



Dokumentacija

www.cerealkiller97.github.io/GamingZone

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1. UVOD

1.1 Korišćeni programski / markap jezici

- Za izradu ovog sajta korišćeni su sledeće tehnologije:

- Mark-up jezici: HTML5
- CSS3
- Skripting-programski jezici: JavaScript
- jQuery => JavaScript framework
- Bulma => CSS Framework
- JSON
- AJAX
- Alertify.JS
- FancyBox 3 plugin

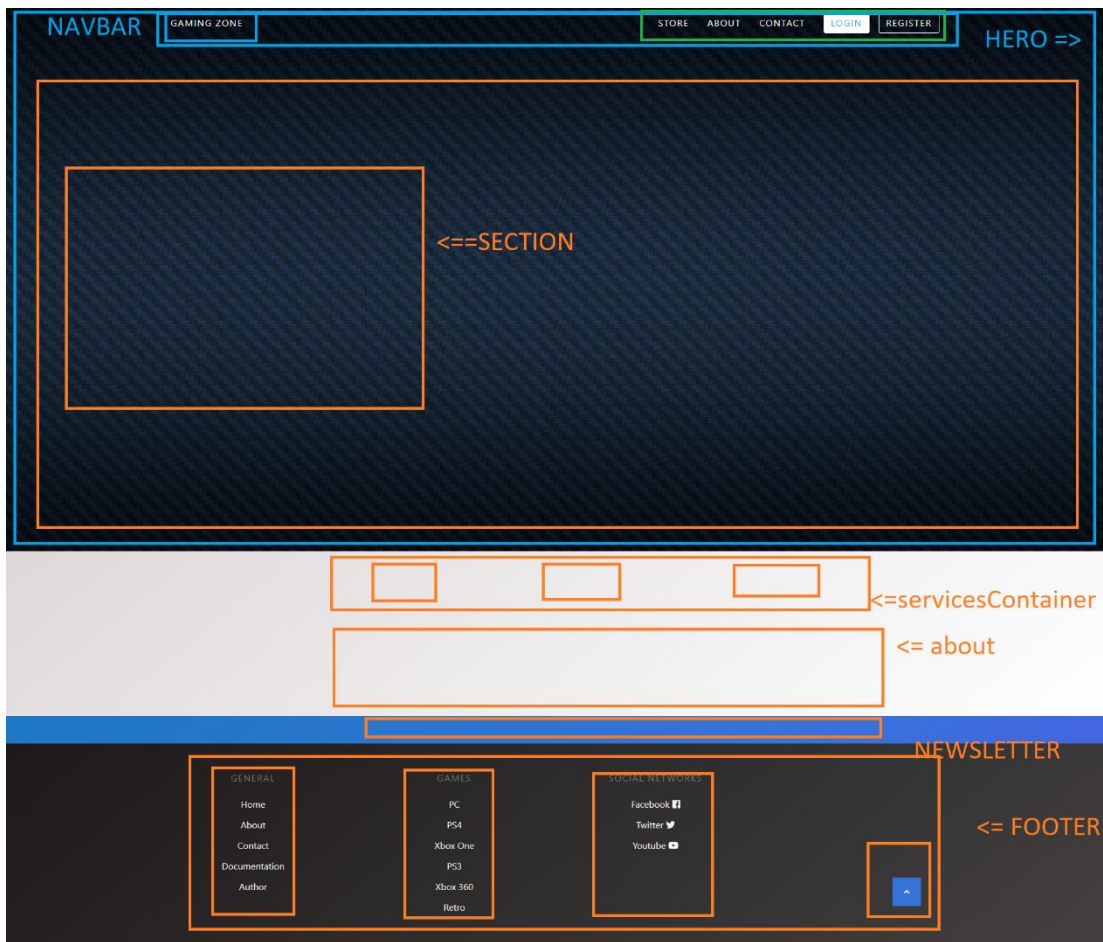
- Sajt je napisan u VS Code-u

1.2 Opis funkcionalnosti

- **INDEX.HTML**
 - Notifikacije za dolazak na sajt
 - Notifikacije za uspesno poslat email ili pogresan mail vidi se u sekciji Newsletter
 - Sajt je responsive
 - Scroll To Top dugme void na pocetak strane
 - Validacija newsletter forme
 - Dinamicko ispisivanje JSON-a u sekciji Services preko AJAX-a

- **REGISTRATION.HTML**
 - Validacija formi za registrovanje korisnika
 - Notifikacije za uspesno registrovanje
 - Notifikacije za greske
- **STORE.HTML**
 - Dinamicko ispisivanje igrica putem JSON-a preko AJAX-a
 - Sortiranje po odredjenim kriterijumima
 - Pretraga JSON-a putem AJAX-a
 - Prikaz modala – Galerijaa
 - Upotreba FancyBox 3 plugin-a
- **LOGIN.HTML**
 - Validacija formi uz redirektovanje ka store.html stranici

1.3 Template



1.3.1 index.html

```
<!DOCTYPE html>
<html>
<head>
  <title>GamingZone</title>
  <!--META TAGS-->
  <meta http-equiv="X-UA-Compatible" content="IE=edge">
  <meta charset="utf-8">
  <meta name="description" content="Welcome to GamingZone the best gaming web shop.">
  <meta name="keywords" content="GamingZone,Games,entertainment,consoles,pc,ps3,about,webshop">
  <meta name="author" content="Stefan Bogdanović">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <meta name="rights" content="Copyright by Stefan Bogdanović@ 2018">
  <link rel="shortcut icon" href="assets/images/favicon.ico" type="image/ico" sizes="16x16">
  <!--CSS-->
  <link rel="stylesheet" href="https://cdnjs.cloudflare.com/ajax/libs/bulma/0.6.2/css/bulma.min.css">
  <link rel="stylesheet" href="//cdn.jsdelivr.net/npm/alertifyjs@1.11.0/build/css/alertify.min.css" />
  <script defer src="https://use.fontawesome.com/releases/v5.0.6/js/all.js"></script>
  <link rel="stylesheet" href="css/main.css">
</head>
<body>
  <!--NAVBAR-->
  <div class="navbar">
    <span>GAMING ZONE</span>
    <span>STORE</span>
    <span>ABOUT</span>
    <span>CONTACT</span>
    <span>LOGIN</span>
    <span>REGISTER</span>
  </div>
  <!--HERO-->
  <div class="hero">
    <div class="section">
      <!--SECTION-->
    </div>
  </div>
  <!--SERVICES-->
  <div class="services">
    <div class="servicesContainer">
      <!--servicesContainer-->
    </div>
    <div class="about">
      <!--about-->
    </div>
  </div>
  <!--NEWSLETTER-->
  <div class="newsletter">
    <!--NEWSLETTER-->
  </div>
  <!--FOOTER-->
  <div class="footer">
    <div class="general">
      <span>Home</span>
      <span>About</span>
      <span>Contact</span>
      <span>Documentation</span>
      <span>Author</span>
    </div>
    <div class="games">
      <span>PC</span>
      <span>PS4</span>
      <span>Xbox One</span>
      <span>PS3</span>
      <span>Xbox 360</span>
      <span>Retro</span>
    </div>
    <div class="social">
      <span>Facebook</span>
      <span>Twitter</span>
      <span>Youtube</span>
    </div>
    <div class="scroll">
      <span>↑</span>
    </div>
  </div>
</body>
</html>
```

```

</head>
<body>
  <!-- HERO -->
  <section class="hero is-bold is-link is-fullheight landing">
    <div class="hero-head">
      <nav class="navbar">
        <div class="container">
          <div class="navbar-brand">
            <a href="index.html" class="navbar-item is-size-6 is-uppercace">
              <h1>Gaming Zone</h1>
            </a>
            <span class="navbar-burger burger" data-target="navbarMenuHeroB">
              <span></span>
              <span></span>
              <span></span>
            </span>
          </div>
          <div id="navbarMenuHeroB" class="navbar-menu">
            <div class="navbar-end">
              <a href="store.html" class="navbar-item is-uppercace">
                Store
              </a>
              <a href="#about" href="#about" class="navbar-item is-uppercace">
                About
              </a>
              <a class="navbar-item is-uppercace">
                Contact
              </a>
              <span class="navbar-item is-uppercace">
                <a href="login.html" class="button is-info is-inverted navbar-button">
                  <span>Login</span>
                </a>
              </span>
              <span class="navbar-item is-uppercace no-padding-left">
                <a href="registration.html" class="button is-info is-inverted is-outlined navbar-button">
                  <span>Register</span>
                </a>
              </span>
            </div>
          </div>
        </div>
      </nav>
    </div>
    <div class="hero-body">
      <div class="container has-text-left">
        <h1 class="cta-heading title is-size-1 is-uppercace has-text-weight-light"> <h1>
        <p class="subtitle has-text-weight-light">
        </p>
      </div>
    </div>
  </section>
  <!-- SIDEBAR -->
  <aside class="section sidebar">
    <div class="container">
      <ul class="has-text-centered">
        <li>
          <a href="index.html" class="is-uppercace is-size-3">
            Home
          </a>
        </li>
      </ul>
    </div>
  </aside>

```

```

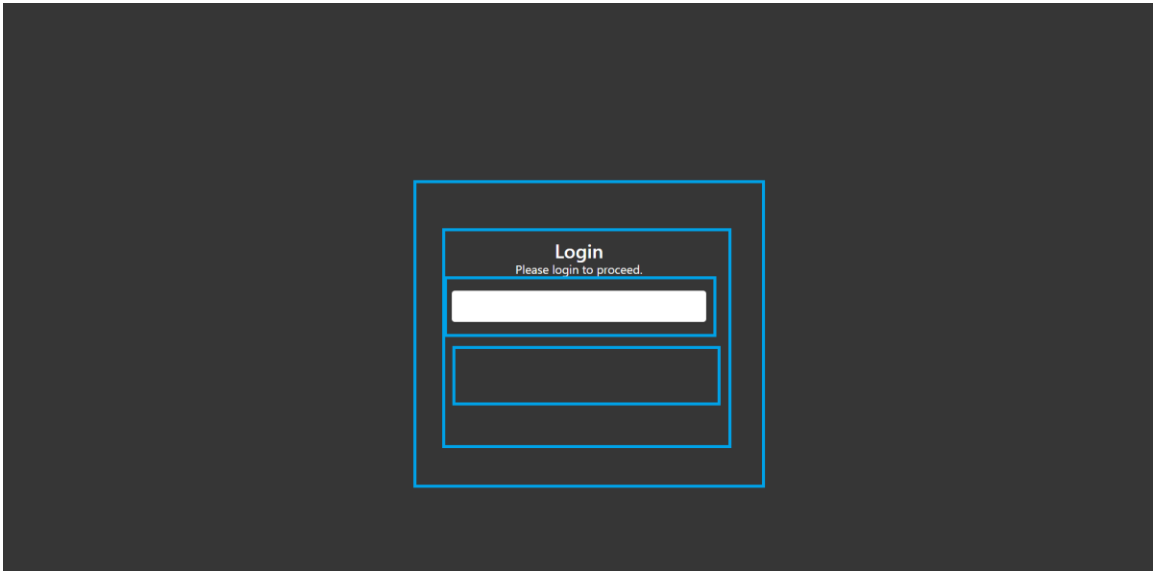
</li>
<li>
  <a href="store.html" class="is-uppercase is-size-3">
    Store
  </a>
</li>
<li>
  <a href="#" class="is-uppercase is-size-3">
    About
  </a>
</li>
<li>
  <a href="#" class="is-uppercase is-size-3">
    Contact
  </a>
</li>
<li>
  <a href="login.html" class="is-uppercase is-size-3">
    Login
  </a>
</li>
<li>
  <a href="registration.html" class="is-uppercase is-size-3">
    Register
  </a>
</li>
</ul>
</div>
</aside>
<!-- SIDEBAR -->
<!-- SERVICES -->
<section class="hero is-white is-bold is-medium">
  <div class="hero-body">
    <div class="container">
      <div class="columns is-variable servicesContainer is-8">
        </div>
      </div>
    </div>
  </div>
</section>
<!-- END OF SERVICES -->
<!-- ABOUT SECTION -->
<section class="hero is-light is-bold is-medium" id="about">
  <div class="hero-body">
    <div class="container">
      <div class="columns">
        <div class="column is-three-quarters has-text-justified">
          <h2 class="title">
          </h2>
          <h3 class="subtitle">
          </h3>
          <div class="content">
            <p>
            </p>
          </div>
        </div>
      </div>
    </div>
  </div>
</div>
</section>

