

Possible improvements for the storage of scores

The aim now in terms of improvement would be to change the system for recording scores. Indeed it would be interesting to add a feature that allows visitors to add players to the current session.

First let's explain how it works. When you arrive on the Dr. Ecco website you must authenticate. After this is done, a session is created identified by your login ID. The main idea is to create on the left menu, a new link that permits to add "visitor" players.

Index.php (task=login)

```
if(isset($_GET['task']))
{
    //////////////////////////////////////
    // user authentication //
    //////////////////////////////////////
    if($_GET['task']=='login'){

        //connection to the database
        include 'dbconnect.php';

        $pass = md5($_POST['userpass']);

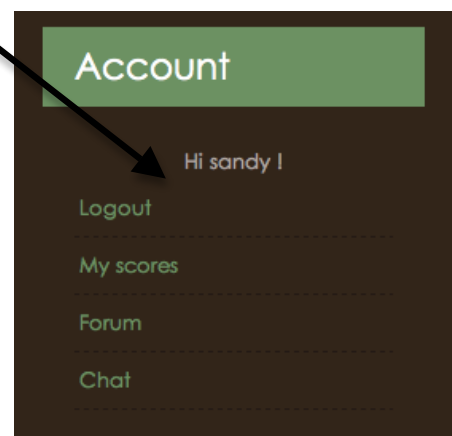
        $sql = 'SELECT * FROM users WHERE userlogin="'.secure($_POST['userlogin']).'" and userpass="'.secure($pass).'"';

        // we send the query
        $req = mysql_query($sql) or die('SQL Error !<br>'.$sql.'<br>',mysql_error());

        $nbRow = mysql_num_rows($req);

        if($nbRow != 0){
            while($data = mysql_fetch_assoc($req)) {
                $_SESSION['login']=$data['userlogin'];
                $_SESSION['type']=$data['userrights'];

                // redirect homepage
                ?>
                <SCRIPT LANGUAGE="JavaScript">
                document.location.href="index.php?task=homepage";
                </SCRIPT>
                <?php
```



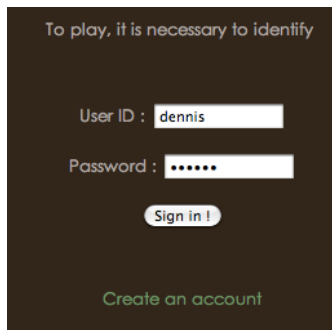
It would be interesting to create a link, under "Chat", named "Add Player to this session". After that, it will be possible for the new player to identify with his existing account (the page is the same as the home page's authentication).

After authentication, the system would create a new `$_session` variable or a global variable (array ?) corresponding to the login ID of the new player. So you will now have several players in the session.

View « Hi player 1, player 2 ! » (leftmenutwo.php) ... would be a good idea to know who is in the session.

The aim is to link up scores to player accounts. So let's imagine Sandy and Dennis play together on the same computer. Dennis connects first on his account and decides to add Sandy as a visitor. Then, they begin to play Superply, for example.

1) Dennis logs in on the website



A login form with a dark background. At the top, it says "To play, it is necessary to identify". Below this, there are two input fields: "User ID : dennis" and "Password :". A "Sign in !" button is centered below the password field. At the bottom, there is a link that says "Create an account" in green text.

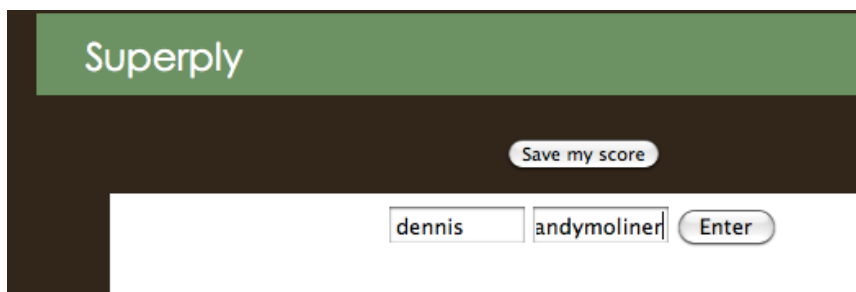
2) He goes on the left menu and « Add player to this session »

3) Sandy logs in as a visitor



A login form with a dark background. It has two input fields: "User ID : sandymoliner" and "Password :". A "Sign in !" button is centered below the password field.

