSIONS

SHOP

SEARCH

PROFILE



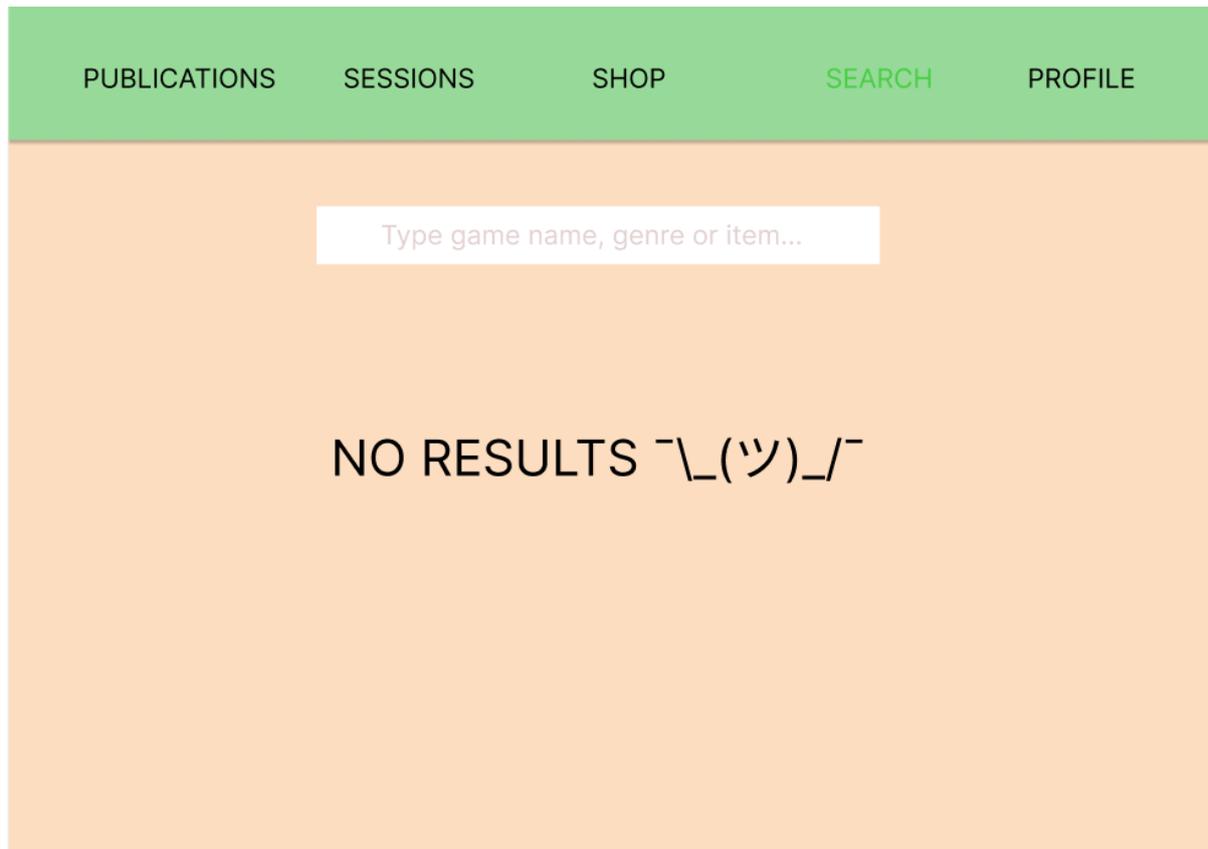
### I sell these guys!

Description: They are ugly and I want to buy new figures. 35 dollars may be much for ya, but they cost 100\$ for me... [read more](#)

Price: 35\$

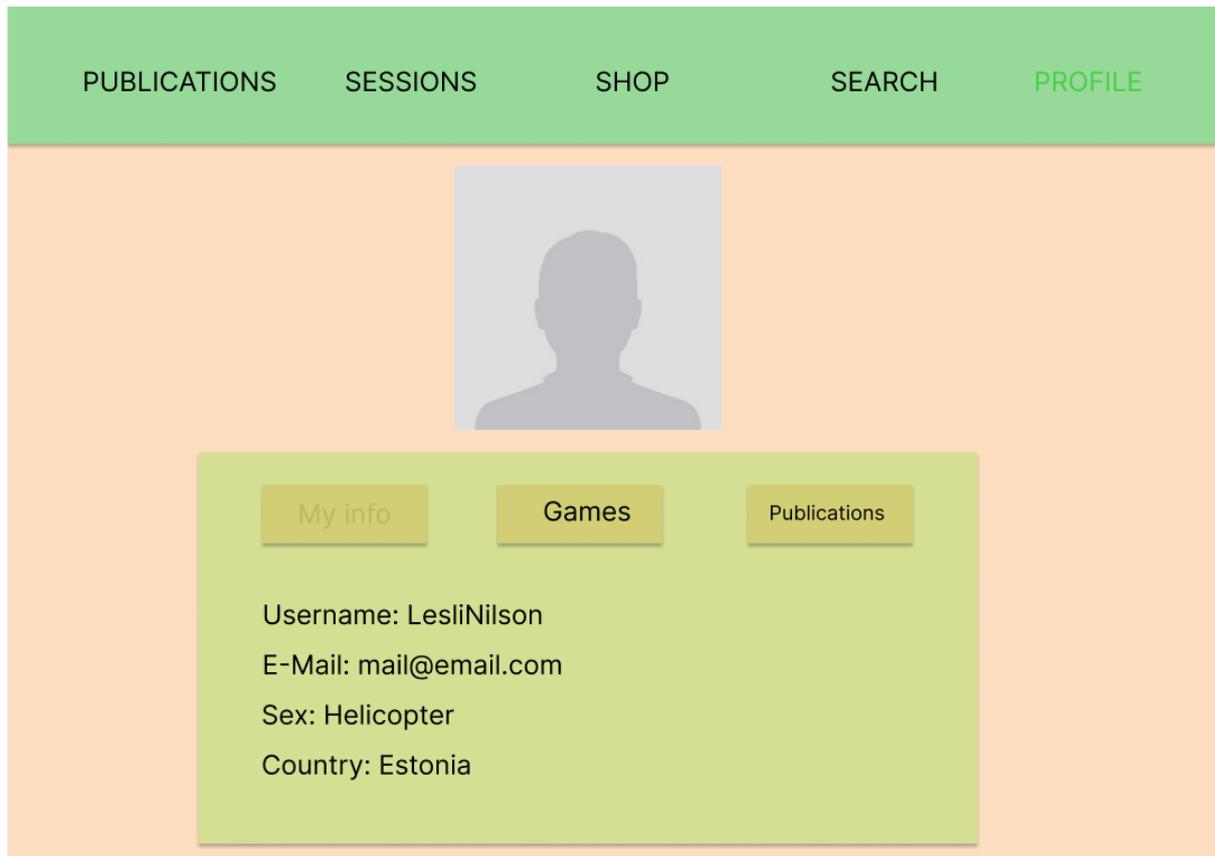
Figure 5. Shop page

Shop page shows user's publications, who want to sell or may be exchange in-game items.



*Figure 6. Search page*

Search page to find a game by name, genre or to find an item to buy.



*Figure 7. Your or other user profile*

User profile, where any user can see his public information, played games, and publications.



Figure 8. Additional information about the game

Information about the game. If you want to participate, press “Participate”. Leave comment below



Figure 9. Additional information about selling item

Information about the item. If you want to buy, press “Buy”. Leave comment below