```

```

<!-- END OF ABOUT SECTION -->
<!-- NEWSLETTER -->
<section class="hero is-link is-bold is-small">
  <div class="hero-body">
    <div class="container">
      <div class="columns is-vcentered">
        <div class="column is-two-thirds">
          <p>
            </p>
          </div>
          <div class="column has-text-right">
            <h3 class="title has-text-weight-light">
              </h3>
            <h4 class="subtitle has-text-weight-light">
              </h4>
            </div>
          </span>
          </button>
        </div>
      </div>
    </div>
  </div>
</section>
<!-- END OF NEWSLETTER -->
<!-- FOOTER -->
<footer class="hero is-dark is-bold">
  <div class="hero-body">
    <div class="container">
      <div class="columns has-text-centered is-variable is-8">
        <div class="column">
          <p class="menu-label">
            General
          </p>
          <ul class="menu-list">
            <li>
              <a class="footer-link" href="index.html">Home</a>
            </li>
            <li>
              <a class="footer-link" href="#">About</a>
            </li>
            <li>
              <a class="footer-link" href="#">Contact</a>
            </li>
            <li>
              <a class="footer-link" href="documentation.pdf">Documentation</a>
            </li>
            <li>
              <a class="footer-link" href="https://cerealkiller97.github.io/portfolio/">Author</a>
            </li>
          </ul>
        </div>
        <div class="column">
          <p class="menu-label">
            <!-- Administration -->Games
          </p>
          <ul class="menu-list">
            <li>
              <a class="footer-link" href="store.html">PC</a>
            </li>

```

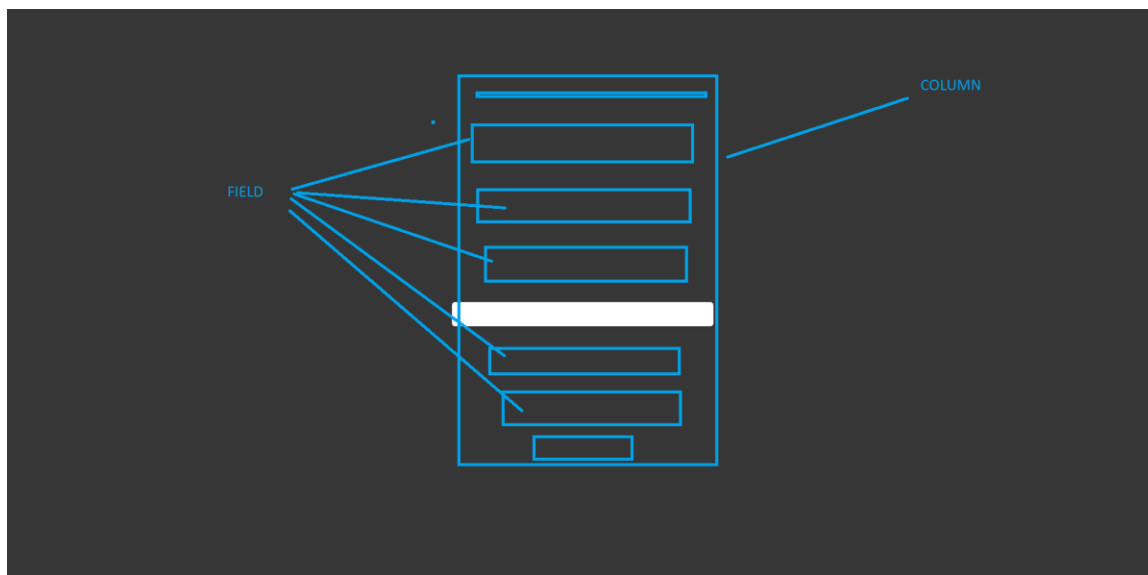
1.3.2 login.html

```
<!DOCTYPE html>
<html>
<head>
  <title>Login</title>
  <!--META TAGS-->
  <meta charset="utf-8">
  <meta http-equiv="X-UA-Compatible" content="IE=edge">
  <meta name="description" content="Login page for Gaming Zone website">
  <meta name="keywords" content="login,users,GamingZone,website">
  <meta name="author" content="Stefan Bogdanović">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <meta name="rights" content="Copyright by Stefan Bogdanović@ 2018">
  <link rel="shortcut icon" href="assets/images/favicon.ico" type="image/ico" sizes="16x16">
  <link href="https://use.fontawesome.com/releases/v5.0.6/css/all.css" rel="stylesheet">
  <link rel="stylesheet" href="//cdn.jsdelivr.net/npm/alertifyjs@1.11.0/build/css/alertify.min.css"/>
  <!--CSS-->
  <link rel="stylesheet" href="https://cdnjs.cloudflare.com/ajax/libs/bulma/0.6.2/css/bulma.min.css">
  <link rel="stylesheet" href="css/main.css">
</head>
<body>
  <section class="hero is-dark is-fullheight">
    <div class="hero-body pb">
      <div class="container has-text-centered">
        <div class="column is-4 is-offset-4">
          <h3 class="title has-text-white">Login</h3>
          <p class="subtitle has-text-white">Please login to proceed.</p>
          <div class="box">
            <div class="field">

              </div>
            <div class="field">
              </div>
            <div class="field">
              </div>
          </div>
        </div>
      </div>
    </div>
  </section>
</body>
</html>
```

```
-->
    </div>
  </p>
</div>
</div>
</div>
</section>
<div id="loginModal" class="modal">
  <div class="modal-background is-link"></div>
  <div class="modal-card">
    <header class="modal-card-head is-link">
      <p class="modal-card-title has-text-centered is-link">Notification </p>
      <button id="modalHide" class="delete" aria-label="close"></button>
    </header>
    <section class="modal-card-body has-text-centered">
      <ul>
        <li>You have been successfully logged in.</li>
        <li>Currently server is down.</li>
      </ul>
    </section>
  </div>
</div>
<!-- JS -->
<script src="//cdn.jsdelivr.net/npm/alertifyjs@1.11.0/build/alertify.min.js"></script>
<script src="js/login.js" type="text/javascript"></script>
</body>
</html>
```

1.3.3 Registration.html



```
<!DOCTYPE html>
<html>
<head>
```

```

<title>Register</title>
<!--META TAGS-->
<meta charset="utf-8">
<meta http-equiv="X-UA-Compatible" content="IE=edge">
<meta name="description" content="Registration page for GamingZone website">
<meta name="keywords" content="Register,registration,GamingZone,games,pc,ps4,consoles">
<meta name="author" content="Stefan Bogdanović">
<meta name="viewport" content="width=device-width, initial-scale=1.0">
<meta name="rights" content="Copyright by Stefan Bogdanović@ 2018">
<link rel="shortcut icon" href="assets/images/favicon.ico" type="image/ico" sizes="16x16">
<!--CSS-->
<link href="https://use.fontawesome.com/releases/v5.0.6/css/all.css" rel="stylesheet">
<link rel="stylesheet" href="https://cdnjs.cloudflare.com/ajax/libs/bulma/0.6.2/css/bulma.min.css">
<link rel="stylesheet" href="css/main.css">
</head>
<body>
<section class="hero is-fullheight is-dark">
  <div class="container">
    <div class="columns">
      <div class="column is-4 is-offset-4 has-text-centered">
        <div id="notify" class="notification opacity">
          <button id="deleteBtn" class="delete"></button>
        </div>
      </div>
    </div>
  </div>
  <div class="hero-body">
    <div class="container">
      <div class="columns is-vcentered">
        <div class="column is-4 is-offset-4 has-text-centered">
          <h1 class="title">
            </h1>
          <div class="box">
            </div>
          </div>
        </div>
      </div>
    </div>
  </div>
</section>
<!-- JS -->
<script src="https://ajax.googleapis.com/ajax/libs/jquery/3.3.1/jquery.min.js"></script>
<script src="js/register.js"></script>
</body>
</html>

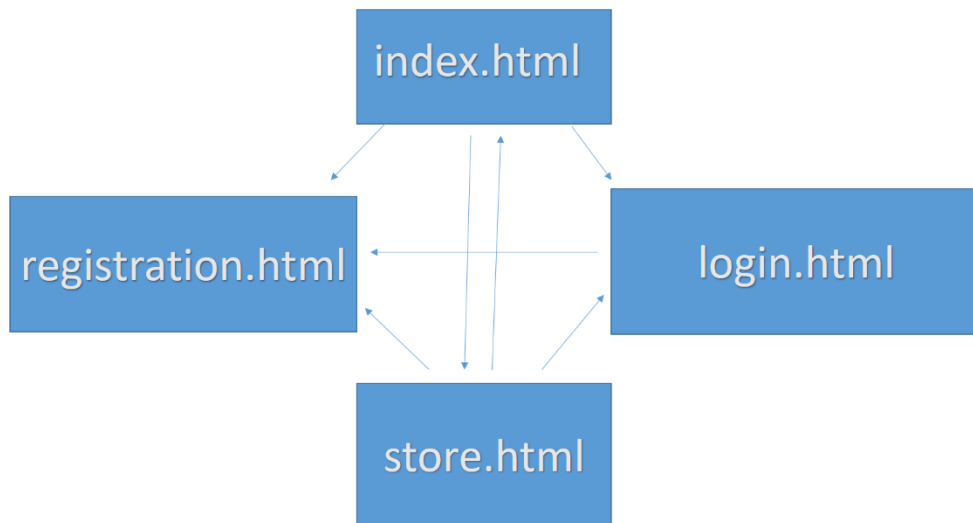
```

1.4 Korišćeni CSS

Nema tudjeg CSS-a.

2. ORGANIZACIJA

2.1 Organizacija sajta



2.2 Sitemap.xml

```
<?xml version="1.0" encoding="UTF-8"?>
<urlset xmlns="http://www.sitemaps.org/schemas/sitemap/0.9">
  <url>
    <loc>https://cerealkiller97.github.io/GamingZone/index.html</loc>
    <lastmod>2018-12-03</lastmod>
    <changefreq>weekly</changefreq>
    <priority>1</priority>
  </url>

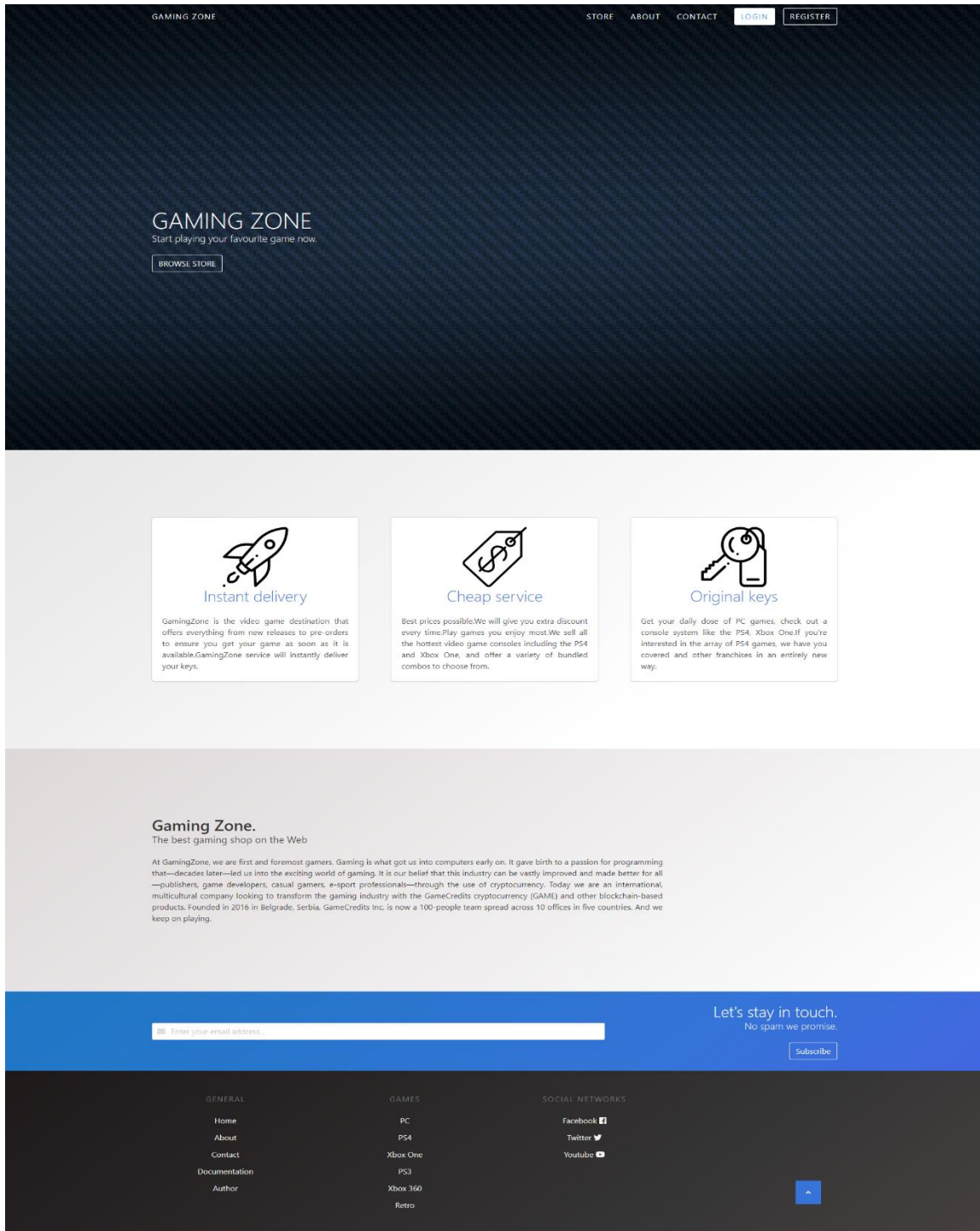
  <url>
    <loc>https://cerealkiller97.github.io/GamingZone/store.html</loc>
    <lastmod>2018-12-03</lastmod>
```

```
<changefreq>monthly</changefreq>
<priority>0.8</priority>
</url>

<url>
<loc>https://cerealkiller97.github.io/GamingZone/registraton.html</loc>
<lastmod>2018-12-03</lastmod>
<changefreq>monthly </changefreq>
<priority>0.6</priority>
</url>

<url>
<loc>https://cerealkiller97.github.io/GamingZone/login.html</loc>
<lastmod>2018-12-03</lastmod>
<changefreq>monthly</changefreq>
<priority>0.6</priority>
</url>
</urlset>
```

2.3 Slike stranica sa funkcionalnostima



- 2.3.1 Index.html
- Na pocetnoj stranici se vidi dobrodoslica na sajt u vidu notifier- a.Omogučen je skrol do vrha. I validacija






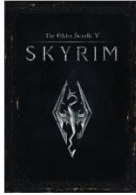







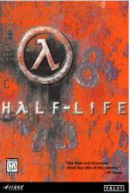







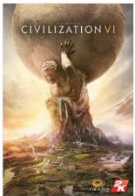



kontakt forme u vidu notifier –a. Sekcija service se ispisuje dinamički putem AJAX –a.