4) They both begin to play Superply



The interface for the "Superply" game. It features a green header bar with the word "Superply" in white. Below the header, there is a dark area with a "Save my score" button. At the bottom, there are two input fields: "dennis" and "sandymoliner", followed by an "Enter" button.

/ !\ They must enter in the fields player1, player2, their real login ID. Here you can see dennis as player1 and sandymoliner as player2.

5) Once the game is finished, the system must check that the players entered in the fields "player1" and "player2" match to the ones we have in the session.

Superply – games/superply/index.php :

```
9 <SCRIPT>
10     function theWinner(){
11         if(document.superplyapplet.getWinner() != "not set"){
12             top.document.location = "index.php?task=superply&winner="+document.superplyapplet.getWinner()+"&ws=won";
13         }else{
14             alert ("the winner is not known !");
15         }
16     }
17
18
19
20 </SCRIPT>
21
22 <center>
23 <FORM name="superplyWinner">
24 <input type="button" value="Save my score" onClick="theWinner()">
25 </FORM>
26
27 <applet name="superplyapplet" CODE="Superply.class" archive="games/superply/superplyt.jar" WIDTH="588" HEIGHT="538" MAYSCRIPT="mayscript">
28 Java Error
29 </applet>
30 </center>
```

We can see here in the Superply's index.php, that it sends, with javascript, the winner's variable to the URL. Then in the website's index.php, we need to check if this variable corresponds to a player who is in the current session (main session or visitor). If it is the case, the system must add this score to his account.

Index.php

```
446 //////////////////////////////////////////////////
447 // save the scores //////////////////////////////////////
448 //////////////////////////////////////////////////
449
450 if(isset($_GET['winner']) && isset($_SESSION['login']))
451 {
452     include 'dbconnect.php';
453
454     $sqlGames2 = 'SELECT * FROM games';
455
456     $reqGames2 = mysql_query($sqlGames2) or die('SQL Error !<br>'. $sqlGames2. '<br>',mysql_error());
457
458     while($data = mysql_fetch_assoc($reqGames2)) {
459
460         if($_GET['task'] == $data['gameFolderName']){
461
462             $player = $_SESSION['login'];
463
464             //connection to the database
465             include 'dbconnect.php';
466
467             $sql = 'SELECT gameNumber FROM games WHERE gameName="'.$data['gameName'].'"';
468
469             $req = mysql_query($sql) or die('SQL Error !<br>'. $sql. '<br>',mysql_error());
470
471             while ($row = mysql_fetch_array($req, MYSQL_ASSOC))
472             {
473                 if($row != ""){
474                     $game = $row['gameNumber'];
475
476                 }else{
477                     echo 'Error !';
478                 }
479             }
480
481             // get the current date
482             $currentDate = date("Y-m-d h:i:s");
483             $currentDate = (string)$currentDate;
484
485             // add the new match with the current date
486
487             $db = mysql_select_db($db_name, $db_link);
488
489             $sql = 'INSERT INTO sum27_eccodb.matches values("'.$currentDate.','.$game.','.$SESSION['login'].')';
```



Here, instead of inserting the score in the session player's account, we must first check, with php:

- Who is the winner?
- Does it correspond to one of the players of the session?
 - If so, the score is added to the account of that player (\$_SESSION['login'] will be replaced by \$_GET['winner']).
 - If not, the score is added to the session player's account (\$_SESSION['login'] will remain unchanged).

←T→			matchNumber	gameNumber	participantLogin
<input type="checkbox"/>			2011-06-15 11:54:03	1	sandymoliner
<input type="checkbox"/>			2011-06-15 11:56:25	1	sandymoliner
<input type="checkbox"/>			2011-06-15 11:57:34	1	sandymoliner