GAMING ZONE LOGIN REGISTER

SEARCH

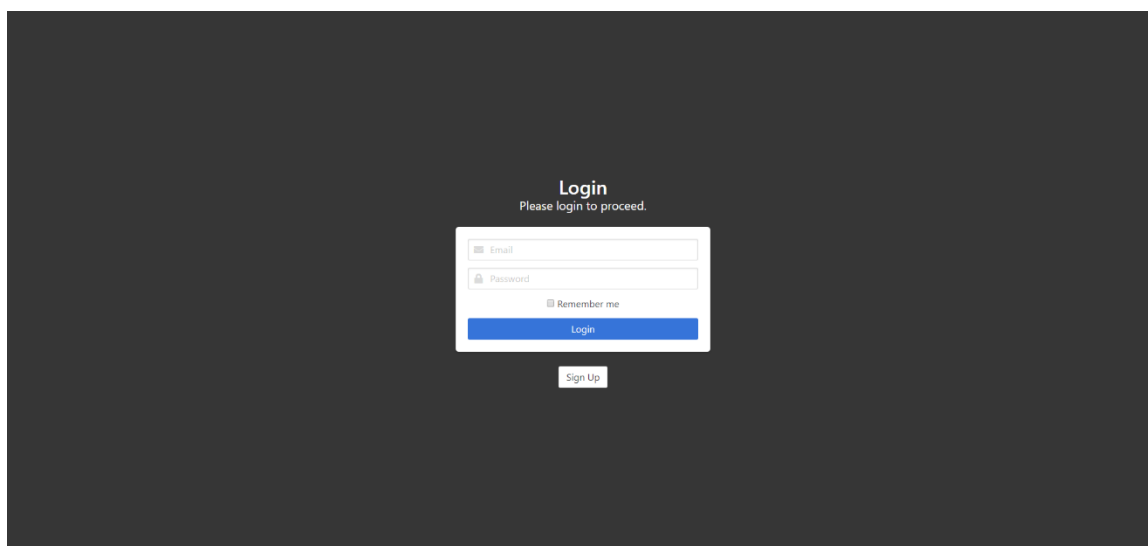
FILTER BY PLATFORM

- PC
- PS4
- PS3
- Xbox One
- Xbox 360

 <p>Crisis 2 Crytek</p> <p>2013 FPS \$4.57</p> <p>READ MORE ADD TO CART</p>	 <p>Tomb Raider Crystal Dynamics</p> <p>2013 TPS \$31.79</p> <p>READ MORE ADD TO CART</p>	 <p>MOH Warfighter Danger Close Games</p> <p>2012 FPS \$19.50</p> <p>READ MORE ADD TO CART</p>	 <p>HITMAN IO Interactive</p> <p>2012 Steam \$12.66</p> <p>READ MORE ADD TO CART</p>	 <p>The Last Of Us Naughty Dog</p> <p>2013 Survival \$5.50</p> <p>READ MORE ADD TO CART</p>
 <p>The Elder Scrolls V: Skyrim Bethesda</p> <p>2011 RPS \$43.00</p> <p>READ MORE ADD TO CART</p>	 <p>Call of Duty Infinite Warfare Infinity Ward</p> <p>2016 FPS \$35.60</p> <p>READ MORE ADD TO CART</p>	 <p>Battlefield 1 EA DICE</p> <p>2016 FPS \$24.94</p> <p>READ MORE ADD TO CART</p>	 <p>HITMAN IO Interactive</p> <p>2016 Steam \$23.66</p> <p>READ MORE ADD TO CART</p>	 <p>NBA 2K18 Visual Concepts</p> <p>2017 Sports \$5.17</p> <p>READ MORE ADD TO CART</p>
 <p>Grim Fandango LucasArts</p> <p>2015 PAC \$17.25</p> <p>READ MORE ADD TO CART</p>	 <p>Splinter Cell Blacklist Ubisoft</p> <p>2013 Stealth \$35.94</p> <p>READ MORE ADD TO CART</p>	 <p>Darksiders II EloWare</p> <p>2012 TPS \$15.90</p> <p>READ MORE ADD TO CART</p>	 <p>HALF-LIFE Valve</p> <p>1998 FPS \$27.08</p> <p>READ MORE ADD TO CART</p>	 <p>FAR CRY 5 Ubisoft Montreal</p> <p>2018 FPS \$39.21</p> <p>READ MORE ADD TO CART</p>
 <p>Ghost Recon Wildlands Ubisoft Paris</p> <p>2017 TPS \$40.26</p> <p>READ MORE ADD TO CART</p>	 <p>FIFA 18 EA Vancouver</p> <p>2017 Sports \$19.81</p> <p>READ MORE ADD TO CART</p>	 <p>Wolfenstein II MachineGames</p> <p>2017 FPS \$22.90</p> <p>READ MORE ADD TO CART</p>	 <p>DOOM id Software</p> <p>2016 FPS \$30.85</p> <p>READ MORE ADD TO CART</p>	 <p>S.T.A.L.K.E.R. Call Of Pripyat GSC Game World</p> <p>2010 FPS \$18.83</p> <p>READ MORE ADD TO CART</p>
 <p>METRO Exodus 4A Games</p> <p>2019 FPS \$16.99</p> <p>READ MORE ADD TO CART</p>	 <p>CIVILIZATION VI Firaxis Games</p> <p>2017 RTS \$32.99</p> <p>READ MORE ADD TO CART</p>	 <p>RAINBOW SIX Siege Ubisoft Montreal</p> <p>2015 FPS \$38.31</p> <p>READ MORE ADD TO CART</p>	 <p>MORTAL KOMBAT X Netherrealm Studios</p> <p>2015 FG \$25.55</p> <p>READ MORE ADD TO CART</p>	 <p>THE CHRONICLES OF RIDDICK Starbreeze Studios</p> <p>2004 Stealth \$28.94</p> <p>READ MORE ADD TO CART</p>

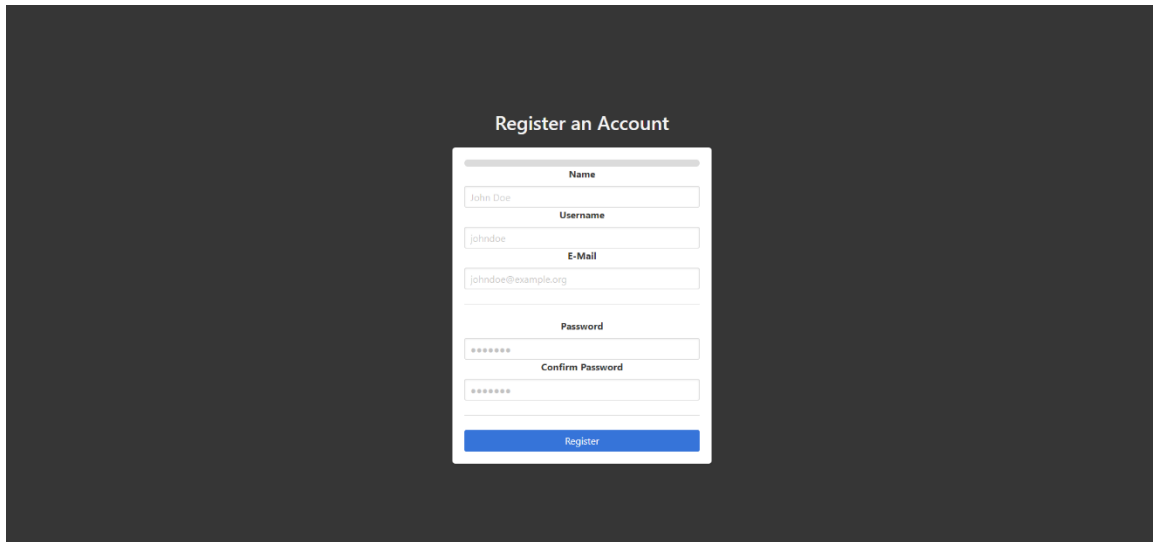
• 2.3.2 store.html

- Na ovoj stranici ceo sadrzaj se ispisuje dinamicki kroz AJAX. Klikom na Read More dugme otvara se modal u kome se nalaze detaljno sve informacije za konkretnu igricu. Odradjen je I search I filter. Anketa se pojavljuje u vidu prompt-a 10s nakon ucitavanja sajta.



2.3.3 login.html

- Na ovoj stranici odradjena je validacija formi I ukoliko je sve uredi korisnik se preusmerava na store.html stranicu.



2.3.4 registration.html

- Na ovoj stranici odradjena je validacija formi uz vizuelne detalje u vidi notification box-a.

3. KODOVI

❖ 3.1 index.html

```
❖ <!DOCTYPE html>
❖ <html>
❖
❖ <head>
❖   <title>GamingZone</title>
❖   <!--META TAGS-->
❖   <meta http-equiv="X-UA-Compatible" content="IE=edge">
❖   <meta charset="utf-8">
❖   <meta name="description" content="Welcome to GamingZone the best gaming web shop.">
❖   <meta name="keywords" content="GamingZone,Games,entertainment,consoles,pc,ps3,about,webshop">
❖   <meta name="author" content="Stefan Bogdanović">
❖   <meta name="viewport" content="width=device-width, initial-scale=1.0">
❖   <meta name="rights" content="Copyright by Stefan Bogdanović@ 2018">
❖   <link rel="shortcut icon" href="assets/images/favicon.ico" type="image/ico" sizes="16x16">
❖   <!--CSS-->
❖   <link rel="stylesheet"
❖     href="https://cdnjs.cloudflare.com/ajax/libs/bulma/0.6.2/css/bulma.min.css">
```

```

❖ <link rel="stylesheet"
href="//cdn.jsdelivr.net/npm/alertifyjs@1.11.0/build/css/alertify.min.css" />
❖ <script defer src="https://use.fontawesome.com/releases/v5.0.6/js/all.js"></script>
❖ <link rel="stylesheet" href="css/main.css">
❖ </head>
❖
❖ <body>
❖ <!-- HERO -->
❖ <section class="hero is-bold is-link is-fullheight landing">
❖   <div class="hero-head">
❖     <nav class="navbar">
❖       <div class="container">
❖         <div class="navbar-brand">
❖           <a href="index.html" class="navbar-item is-size-6 is-uppercase">
❖             <h1>Gaming Zone</h1>
❖           </a>
❖           <span class="navbar-burger burger" data-target="navbarMenuHeroB">
❖             <span></span>
❖             <span></span>
❖             <span></span>
❖           </span>
❖         </div>
❖         <div id="navbarMenuHeroB" class="navbar-menu">
❖           <div class="navbar-end">
❖             <a href="store.html" class="navbar-item is-uppercase">
❖               Store
❖             </a>
❖             <a id="about" href="#about" class="navbar-item is-uppercase">
❖               About
❖             </a>
❖             <a id="contactLink" href="#contact" class="navbar-item is-uppercase">
❖               Contact
❖             </a>
❖             <span class="navbar-item is-uppercase">
❖               <a href="login.html" class="button is-info is-inverted navbar-button">
❖                 <span>Login</span>
❖               </a>
❖             </span>
❖             <span class="navbar-item is-uppercase no-padding-left">
❖               <a href="registration.html" class="button is-info is-inverted is-outlined
❖ navbar-button">
❖                 <span>Register</span>
❖               </a>
❖             </span>
❖           </div>
❖         </div>
❖       </div>
❖     </nav>
❖   </div>
❖   <div class="hero-body">
❖     <div class="container has-text-left">
❖       <h1 class="cta-heading title is-size-1 is-uppercase has-text-weight-light">Gaming
❖ Zone</h1>
❖       <p class="subtitle has-text-weight-light">
❖         <!-- Check out our hot deals and promotions, and start playing your favourite game
❖ now. -->
❖         Start playing your favourite game now.
❖       </p>

```

```

❖     <a href="store.html" class="button is-link is-inverted is-outlined is-uppercse">Browse
Store</a>
❖   </div>
❖ </div>
❖ </section>
❖ <!-- SIDEBAR -->
❖ <aside class="section sidebar">
❖   <div class="container">
❖     <ul class="has-text-centered">
❖       <li>
❖         <a href="index.html" class="is-uppercse is-size-3">
❖           Home
❖         </a>
❖       </li>
❖       <li>
❖         <a href="store.html" class="is-uppercse is-size-3">
❖           Store
❖         </a>
❖       </li>
❖       <li>
❖         <a href="#about" class="is-uppercse is-size-3">
❖           About
❖         </a>
❖       </li>
❖       <li>
❖         <a id="#contact" href="#" class="is-uppercse is-size-3">
❖           Contact
❖         </a>
❖       </li>
❖       <li>
❖         <a href="login.html" class="is-uppercse is-size-3">
❖           Login
❖         </a>
❖       </li>
❖       <li>
❖         <a href="registration.html" class="is-uppercse is-size-3">
❖           Register
❖         </a>
❖       </li>
�     </ul>
❖   </div>
❖ </aside>
❖ <!-- SIDEBAR -->
❖ <!-- SERVICES -->
❖ <section class="hero is-white is-bold is-medium">
❖   <div class="hero-body">
❖     <div class="container">
❖       <div class="columns is-variable servicesContainer is-8">
❖
❖       </div>
❖     </div>
❖   </div>
❖ </section>
❖ <!-- END OF SERVICES -->
❖ <!-- ABOUT SECTION -->
❖ <section class="hero is-light is-bold is-medium" id="aboutSection">
❖   <div class="hero-body">
❖     <div class="container">
❖       <div class="columns">

```

```

❖     <div class="column is-three-quarters has-text-justified">
❖         <h2 class="title">
❖             Gaming Zone.
❖         </h2>
❖         <h3 class="subtitle">
❖             The best gaming shop on the Web
❖         </h3>
❖         <div class="content">
❖             <p>
❖                 At GamingZone, we are first and foremost gamers. Gaming is what got us into
❖                 computers early on. It gave birth to a passion
❖                 for programming that—decades later—led us into the exciting world of gaming. It
❖                 is our belief that this industry
❖                 can be vastly improved and made better for all—publishers, game developers,
❖                 casual gamers, e-sport professionals—through
❖                 the use of cryptocurrency. Today we are an international, multicultural company
❖                 looking to transform the
❖                 gaming industry with the GameCredits cryptocurrency (GAME) and other blockchain-
❖                 based products. Founded in
❖                 2016 in Belgrade, Serbia, GameCredits Inc. is now a 100+people team spread
❖                 across 10 offices in five countries.
❖                 And we keep on playing.
❖             </p>
❖         </div>
❖     </div>
❖ </div>
❖ </div>
❖ </div>
❖ </div>
❖ </section>
❖ <!-- END OF ABOUT SECTION -->
❖ <!-- NEWSLETTER/CONTACT -->
❖ <section id="contactSection" class="hero is-link is-bold is-small ">
❖     <div class="hero-body">
❖         <div class="container">
❖             <div class="columns is-vcentered">
❖                 <div class="column is-two-thirds">
❖                     <p class="control has-icons-left has-icons-right">
❖                         <input id="newsletter" class="input" type="email" placeholder="Enter your email
❖                         address..." />
❖                         <span class="icon is-small is-left">
❖                             <i id="envelope" class="fas fa-envelope"></i>
❖                         </span>
❖                     </p>
❖                 </div>
❖                 <div class="column has-text-right">
❖                     <h3 class="title has-text-weight-light">
❖                         Let's stay in touch.
❖                     </h3>
❖                     <h4 class="subtitle has-text-weight-light">
❖                         No spam we promise.
❖                     </h4>
❖                     <button id="subscribeBtn" class="button is-info is-inverted is-outlined navbar-
❖                     button">
❖                         <span> Subscribe
❖                     </span>
❖                     </button>
❖                 </div>
❖             </div>
❖         </div>
❖     </div>
❖ </div>

```

```

❖     </div>
❖ </section>
❖ <!-- END OF NEWSLETTER -->
❖ <!-- FOOTER -->
❖ <footer class="hero is-dark is-bold">
❖     <div class="hero-body">
❖         <div class="container">
❖             <div class="columns has-text-centered is-variable is-8">
❖                 <div class="column">
❖                     <p class="menu-label">
❖                         General
❖                     </p>
❖                     <ul class="menu-list">
❖                         <li>
❖                             <a class="footer-link" href="index.html">Home</a>
❖                         </li>
❖                         <li>
❖                             <a class="footer-link" href="#about">About</a>
❖                         </li>
❖                         <li>
❖                             <a class="footer-link" href="index.html">Contact</a>
❖                         </li>
❖                         <li>
❖                             <a class="footer-link" href="documentation.pdf">Documentation</a>
❖                         </li>
❖                         <li>
❖                             <a class="footer-link"
❖ href="https://cerealkiller97.github.io/portfolio/">Author</a>
❖                         </li>
❖                     </ul>
❖                 </div>
❖                 <div class="column">
❖                     <p class="menu-label">Games
❖                     </p>
❖                     <ul class="menu-list">
❖                         <li>
❖                             <a class="footer-link" href="store.html">PC</a>
❖                         </li>
❖                         <li>
❖                             <a class="footer-link" href="store.html">PS4</a>
❖                         </li>
❖                         <li>
❖                             <a class="footer-link" href="store.html">Xbox One</a>
❖                         </li>
❖                         <li>
❖                             <a class="footer-link" href="store.html">PS3</a>
❖                         </li>
❖                         <li>
❖                             <a class="footer-link" href="store.html">Xbox 360</a>
❖                         </li>
❖                         <li>
❖                             <a class="footer-link" href="store.html">Retro</a>
❖                         </li>
❖                     </ul>
❖                 </div>
❖                 <div class="column">
❖                     <p class="menu-label">
❖                         Social Networks
❖                     </p>

```



```
font-size: 90%;
letter-spacing: .1rem;
transition: .2s linear;
}

.navbar-button {
  font-size: .9rem;
}

.no-padding-left {
  padding-left: 0;
}

.no-padding-bottom {
  padding-bottom: 0;
}

.button {
  transition: background-color .3s ease;
}

.sidebar {
  position: fixed;
  right: -100%;
  top: 0;
  z-index: 100 !important;
  width: 100%;
  height: 100vh;
  background-color: whitesmoke;
  display: flex;
  align-items: center;
  transition: right .3s ease;
}

.sidebar-active {
  right: 0;
}

.navbar-burger {
  z-index: 101;
}

.is-active span {
  background-color: #3273dc;
}

::-webkit-scrollbar {
  width: .3em;
}

::-webkit-scrollbar-thumb {
  background-color: orange;
  outline: 1px solid slategrey;
}

::-webkit-scrollbar-track {
  background-color: whitesmoke;
}
```

```
.featured-game {
  border-radius: 5px;
}

.service-img {
  margin: 0 auto;
}

.opacity {
  opacity: 0;
  transition: opacity .2s ease-in;
}

.opacityActive {
  opacity: 1;
}

.icon-danger {
  color: #ff3860;
}

.icon-success {
  color: #23d160;
}

.footer-link,
#fbHover: hover,
#twitterHover: hover,
#YTHover: hover {
  transition: background-color .2s linear;
}

footer .footer-link: hover {
  background-color: #3273dc;
}

#fbHover: hover {
  background-color: #3b5998;
}

#twitterHover: hover {
  background-color: #1dcaff;
}

#YTHover: hover {
  background-color: #ff0000;
}

.arrowToTop {
  width: 50px;
  height: 50px;
  display: flex;
  justify-content: center;
  align-items: center;
  position: fixed;
  bottom: 2em;
  right: 2em;
  cursor: pointer;
  background-color: #3273dc;
}
```

```

visibility: hidden;
}

.visible {
  visibility: visible;
}

/* animation for scrollTop */

.auto-full-height {
  height: calc(100vh - 3.25rem) !important;
}

.padding-inset {
  box-sizing: border-box;
  padding: 2rem;
}

.scroll-y {
  overflow-y: scroll;
  margin-top: 1rem;
}

.menu .menu-list a {
  background-color: transparent;
  transition: color .2s linear;
}

.menu .menu-list a:hover {
  color: #3273dc !important;
}

#priceHigh {
  text-decoration: none;
}

/* LOGIN */

.opacityShow {
  -webkit-animation: opacity0to1 2s;
  -moz-animation: opacity0to1 2s;
  -o-animation: opacity0to1 2s;
  animation: opacity0to1 2s;
  transition: opacity .2 ease-in;
}

@-webkit-keyframes opacity0to1 {
  0% {
    opacity: 1;
  }
  100% {
    opacity: 0;
  }
}

@-moz-keyframes opacity0to1 {
  0% {
    opacity: 1;
  }
}

```

```

100% {
  opacity: 0;
}
}

@-o-keyframes opacity0to1 {
  0% {
    opacity: 1;
  }
  100% {
    opacity: 0;
  }
}

@keyframes opacity0to1 {
  0% {
    opacity: 1;
  }
  100% {
    opacity: 0;
  }
}

.opacityHide {
  -webkit-animation: opacity1to0 2s;
  -moz-animation: opacity1to0 2s;
  -o-animation: opacity1to0 2s;
  animation: opacity1to0 2s;
}

@-webkit-keyframes opacity1to0 {
  0% {
    opacity: 1;
  }
  100% {
    opacity: 0;
  }
}

@-moz-keyframes opacity1to0 {
  0% {
    opacity: 1;
  }
  100% {
    opacity: 0;
  }
}

@-o-keyframes opacity1to0 {
  0% {
    opacity: 1;
  }
  100% {
    opacity: 0;
  }
}

@keyframes opacity1to0 {
  0% {

```

```
    opacity: 1;
  }
  100% {
    opacity: 0;
  }
}

.dark {
  color: white !important;
}

.equal {
  height: 355px;
}

.ajs-message.ajs-custom {
  color: white;
  background-color: #3273dc;
}

.ajs-message.ajs-customSuccess {
  color: white;
  background-color: #23D160;
}

.ajs-message.ajs-customDanger {
  color: white;
  background-color: #FF3860;
}

/* CUSTOM ALERTIFY */

.icon-blue {
  color: #0088cc
}

.icon-grey {
  color: grey
}

i {
  width: 100px;
  text-align: center;
  vertical-align: middle;
  position: relative;
}

.badge:after {
  letter-spacing: -1px;
  content: attr(data-value);
  position: absolute;
  background: orange;
  height: 1rem;
  top: .5rem;
  right: .5rem;
  width: 1rem;
  text-align: center;
  line-height: 1rem;
  font-size: .5rem;
}
```

```

border-radius: 50%;
color: white;
}

.dialog {
position: relative;
margin: 5% auto;
min-height: 110px;
max-width: 500px;
padding: 24px 24px 0 24px;
outline: 0;
}

.alertify.defaults.glossary.ok {
background-color: #3273dc;
}

.alertify .ajs-header {
background-color: #3273dc;
text-align: center;
color: white;
}

.alertify .ajs-commands button {
background-color: white;
border-radius: 50%;
}

.alertify .ajs-footer .ajs-buttons.ajs-primary .ajs-button:nth-child(1) {
background-color: #363636;
color: white;
}

.alertify .ajs-footer .ajs-buttons.ajs-primary .ajs-button:nth-child(2) {
background-color: whitesmoke;
color: black;
}

.ajs-button {
-moz-appearance: none;
-webkit-appearance: none;
-webkit-box-align: center;
-ms-flex-align: center;
align-items: center;
border: 1px solid transparent;
border-radius: 3px;
-webkit-box-shadow: none;
box-shadow: none;
display: -webkit-inline-box;
display: -ms-inline-flexbox;
display: inline-flex;
font-size: 1rem;
height: 2.25em;
-webkit-box-pack: start;
-ms-flex-pack: start;
justify-content: flex-start;
line-height: 1.5;
padding-bottom: calc(0.375em - 1px);
padding-left: calc(0.625em - 1px);
}

```

```

padding-right: calc(0.625em - 1px);
padding-top: calc(0.375em - 1px);
position: relative;
vertical-align: top;
-webkit-touch-callout: none;
-webkit-user-select: none;
-moz-user-select: none;
-ms-user-select: none;
user-select: none;
background-color: white;
border-color: #dbdbdb;
color: #363636;
cursor: pointer;
-webkit-box-pack: center;
-ms-flex-pack: center;
justify-content: center;
padding-left: 0.75em;
padding-right: 0.75em;
text-align: center;
white-space: nowrap;
background-color: whitesmoke;
border-color: transparent;
color: #363636;
}

.mt {
margin-top: 2em;
}

.modal-delete {
position: absolute;
top: 1rem;
right: 1rem;
}

.top {
display: flex;
justify-content: space-between;
margin-bottom: 3rem;
}

.modal-card {
width: 900px !important;
}

.modal-card-body {
padding: 3rem;
}

.game-gallery {
display: flex;
}

.game-gallery a {
margin: .2em;
}

```

Main.js

```

/**
 * SIDEBAR
 */

const toggle = document.querySelector('.navbar-burger')
const sidebar = document.querySelector('.sidebar')
const arrowToTop = document.querySelector('.arrowToTop')
const newsletter = document.querySelector('#newsletter')
const subscribeBtn = document.querySelector('#subscribeBtn')

window.onload = () => {
  toggle.addEventListener('click', showSideBar )
  newsletter.addEventListener('blur', newsletterValidation)
  subscribeBtn.addEventListener('click', newsletterNotification )
}

let showSideBar = () => {
  sidebar.classList.toggle('sidebar-active')
  toggle.classList.toggle('is-active')
}

let newsletterValidation = () => {
  let inputVal = newsletter.value
  let reEmail = /^[a-zšđžć]{4,}(\.)?[a-zšđžć]{4,}([0-9]{0,5})?\@((gmail)|(outlook)|(msn)|(live)|(hotmail)|(yahoo)|\w)\.com$/
  let envelope = document.querySelector('#envelope')
  if (!reEmail.test(inputVal)) {
    envelope.classList.add('icon-danger')
  } else {
    envelope.classList.add('icon-success')
  }
}

```

Jquery.js

```

$(document).ready(() => {
  /* AJAX */
  alertify.notify('Welcome to Gaming Zone.', 'custom', 2)
  let servicesContainer = document.querySelector('.servicesContainer')
  let output = ``
  let BASE = 'https://cerealkiller97.github.io/GamingZone'
  $.ajax({
    type: 'GET',
    url: `${BASE}/assets/json/services.json`,
    dataType: 'json',
    success: (data) => {
      data.forEach(element => {
        output += `<div class="column">
          <div class="box">
            <figure class="image service-img is-128x128">
              
            </figure>
            <h3 class="title has-text-weight-light has-text-justified has-text-link">${element.heading}</h3>
            <p class="has-text-centered">${element.desc}</p>
          </div>
        </div>`
      })
    }
  })
}

```



```

        servicesContainer.innerHTML = output
    })
    },
    error: (xhr, status, err) => console.log(err)
})
/* SCROLL TO TOP */
$('.arrowToTop').click(() => {
    $('html,body').animate({
        scrollTop: 0
    }, 1000)
})
/* SHOW/HIDE SCROLL TO TOP */
$(window).scroll(() => {
    if ($(this).scrollTop() > 400) {
        setTimeout(() => {
            $('.arrowToTop').addClass('opacityActive')
        }, 100)
        $('.arrowToTop').addClass('visible')
    } else {
        $('.arrowToTop').removeClass('visible')
    }
})

$('#about').click((e) => {
    e.preventDefault()
    $('html').animate({
        scrollTop: $('#aboutSection').offset().top}, 1000)
})

$('#contactLink').click((e) => {
    e.preventDefault()

    $('html').animate({
        scrollTop: $('#contactSection').offset().top}, 1000)
})

$('#aboutLink').click(function(e){
    e.preventDefault();

    $('html').animate({
        scrollTop: $('#about').offset().top}, 2500);
})

$('#subscribeBtn').click(()=> {
    if ($('#envelope').hasClass('icon-success')) {
        $('#newsletter').val('')
        $('#envelope').removeClass('icon-success')
        alertify.notify('Thank you for contacting us.', 'customSuccess', 2)
    } else if ($('#envelope').hasClass('icon-danger')) {
        $('#envelope').removeClass('icon-danger')
        alertify.notify('Invalid e-mail.', 'customDanger', 2)
    }
})
})
})

```

❖ 3.2 store.html

```
❖ <!DOCTYPE html>
❖ <html>
❖ <head>
❖ <title>GamingZone</title>
❖ <!--META TAGS-->
❖ <meta http-equiv="X-UA-Compatible" content="IE=edge">
❖ <meta charset="utf-8">
❖ <meta name="description" content="Welcome to GamingZone store page here you can find most
popular games of all time.">
❖ <meta name="keywords" content="store,pc,ps4,ps3,cart">
❖ <meta name="author" content="Stefan Bogdanović">
❖ <meta name="viewport" content="width=device-width, initial-scale=1.0">
❖ <meta name="rights" content="Copyright by Stefan Bogdanović@ 2018">
❖ <link rel="shortcut icon" href="assets/images/favicon.ico" type="image/ico" sizes="16x16">
❖ <!--CSS-->
❖ <link rel="stylesheet"
href="https://cdnjs.cloudflare.com/ajax/libs/bulma/0.6.2/css/bulma.min.css">
❖ <link rel="stylesheet"
href="//cdn.jsdelivr.net/npm/alertifyjs@1.11.0/build/css/alertify.min.css" />
❖ <link rel="stylesheet"
href="//cdn.jsdelivr.net/npm/alertifyjs@1.11.0/build/css/themes/semantic.min.css" />
❖ <script defer src="https://use.fontawesome.com/releases/v5.0.6/js/all.js"></script>
❖ <script src="https://code.jquery.com/jquery-3.3.1.min.js" integrity="sha256-
FgpCb/KJQlLNfOu91ta32o/NMZxltwRo8QtmkMRdAu8="
crossorigin="anonymous"></script>
❖ <link rel="stylesheet" href="css/main.css">
❖ <link rel="stylesheet"
href="https://cdnjs.cloudflare.com/ajax/libs/fancybox/3.2.5/jquery.fancybox.min.css" />
❖ <script
src="https://cdnjs.cloudflare.com/ajax/libs/fancybox/3.2.5/jquery.fancybox.min.js"></script>
❖ </head>
❖ <body>
❖ <nav class="navbar is-link ">
❖ <div class="container is-fluid">
❖ <div class="navbar-brand">
❖ <a href="index.html" class="navbar-item is-size-6 is-uppercase">
❖ <h1>Gaming Zone</h1>
❖ </a>
❖ <span class="navbar-burger burger" data-target="navbarMenuHeroB">
❖ <span></span>
❖ <span></span>
❖ <span></span>
❖ </span>
❖ </div>
❖ <div id="navbarMenuHeroB" class="navbar-menu">
❖ <div class="navbar-end">
❖ <span class="navbar-item is-uppercase">
❖ <a href="login.html" class="button is-info is-inverted navbar-button">
❖ <span>Login</span>
❖ </a>
❖ </span>
❖ <span class="navbar-item is-uppercase no-padding-left">
❖ <a href="registration.html" class="button is-info is-inverted is-outlined navbar-
button">
❖ <span>Register</span>
❖ </a>
❖ </span>
❖ </div>
❖ </div>
❖ </nav>
```

```

❖         <span class="navbar-item">
❖             <i data-count="0" class="fa fa-shopping-cart fa-2x icon-white badge"></i>
❖             <span class="badge"></span>
❖         </span>
❖     </div>
❖ </div>
❖ </div>
❖ </nav>
❖ <div class="container-fluid">
❖     <div class="columns is-mobile">
❖         <div class="column no-padding-bottom">
❖             <div class="hero auto-full-height is-dark is-bold">
❖                 <div class="hero-body">
❖                     <aside class="menu">
❖                         <p class="menu-label">
❖                             Search
❖                         <div class="field has-addons">
❖                             <div class="control">
❖                                 <input id="searchField" class="input" type="text" placeholder="Search game
❖ name" />
❖                             </div>
❖                             <div class="control">
❖                                 <a id="searchBtn" class="button is-link">
❖                                     Search
❖                                 </a>
❖                             </div>
❖                         </div>
❖                     </p>
❖                     <p class="menu-label">
❖                         Filter By Platform
❖                     </p>
❖                     <ul class="menu-list">
❖                         <li>
❖                             <input type="checkbox" class="mt checkboxGenre" value="PC" /> PC
❖                         </li>
❖                         <li>
❖                             <input type="checkbox" class="mt checkboxGenre" value="PS4" /> PS4
❖                         </li>
❖                         <li>
❖                             <input type="checkbox" class="mt checkboxGenre" value="PS3" /> PS3
❖                         </li>
❖                         <li>
❖                             <input type="checkbox" class="mt checkboxGenre" value="Xbox One" /> Xbox One
❖                         </li>
❖                         <li>
❖                             <input type="checkbox" class="mt checkboxGenre" value="Xbox 360" /> Xbox 360
❖                         </li>
❖                     </ul>
❖                 </aside>
❖             </div>
❖         </div>
❖         <div class="column auto-full-height is-three-quarters no-padding-bottom padding-inset
❖ scroll-y">
❖             <div class="columns is-multiline" id="gameContainer">
❖             </div>
❖         </div>
❖     </div>
❖ </div>

```

```
❖ <!-- MODAL -->
❖ <div class="modal gameModal opacity">
❖
❖ </div>
❖
❖ <!-- <script src="js/main.js"></script> -->
❖ <script src="//cdn.jsdelivr.net/npm/alertifyjs@1.11.0/build/alertify.min.js"></script>
❖ <script src="js/store.js"></script>
❖ <script src="js/storeModal.js"></script>
❖ </body>
❖
❖ </html>
```

store.js

```
const BASE = 'https://cerealkiller97.github.io/GamingZone'
const container = document.getElementById('gameContainer')

$(document).ready( () => {
  setTimeout(() => {
    alertify.prompt('Gaming Zone Survey', 'What is your favourite game?', '', (evt, value) => {
      if (value != "") {
        alertify.notify('Thank you.', 'customSuccess', 2)
      } else {
        alertify.notify('Ahhh.Ok.Next time.', 'customDanger', 2)
      }
    })
  }, () => {
    alertify.notify('Ahhh.Ok.Next time.', 'customDanger', 2)
  })
}, 10000)

$.ajax({
  url: `${BASE}/assets/json/games.json`,
  dataType: 'json',
  success: (data) => {
    let content = ``
    container.innerHTML = ``
    data.forEach(game => {
      container.innerHTML += `
        <div class="column game is-one-fifth">
          <div class="card">
            <div class="card-image">
              <figure>
                
              </figure>
            </div>
            <div class="card-content has-text-centered">
              <h1 class="title is-size-6">${game.title}</h1>
              <h2 class="subtitle is-size-6">${game.devStudio}</h2>
              <span class="tag is-link">${game.released}</span>
              <span class="tag is-warning">${game.genre}</span>
              <span class="tag is-primary price is-rounded">${game.price}</span>
            </div>
          </div>
        </div>
      `
    })
  }
})
```

```

        <a class="button forModal is-uppercase is-info is-inverted is-small has-text-weight-
bold" data-game-id="${game.id}" >Read more</a>
        <a class="button cart is-uppercase is-primary is-inverted is-small has-text-weight-
bold">Add to cart</a>
    </div>
</div>
</div>
`
    })
}
})
})
/** FILTERS */

const platformChecks = document.querySelectorAll('.checkboxGenre')
let filters = []
platformChecks.forEach(check => {
    filters.push({
        param: check.value,
        checked: check.checked // OMILJENA LINIJA
    })
})

platformChecks.forEach(check => {
    check.addEventListener('change', () => {
        // Nadjemo odgovarajuci objekat u filters[]
        const filter = filters.filter(filter => check.value === filter.param)[0] // NAJOMILJENIJA LINIJA
        filter.checked = !filter.checked // promenimmo njegov status

        // AJAX sa PROMENJENIM filtersima
        $.ajax({
            url: `${BASE}/assets/json/games.json`,
            dataType: 'json',
            success: (data) => {
                let content = ``
                container.innerHTML = ''
                let parsedData = []
                // PARSIRANJE PODATAKA
                filters.forEach(filter => {
                    if (filter.checked) {
                        let res = data.filter(game => game.platform === filter.param)
                        res.forEach(game => {
                            parsedData.push(game)
                        })
                    }
                })
                let checkedFilters = filters.filter(filter => filter.checked)
                if (checkedFilters.length) {
                    parsedData.forEach(game => {
                        container.innerHTML += `
                            <div class="column game is-one-fifth">
                                <div class="card">
                                    <div class="card-image">
                                        <figure class="">
                                            
                                        </figure>
                                    </div>
                                    <div class="card-content has-text-centered">
                                        <h1 class="title is-size-6">${game.title}</h1>

```

```

        <h2 class="subtitle is-size-6">${game.devStudio}</h2>
        <span class="tag is-link">${game.released}</span>
        <span class="tag is-warning">${game.genre}</span>
        <span class="tag is-primary price is-rounded">${game.price}</span>
      </div>
      <div class="content has-text-centered">
        <a class="button forModal is-uppercase is-info is-inverted is-small has-text-weight-bold" data-game-id="${game.id}" >Read more</a>
        <a class="button cart is-uppercase is-primary is-inverted is-small has-text-weight-bold">Add to cart</a>
      </div>
    </div>
  </div>
</div>
)
} else {
  data.forEach(game => {
    container.innerHTML += `
      <div class="column game is-one-fifth">
        <div class="card">
          <div class="card-image">
            <figure class="">
              
            </figure>
          </div>
          <div class="card-content has-text-centered">
            <h1 class="title is-size-6">${game.title}</h1>
            <h2 class="subtitle is-size-6">${game.devStudio}</h2>
            <span class="tag is-link">${game.released}</span>
            <span class="tag is-warning">${game.genre}</span>
            <span class="tag is-primary price is-rounded">${game.price}</span>
          </div>
          <div class="content has-text-centered">
            <a class="button forModal is-uppercase is-info is-inverted is-small has-text-weight-bold" data-game-id="${game.id}" >Read more</a>
            <a class="button cart is-uppercase is-primary is-inverted is-small has-text-weight-bold">Add to cart</a>
          </div>
        </div>
      </div>
    `
  })
}
})
})

/* SEARCH */
let searchBtn = document.querySelector('#searchBtn')
let searchGames = () => {
  let searchTerm = document.querySelector('#searchField')
  if (searchTerm.value.toLowerCase()) {
    $.ajax({
      url: `${BASE}/assets/json/games.json`,
      dataType: 'json',
      success: (data) => {
        let result = data.filter(game =>
game.title.toLowerCase().startsWith(searchTerm.value.toLowerCase()))

```

```

let content = ``
container.innerHTML = `

result.forEach(game => {
  container.innerHTML += `
    <div class="column game is-one-fifth">
      <div class="card">
        <div class="card-image">
          <figure class="">
            
          </figure>
        </div>
        <div class="card-content has-text-centered">
          <h1 class="title is-size-6">${game.title}</h1>
          <h2 class="subtitle is-size-6">${game.devStudio}</h2>
          <span class="tag is-link">${game.released}</span>
          <span class="tag is-warning">${game.genre}</span>
          <span class="tag is-primary price is-rounded">${game.price}</span>
        </div>
        <div class="content has-text-centered">
          <a class="button forModal is-uppercase is-info is-inverted is-small has-text-weight-
bold" data-game-id="${game.id}" >Read more</a>
          <a class="button cart is-uppercase is-primary is-inverted is-small has-text-weight-
bold">Add to cart</a>
        </div>
      </div>
    </div>
  `
})
}
})
} else {
  alertify.set('notifier', 'position', 'top-center');
  alertify.notify('No result.Please try again', 'customDanger', 2)
  data.forEach(game => {
    container.innerHTML += `
      <div class="column game is-one-fifth">
        <div class="card">
          <div class="card-image">
            <figure class="">
              
            </figure>
          </div>
          <div class="card-content has-text-centered">
            <h1 class="title is-size-6">${game.title}</h1>
            <h2 class="subtitle is-size-6">${game.devStudio}</h2>
            <span class="tag is-link">${game.released}</span>
            <span class="tag is-warning">${game.genre}</span>
            <span class="tag is-primary price is-rounded">${game.price}</span>
          </div>
          <div class="content has-text-centered">
            <a class="button forModal is-uppercase is-info is-inverted is-small has-text-weight-
bold" data-game-id="${game.id}" >Read more</a>
            <a class="button cart is-uppercase is-primary is-inverted is-small has-text-weight-
bold">Add to cart</a>
          </div>
        </div>
      </div>
    `
  })
}
}
}

```

```

        </div>
      </div>
    `
  })
}
}
window.onload = () => {
  searchBtn.addEventListener('click', searchGames)
}

```

storeModal.js

```

$(document).ready(function () {
  $(document).on("click", ".forModal", showModal)
  var count = 1
  $(document).on("click", ".cart", () => {
    $('.badge').attr('data-value', count)
    count++
    alertify.notify('Added to cart. <i class="fas fa-shopping-cart"></i>', 'custom', 2)
  })
})
const BASE_URL = 'https://cerealkiller97.github.io/GamingZone'
let modal = document.querySelector('.gameModal')

let hideModal = () => {
  modal.classList.remove('is-active')
  modal.classList.remove('opacityActive')
}

let showModal = (e) => {
  let id = parseInt(e.target.attributes[1].textContent)
  // ajax call
  // jquery aktivirati modal is-active
  // filter => id
  $.ajax({
    type: 'GET',
    url: `${BASE_URL}/assets/json/games.json`,
    dataType: 'json',
    success: (data) => {
      //filter
      let game = data.filter(game => id === game.id)[0]
      let gallery = ''
      game.screens.forEach(screen => {
        gallery += `<a data-fancybox="gallery" href="${screen}"></a>`
      })
      // ispisati kroz modal
      let content = `
        <div class="modal-background" onclick="hideModal()"></div>
        <div class="modal-card">
          <section class="modal-card-body">

            <button class="delete modal-delete" onclick="hideModal()" aria-
label="close"></button>
          <div class="top">
            <div>

```



```

        <h1 class="title">${game.title}</h1>
        <h2 class="subtitle">${game.devStudio}</h2>
    </div>
    <div>
        <span class="tag is-link">${game.released}</span>
        <span class="tag is-warning">${game.genre}</span>
        <span class="tag is-primary price is-rounded">${game.price}</span>
    </div>
</div>
<div class="content has-text-justified">
    <p>${game.description}</p>
</div>
<hr>
<div>
    <h1 class="title">Game Modes</h1>
    <h2 class="subtitle">${game.modes}</h2>
</div>
<hr>
<div>
    <h1 class="title">Publisher</h1>
    <h2 class="subtitle">${game.publisher}</h2>
</div>
<hr>
<h1 class="title">Screenshots</h1>
<div class="game-gallery">
    ${gallery}
</div>
</section>
</div>
`
modal.innerHTML = content
modal.classList.add('is-active')
setTimeout(() => {
    modal.classList.add('opacityActive')
}, 100)
}
})
}

```

❖ 3.3 login.html

```

❖ <!DOCTYPE html>
❖ <html>
❖ <head>
❖     <title>Login</title>
❖     <!--META TAGS-->
❖     <meta charset="utf-8">
❖     <meta http-equiv="X-UA-Compatible" content="IE=edge">
❖     <meta name="description" content="Login page for Gaming Zone website">
❖     <meta name="keywords" content="login,users,GamingZone,website">
❖     <meta name="author" content="Stefan Bogdanovic">
❖     <meta name="viewport" content="width=device-width, initial-scale=1.0">
❖     <meta name="rights" content="Copyright by Stefan Bogdanovic@ 2018">
❖     <link rel="shortcut icon" href="assets/images/favicon.ico" type="image/ico" sizes="16x16">
❖     <link href="https://use.fontawesome.com/releases/v5.0.6/css/all.css" rel="stylesheet">
❖     <link rel="stylesheet"
❖     href="//cdn.jsdelivr.net/npm/alertifyjs@1.11.0/build/css/alertify.min.css"/>
❖     <!--CSS-->

```



```
❖ </div>
❖ <!-- JS -->
❖ <script src="//cdn.jsdelivr.net/npm/alertifyjs@1.11.0/build/alertify.min.js"></script>
❖ <script src="js/login.js" type="text/javascript"></script>
❖ </body>
❖ </html>
❖
```

login.js

```
let deleteBtn = document.querySelector('#modalHide')
let loginBtn = document.querySelector('#loginBtn')
let loginMail = document.querySelector('#loginMail')
let loginPwd = document.querySelector('#loginPwd')
/* Helper */
let mailEnvelope = document.querySelector('#mailEnvelope')
let pwdLock = document.querySelector('#pwdLock')

let hideModal = () => {
  let loginModal = document.querySelector('#loginModal')
  loginModal.classList.add('opacityHide')
}

let loginNotification = () => {
  let loginModal = document.querySelector('#loginModal')
  loginModal.classList.add('opacity1to0')

  if ((mailEnvelope.classList.contains('icon-danger')) || (pwdLock.classList.contains('icon-danger'))) {
    loginBtn.setAttribute('disabled', true)
  } else if ((mailEnvelope.classList.contains('icon-success')) && (pwdLock.classList.contains('icon-success'))) {
    //loginModal.classList.add('opacityAnimation')
    loginBtn.classList.add('is-loading')
    alertify.set('notifier', 'position', 'top-center')
    alertify.notify('You have been successfully logged in.', 'custom')
    setTimeout(() => {
      window.location.href = 'store.html'
    }, 1500)
  }
}

let mailBlur = () => {
  // Regular expression
  let regEmail = /^[a-zšđžćč]{4,}(\.)*[a-zšđžćč]{4,}([0-9]{0,5})?\@((gmail)|(outlook)|(msn)|(live)|(hotmail)|(yahoo)|\w)\.com$/

  // Checking e-mail input field
  if (!regEmail.test(loginMail.value)) {
    mailEnvelope.classList.add('icon-danger')
    loginBtn.setAttribute('disabled', true)
  } else {
    mailEnvelope.classList.add('icon-success')
    loginBtn.removeAttribute('disabled', true)
  }
}
```

```

}

let pwdBlur = () => {
  // Regular Expressions
  let regPwd = /^[a-zšđžć]{2,20}[0-9]{1,}$/ // prepraviti da mogu i velika slova doći u obzir

  // Checking password input
  if (!regPwd.test(loginPwd.value)) {
    pwdLock.classList.add('icon-danger')
    loginBtn.setAttribute('disabled', true)
  } else {
    pwdLock.classList.add('icon-success')
    loginBtn.removeAttribute('disabled', true)
  }
}

window.onload = () => {
  loginMail.focus()
  loginBtn.addEventListener('click', loginNotification)
  deleteBtn.addEventListener('click', hideModal)
  loginMail.addEventListener('blur', mailBlur)
  loginPwd.addEventListener('blur', pwdBlur)
  loginMail.addEventListener('focus', removeClasses)
  loginPwd.addEventListener('focus', removeClasses)
}

let removeClasses = (e) => {
  if (e.target.classList.contains('icon-danger')) {
    e.target.classList.remove('icon-danger')
  } else if (e.target.classList.contains('icon-success')) {
    e.target.classList.remove('icon-success')
  }
  if ((mailEnvelope.classList.contains('icon-success')) && (pwdLock.classList.contains('icon-success')))
  {
    if(loginBtn.hasAttribute('disabled')){
      loginBtn.removeAttribute('disabled')
    }
  }
}

```

❖ 3.4 registration.html

```

❖ <!DOCTYPE html>
❖ <html>
❖ <head>
❖ <title>Register</title>
❖ <!--META TAGS-->
❖ <meta charset="utf-8">
❖ <meta http-equiv="X-UA-Compatible" content="IE=edge">
❖ <meta name="description" content="Registration page for GamingZone website">
❖ <meta name="keywords" content="Register, registration, GamingZone, games, pc, ps4, consoles">
❖ <meta name="author" content="Stefan Bogdanović">
❖ <meta name="viewport" content="width=device-width, initial-scale=1.0">
❖ <meta name="rights" content="Copyright by Stefan Bogdanović@ 2018">
❖ <link rel="shortcut icon" href="assets/images/favicon.ico" type="image/ico" sizes="16x16">
❖ <!--CSS-->
❖ <link href="https://use.fontawesome.com/releases/v5.0.6/css/all.css" rel="stylesheet">

```

```

❖ <link rel="stylesheet"
href="https://cdnjs.cloudflare.com/ajax/libs/bulma/0.6.2/css/bulma.min.css">
❖ <link rel="stylesheet" href="css/main.css">
❖ </head>
❖ <body>
❖ <section class="hero is-fullheight is-dark">
❖ <div class="container">
❖ <div class="columns">
❖ <div class="column is-4 is-offset-4 has-text-centered">
❖ <div id="notify" class="notification opacity">
❖ <button id="deleteBtn" class="delete"></button>
❖
❖ </div>
❖ </div>
❖ </div>
❖ </div>
❖ <div class="hero-body">
❖ <div class="container">
❖ <div class="columns is-vcentered">
❖ <div class="column is-4 is-offset-4 has-text-centered">
❖ <h1 class="title">
❖ Register an Account
❖ </h1>
❖ <div class="box">
❖ <p class="has-text-centered">
❖ <progress id="progress" class="progress is-link is-small" value="0"
max="100"></progress>
❖ </p>
❖ <label for="regName" class="label">Name</label>
❖ <p class="control">
❖ <input id="regName" class="input" type="text" placeholder="John Doe" autofocus
/>
❖ </p>
❖ <label for="regUsername" class="label">Username</label>
❖ <p class="control">
❖ <input id="regUsername" class="input" type="text" placeholder="johndoe"/>
❖ </p>
❖ <label for="regEmail" class="label">E-Mail</label>
❖ <p class="control">
❖ <input id="regEmail" class="input" type="text"
placeholder="johndoe@example.org"/>
❖ </p>
❖ <hr>
❖ <label for="pwd" class="label">Password</label>
❖ <p class="control">
❖ <input id="pwd" class="input" type="password" placeholder="●●●●●●"/>
❖ </p>
❖ <label for="confirmPwd" class="label">Confirm Password</label>
❖ <p class="control">
❖ <input id="confirmPwd" class="input" type="password" placeholder="●●●●●●"/>
❖ </p>
❖ <hr>
❖ <p class="control">
❖ <button id="registerBtn" class="button is-link is-fullwidth">Register</button>
❖ </p>
❖ </div>
❖ </div>
❖ </div>
❖ </div>

```

```
❖ </div>
❖ </section>
❖ <!-- JS -->
❖ <script src="https://ajax.googleapis.com/ajax/libs/jquery/3.3.1/jquery.min.js"></script>
❖ <script src="js/register.js"></script>
❖ </body>
❖ </html>
```

register.js

```
/* GLOBAL SCOPE */
let name = document.querySelector('#regName')
let username = document.querySelector('#regUsername')
let email = document.querySelector('#regEmail')
let pwd = document.querySelector('#pwd')
let confirmPwd = document.querySelector('#confirmPwd')

let progress = document.querySelector('#progress')
let counter = 0
let alertModal = document.querySelector('#alertModal')
let registerBtn = document.querySelector('#registerBtn')
let msgNotification = document.querySelector('#messageNotification')
let notify = document.querySelector('#notify')
let isFormOK = true

/* REGULAR EXPRESSIONS */

let regName = /^[A-ZŠĐŽĆČ][a-zšđžćč]{2,20}\s+([A-ZŠĐŽĆČ][a-zšđžćč]{2,20})+$/
let regUsername = /^[A-ZŠĐŽĆČ][a-zšđžćč]{2,20}((\_|\.))?[A-ZŠĐŽĆČ][a-zšđžćč]{2,20}[0-9]{0,5}$/
let regEmail = /^[a-zšđžćč]{4,}(\.)?([a-zšđžćč]{4,})*([0-9]{0,5})?\@((gmail)|(outlook)|(msn)|(live)|(hotmail)|(yahoo)|\w)\.com$/
let regPwd = /^[a-zšđžćč]{2,20}[0-9]*$/

window.onload = () => {
  name.focus()

  name.addEventListener('blur', nameValid)
  username.addEventListener('blur', userValid)
  email.addEventListener('blur', emailValid)
  pwd.addEventListener('blur', pwdValid)
  confirmPwd.addEventListener('blur', confirmValid)

  name.addEventListener('focus', removeClasses)
  username.addEventListener('focus', removeClasses)
  email.addEventListener('focus', removeClasses)
  pwd.addEventListener('focus', removeClasses)
  confirmPwd.addEventListener('focus', removeClasses)

  registerBtn.addEventListener('click', registrationValidation)
}

let removeClasses = (e) => {
  if (e.target.classList.contains('is-danger')) {
    e.target.classList.remove('is-danger')
  } else if (e.target.classList.contains('is-success')) {
    e.target.classList.remove('is-success')
  }
}
```

```

}

let nameValid = () => {
  /* Checking for name input */
  if (!regName.test(name.value)) {
    name.classList.add('is-danger')
    isFormOK = false
    progress.value -= 20
  } else {
    name.classList.add('is-success')
    isFormOK = true
    progress.value += 20
  }
}

let userValid = () => {
  /* Checking username input */
  if (!regUsername.test(username.value)) {
    username.classList.add('is-danger')
    isFormOK = false
    progress.value -= 20
  } else {
    username.classList.add('is-success')
    isFormOK = true
    progress.value += 20
  }
}

let emailValid = () => {
  /* Checking email input */
  if (!regEmail.test(email.value)) {
    email.classList.add('is-danger')
    isFormOK = false
    progress.value -= 20
  } else {
    email.classList.add('is-success')
    isFormOK = true
    progress.value += 20
  }
}

let pwdValid = () => {
  /* Checking password input */
  if (!regPwd.test(pwd.value)) {
    pwd.classList.add('is-danger')
    isFormOK = false
    progress.value -= 20
  } else {
    pwd.classList.add('is-success')
    isFormOK = true
    progress.value += 20
  }
}

let confirmValid = () => {
  /* Checking if password are matching */
  if (pwd.value) {

```

```

    if (pwd.value === confirmPwd.value) {
      confirmPwd.classList.add('is-success')
      isFormOK = true
      progress.value += 20
    }
  } else {
    confirmPwd.classList.add('is-danger')
    isFormOK = false
    progress.value -= 20
  }
}

let registrationValidation = () => {
  /* GETTING INPUT FIELDS */
  /* Checking if there is condition to show notification */
  if (isFormOK) {
    name.classList.remove('is-success')
    name.value = ''
    username.classList.remove('is-success')
    username.value = ''
    email.classList.remove('is-success')
    email.value = ''
    pwd.classList.remove('is-success')
    pwd.value = ''
    confirmPwd.classList.remove('is-success')
    confirmPwd.value = ''
    progress.value = 0
    notify.textContent = 'You have been successfully logged in. Please check your mail to confirm your identity.'
  } else {
    notify.textContent = 'Something went wrong. Please try again.'
  }
}

$(document).ready(() => {
  // Register button
  $('#notify').addClass('opacity')

  $('#registerBtn').click(() => {
    if (isFormOK) {
      $('#notify').addClass('is-link')
    } else {
      $('#notify').addClass('is-danger')
    }
    $('#notify').addClass('opacityActive')

    setTimeout(() => {
      $('#notify').removeClass('opacityActive')
      if (isFormOK) {
        $('#notify').removeClass('is-link')
      } else {
        $('#notify').removeClass('is-danger')
      }
    }, 3000)
  })

  $('#deleteBtn').click(() => {
    $('#notify').animate({

```



```
    opacity: 0
  })
})
})
```

services.json

```
[
  {
    "heading" : "Instant delivery",
    "icon" : "assets/images/003-startup.svg",
    "desc" : "Lorem ipsum dolor sit amet consectetur adipisicing elit. Ipsam eos doloremque aliquam at itaque voluptate!A pariatur quis itaque earum."
  },
  {
    "heading" : "Cheap service",
    "icon" : "assets/images/002-price-tag.svg",
    "desc" : "Lorem ipsum dolor sit amet consectetur adipisicing elit. Ipsam eos doloremque aliquam at itaque voluptate!A pariatur quis itaque earum."
  },
  {
    "heading" : "Original keys",
    "icon" : "assets/images/001-room-key.svg",
    "desc" : "Lorem ipsum dolor sit amet consectetur adipisicing elit. Ipsam eos doloremque aliquam at itaque voluptate!A pariatur quis itaque earum."
  }
]
```

games.json

```
[
  {
    "released": 2013,
    "description": "Crysis 2 is a first-person shooter video game developed by Crytek, published by Electronic Arts and released in North America, Australia and Europe in March 2011 for Microsoft Windows, PlayStation 3, and Xbox 360. Officially announced on June 1, 2009, the game is the second main installment of the Crysis series, and is the sequel to the 2007 video game Crysis, and its expansion Crysis Warhead. The story was written by Richard Morgan, while Peter Watts was consulted and wrote a novel adaptation of the game. It was the first game to showcase the CryEngine 3 game engine and the first game using the engine to be released on consoles. A sequel, Crysis 3, was released in 2013.",
    "genre": "FPS",
    "publisher": "Electronic Arts",
    "modes": "Single-Player",
    "devStudio": "Crytek",
    "platform": ["PC", "PS4", "PS3"],
    "screens": [
      "assets/images/game-0-screen-1.jpg",
      "assets/images/game-0-screen-2.jpg",
      "assets/images/game-0-screen-3.jpg"
    ]
  },
]
```

```

"image": "assets/images/game-0.jpg",
"price": "$9.57",
"title": "Crysis 2",
"id": 0
},
{
  "released": 2013,
  "description": "Tomb Raider is an action-adventure video game developed by Crystal Dynamics and published by Square Enix. Tomb Raider is the tenth title in the Tomb Raider franchise, and operates as a reboot that reconstructs the origins of Lara Croft. Tomb Raider was released on 5 March 2013 for Microsoft Windows, PlayStation 3 and Xbox 360, and on 23 January 2014 for OS X, and on 27 April 2016 for Linux.",
  "publisher": "Eidos Interactive",
  "genre": "TPS",
  "modes": "Single-Player",
  "devStudio": "Crystal Dynamics",
  "platform": "PS3",
  "screens": [
    "assets/images/game-1-screen-1.jpg",
    "assets/images/game-1-screen-2.jpg",
    "assets/images/game-1-screen-3.jpg"
  ],
  "image": "assets/images/game-1.jpg",
  "price": "$31.79",
  "title": "Tomb Raider",
  "id": 1
},
{
  "released": 2012,
  "description": "Medal of Honor: Warfighter is a first-person shooter video game developed by Danger Close Games and published by Electronic Arts. It is a direct sequel to 2010's series reboot Medal of Honor and the fourteenth installment in the Medal of Honor series. The title was officially announced on February 23, 2012, and was released in North America on October 23, 2012, in Australia on October 25, 2012, in Europe on October 26, 2012 and in Japan on November 15, 2012 on Microsoft Windows, PlayStation 3, and Xbox 360.",
  "genre": "FPS",
  "modes": "Single-Player",
  "publisher": "Electronic Arts",
  "devStudio": "Danger Close Games",
  "platform": "PC",
  "screens": [
    "assets/images/game-2-screen-1.jpg",
    "assets/images/game-2-screen-2.jpg",
    "assets/images/game-2-screen-3.jpg"
  ],
  "image": "assets/images/game-2.jpg",
  "price": "$19.50",
  "title": "MOH Warfighter",
  "id": 2
},
{
  "released": 2012,
  "description": "Hitman: Absolution is a stealth video game developed by IO Interactive and published by Square Enix. It is the fifth installment in the Hitman series, and runs on IO Interactive's proprietary Glacier 2 game engine. Before release, the developers stated that Absolution would be easier to play and more accessible, while still retaining hardcore aspects of the franchise. The game was released on 20 November 2012 (which is in the 47th week of the year in reference to the protagonist, Agent 47) for Microsoft Windows, PlayStation 3, and Xbox 360. On 15 May 2014 Hitman: Absolution – Elite

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Edition was released for OS X by Feral Interactive; it contained all previously released downloadable
content, including Hitman: Sniper Challenge, a making of documentary, and a 72-page artbook",
  "publisher": "Square Enix",
  "genre": "Stealth",
  "modes": "Single-Player",
  "devStudio": "IO Interactive",
  "platform": "PC",
  "screens": [
    "assets/images/game-3-screen-1.jpg",
    "assets/images/game-3-screen-2.jpg",
    "assets/images/game-3-screen-3.jpg"
  ],
  "image": "assets/images/game-3.jpg",
  "price": "$12.68",
  "title": "HITMAN Absolution",
  "id": 3
},
{
  "released": 2013,
  "description": "The Last of Us is an action-adventure survival horror video game developed by
Naughty Dog and published by Sony Computer Entertainment. It was released for the PlayStation 3
worldwide on June 14, 2013. Players control Joel, a smuggler tasked with escorting a teenage girl named
Ellie across a post-apocalyptic United States. The Last of Us is played from a third-person perspective;
players use firearms and improvised weapons, and can use stealth to defend against hostile humans and
cannibalistic creatures infected by a mutated strain of the Cordyceps fungus. In the game's online
multiplayer mode, up to eight players engage in cooperative and competitive gameplay.",
  "publisher": "Sony",
  "genre": "Survival",
  "modes": "Single-Player",
  "devStudio": "Naughty Dog",
  "platform": "PS3",
  "screens": [
    "assets/images/game-4-screen-1.jpg",
    "assets/images/game-4-screen-2.jpg",
    "assets/images/game-4-screen-3.jpg"
  ],
  "image": "assets/images/game-4.jpg",
  "price": "$5.52",
  "title": "The Last Of Us",
  "id": 4
},
{
  "released": 2011,
  "description": "The Elder Scrolls V: Skyrim is an open world action role-playing video game
developed by Bethesda Game Studios and published by Bethesda Softworks. It is the fifth main installment
in The Elder Scrolls series, following The Elder Scrolls IV: Oblivion, and was released worldwide for
Microsoft Windows, PlayStation 3 and Xbox 360 on November 11, 2011.",
  "genre": "RPG",
  "modes": "Single-Player",
  "publisher": "Bethesda Softworks",
  "devStudio": "Bethesda",
  "platform": "PC",
  "screens": [
    "assets/images/game-5-screen-1.jpg",
    "assets/images/game-5-screen-2.jpg",
    "assets/images/game-5-screen-3.jpg"
  ],
  "image": "assets/images/game-5.jpg",
  "price": "$43.00",

```

```

    "title": "The Elder Scrolls V: Skyrim",
    "id": 5
  },
  {
    "released": 2016,
    "description": "Call of Duty: Infinite Warfare is a first-person shooter video game developed by Infinity Ward and published by Activision. It is the thirteenth primary installment in the Call of Duty series and was released worldwide for Microsoft Windows, PlayStation 4, and Xbox One on November 4, 2016.",
    "genre": "FPS",
    "modes": "Single-Player",
    "publisher": "Activision",
    "devStudio": "Infinity Ward",
    "platform": "PC",
    "screens": [
      "assets/images/game-6-screen-1.jpg",
      "assets/images/game-6-screen-2.jpg",
      "assets/images/game-6-screen-3.jpg"
    ],
    "image": "assets/images/game-6.jpg",
    "price": "$35.65",
    "title": "COD Infinite Warfare",
    "id": 6
  },
  {
    "released": 2016,
    "description": "Battlefield 1 is a first-person shooter video game developed by EA DICE and published by Electronic Arts. Despite its name, Battlefield 1 is the fifteenth installment in the Battlefield series, and the first main entry in the series since Battlefield 4. It was released worldwide for Microsoft Windows, PlayStation 4, and Xbox One on October 21, 2016.",
    "publisher": "Electronic Arts",
    "genre": "FPS",
    "modes": "Multi-Player",
    "devStudio": "EA DICE",
    "platform": "PS4",
    "screens": [
      "assets/images/game-7-screen-1.jpg",
      "assets/images/game-7-screen-2.jpg",
      "assets/images/game-7-screen-3.jpg"
    ],
    "image": "assets/images/game-7.jpg",
    "price": "$24.34",
    "title": "Battlefield 1",
    "id": 7
  },
  {
    "released": 2016,
    "description": "Hitman is an episodic stealth video game developed by IO Interactive and published by Square Enix for Microsoft Windows, PlayStation 4, and Xbox One. A port for Linux, developed and published by Feral Interactive, was released on 16 February 2017. A version for macOS, also developed and published by Feral Interactive, was released on 20 June 2017. It is the sixth entry in the Hitman series. The game's prologue acts as a prequel to Hitman: Codename 47, while the main game takes place seven years after the events of Hitman: Absolution.",
    "publisher": "Square Enix",
    "genre": "Stealth",
    "modes": "Single-Player",
    "devStudio": "IO Interactive",
    "platform": "Xbox One",
    "screens": [

```

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    "assets/images/game-8-screen-1.jpg",
    "assets/images/game-8-screen-2.jpg",
    "assets/images/game-8-screen-3.jpg"
  ],
  "image": "assets/images/game-8.jpg",
  "price": "$23.46",
  "title": "HITMAN",
  "id": 8
},
{
  "released":2017,
  "description": "NBA 2K18 is a basketball simulation video game developed by Visual Concepts and published by 2K Sports. It is the 19th installment in the NBA 2K franchise and the successor to NBA 2K17. It was released in September 2017 for Microsoft Windows, Nintendo Switch, PlayStation 4, PlayStation 3, Xbox One, and Xbox 360. Kyrie Irving of the Boston Celtics serves as cover athlete for the regular edition of the game, Shaquille O'Neal is the cover athlete for the special editions, and DeMar DeRozan of the Toronto Raptors is the cover athlete for the game in Canada. While a member of the Cleveland Cavaliers when selected for the cover, Irving was traded to the Boston Celtics prior to the game's release. As a result, a new cover depicting Irving in a Celtics uniform was revealed alongside the original cover.",
  "publisher": "2K Sports",
  "genre": "Sports",
  "modes": "Multi-Player",
  "devStudio": "Visual Concepts",
  "platform": "PS4",
  "screens": [
    "assets/images/game-9-screen-1.jpg",
    "assets/images/game-9-screen-2.jpg",
    "assets/images/game-9-screen-3.jpg"
  ],
  "image": "assets/images/game-9.jpg",
  "price": "$5.17",
  "title": "NBA 2K18",
  "id": 9
},
{
  "released":2015,
  "description": "Grim Fandango is an adventure game developed and published by LucasArts in 1998 for Microsoft Windows, with Tim Schafer as the game's project leader. It is the first adventure game by LucasArts to use 3D computer graphics overlaid on pre-rendered, static backgrounds. As with other LucasArts adventure games, the player must converse with other characters and examine, collect, and use objects correctly to solve puzzles in order to progress.",
  "publisher": "LucasArts",
  "genre": "PAC",
  "modes": "Single-Player",
  "devStudio": "LucasArts",
  "platform": "Xbox 360",
  "screens": [
    "assets/images/game-10-screen-1.jpg",
    "assets/images/game-10-screen-2.jpg",
    "assets/images/game-10-screen-3.jpg"
  ],
  "image": "assets/images/game-10.jpg",
  "price": "$17.25",
  "title": "Grim Fandango",
  "id": 10
},
{
  "released": 2013,

```

```

    "description": "Tom Clancy's Splinter Cell: Blacklist is an action-adventure stealth video game developed by Ubisoft Toronto and published by Ubisoft. The sixth installment of the Tom Clancy's Splinter Cell series, it is the sequel of Splinter Cell: Conviction. The game was released worldwide for Microsoft Windows, PlayStation 3, Wii U, and Xbox 360 in August 2013.",
    "genre": "Stealth",
    "modes": "Single-Player",
    "publisher": "Ubisoft",
    "devStudio": "Ubisoft ",
    "platform": "PC",
    "screens": [
        "assets/images/game-11-screen-1.jpg",
        "assets/images/game-11-screen-2.jpg",
        "assets/images/game-11-screen-3.jpg"
    ],
    "image": "assets/images/game-11.jpg",
    "price": "$35.94",
    "title": "Splinter Cell Blacklist",
    "id": 11
},
{
    "released": 2012 ,
    "description": "Darksiders II is an action role-playing[2][3] hack and slash video game developed by Vigil Games and published by THQ. It is the sequel to Darksiders and was released in August 2012 for Microsoft Windows, PlayStation 3, Xbox 360[4] and as a launch title for Wii U upon the console's Australian, European, and North American release in November 2012. An enhanced version, titled Darksiders II The Deathinitive Edition, was published by Nordic Games for the PlayStation 4, Xbox One and Microsoft Windows. A parallel sequel, Darksiders III, is currently slated for release in 2018.",
    "publisher": "THQ",
    "genre": "TPS",
    "modes": "Single-Player",
    "devStudio": "BioWare",
    "platform": "Xbox360",
    "screens": [
        "assets/images/game-12-screen-1.jpg",
        "assets/images/game-12-screen-2.jpg",
        "assets/images/game-12-screen-3.jpg"
    ],
    "image": "assets/images/game-12.jpg",
    "price": "$15.30",
    "title": "Darksiders II",
    "id": 12
},
{
    "released":1998,
    "description": "Half-Life (stylized as HALF-LIFE) is a science fiction first-person shooter video game developed by Valve and published by Sierra Studios for Microsoft Windows in 1998. It was Valve's debut product and the first in the Half-Life series. Players assume the role of Dr. Gordon Freeman, who must fight his way out of a secret research facility after an experiment goes wrong, fighting enemies and solving puzzles.",
    "genre": "FPS",
    "modes": "Single-Player",
    "publisher": "Sierra Studios",
    "devStudio": "Valve",
    "platform": "PC",
    "screens": [
        "assets/images/game-13-screen-1.jpg",
        "assets/images/game-13-screen-2.jpg",
        "assets/images/game-13-screen-3.jpg"
    ],
}

```

```

"image": "assets/images/game-13.jpg",
"price": "$27.08",
"title": "HALF-LIFE",
"id": 13
},
{
  "released":2018 ,
  "description": "Far Cry 5 is an upcoming action-adventure first-person shooter video game developed by Ubisoft Montreal and published by Ubisoft for Microsoft Windows, PlayStation 4 and Xbox One. It is the eleventh installment and the fifth main title in the Far Cry series. It is scheduled to be released on March 27, 2018.",
  "publisher": "Ubisoft",
  "genre": "FPS",
  "modes": "Single-Player",
  "devStudio": "Ubisoft Montreal",
  "platform": "PS3",
  "screens": [
    "assets/images/game-14-screen-1.jpg",
    "assets/images/game-14-screen-2.jpg",
    "assets/images/game-14-screen-3.jpg"
  ],
  "image": "assets/images/game-14.jpg",
  "price": "$39.71",
  "title": "FAR CRY 5",
  "id": 14
},
{
  "released":2017 ,
  "description": "Tom Clancy's Ghost Recon Wildlands is a tactical shooter video game developed by Ubisoft Paris and published by Ubisoft. It was released worldwide on March 7, 2017, for Microsoft Windows, PlayStation 4 and Xbox One, as the tenth installment in the Tom Clancy's Ghost Recon franchise and is the first game in the Ghost Recon series to feature an open world environment.",
  "publisher": "Ubisoft",
  "genre": "TPS",
  "modes": "Single-Player",
  "devStudio": "Ubisoft Paris",
  "platform": "PC",
  "screens": [
    "assets/images/game-15-screen-1.jpg",
    "assets/images/game-15-screen-2.jpg",
    "assets/images/game-15-screen-3.jpg"
  ],
  "image": "assets/images/game-15.jpg",
  "price": "$40.26",
  "title": "Ghost Recon Wildlands",
  "id": 15
},
{
  "released": 2017,
  "description": "FIFA 18 is a football simulation video game in the FIFA series of video games, developed and published by Electronic Arts and was released worldwide on 29 September 2017 for Microsoft Windows, PlayStation 3, PlayStation 4, Xbox 360, Xbox One and Nintendo Switch. It is the 25th instalment in the FIFA series. Real Madrid forward Cristiano Ronaldo appears as the cover athlete of the regular edition. Ronaldo Nazario appears on the icon edition of the game.",
  "publisher": "EA Sports",
  "genre": "Sports",
  "modes": "Multi-Player",
  "devStudio": "EA Vancouver",
  "platform": "PS3",

```

```

"screens": [
  "assets/images/game-16-screen-1.jpg",
  "assets/images/game-16-screen-2.jpg",
  "assets/images/game-16-screen-3.jpg"
],
"image": "assets/images/game-16.jpg",
"price": "$19.81",
"title": "FIFA 18",
"id": 16
},
{
  "released": 2017,
  "description": "Wolfenstein II: The New Colossus is an action-adventure first-person shooter video game developed by MachineGames and published by Bethesda Softworks. It was released on 27 October 2017 for Microsoft Windows, PlayStation 4, and Xbox One, and is scheduled for release in 2018 for Nintendo Switch. The game is the eighth main entry in the Wolfenstein series and the sequel to 2014's Wolfenstein: The New Order, set in an alternate history 1961 following the Nazi victory of the Second World War. The story follows war veteran William B.J Blazkowicz and his efforts to fight against the Nazi regime in America.",
  "publisher": "Bethesda Softworks",
  "genre": "FPS",
  "modes": "Single-Player",
  "devStudio": "MachineGames",
  "platform": "PC",
  "screens": [
    "assets/images/game-17-screen-1.jpg",
    "assets/images/game-17-screen-2.jpg",
    "assets/images/game-17-screen-3.jpg"
  ],
  "image": "assets/images/game-17.jpg",
  "price": "$22.39",
  "title": "Wolfenstein II",
  "id": 17
},
{
  "released": 2016,
  "description": "Doom is a first-person shooter video game developed by id Software and published by Bethesda Softworks. A reboot of the Doom franchise, it is the fourth title in the main series and the first major installment since Doom 3 in 2004. It was released worldwide on Microsoft Windows, PlayStation 4, and Xbox One on May 13, 2016 and is powered by id Tech 6. A port for Nintendo Switch, co-developed with Panic Button, was released on November 10, 2017.",
  "publisher": "Bethesda Softworks",
  "genre": "FPS",
  "modes": "Single-Player",
  "devStudio": "id Software",
  "platform": "PC",
  "screens": [
    "assets/images/game-18-screen-1.jpg",
    "assets/images/game-18-screen-2.jpg",
    "assets/images/game-18-screen-3.jpg"
  ],
  "image": "assets/images/game-18.jpg",
  "price": "$30.85",
  "title": "DOOM",
  "id": 18
},
{
  "released": 2010,

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```

    "description": "S.T.A.L.K.E.R.: Call of Pripjat is a first-person shooter survival horror video game developed by Ukrainian video game developer GSC Game World for Microsoft Windows. It is the third game released in the S.T.A.L.K.E.R. series of computer games, following S.T.A.L.K.E.R.: Shadow of Chernobyl and S.T.A.L.K.E.R.: Clear Sky, with the game's narrative and events following the former. It was first published in the CIS territories by GSC World Publishing on 2 October 2009, before later being released by bitComposer Games in Europe in November 2009, and in North America and Australia in February 2010.",
    "genre": "FPS",
    "modes": "Single-Player",
    "devStudio": "GSC Game World",
    "publisher": "bitComposer Games",
    "platform": "PC",
    "screens": [
      "assets/images/game-19-screen-1.jpg",
      "assets/images/game-19-screen-2.jpg",
      "assets/images/game-19-screen-3.jpg"
    ],
    "image": "assets/images/game-19.jpg",
    "price": "$16.83",
    "title": "S.T.A.L.K.E.R Call Of Pripjat",
    "id": 19
  },
  {
    "released":2018,
    "description": "Metro Exodus is an upcoming first-person shooter video game developed by a Ukrainian Malta-based studio 4A Games and published by Deep Silver. It is the third installment in the Metro video game series based on Dmitry Glukhovsky's novels. It is set to follow the events of Metro: Last Light and Metro 2033.",
    "publisher": "Deep Silver",
    "genre": "FPS",
    "modes": "Multiplayer",
    "devStudio": "4A Games",
    "platform": "PC",
    "screens": [
      "assets/images/game-20-screen-1.jpg",
      "assets/images/game-20-screen-2.jpg",
      "assets/images/game-20-screen-3.jpg"
    ],
    "image": "assets/images/game-20.jpg",
    "price": "$16.90",
    "title": "METRO Exodus",
    "id": 20
  },
  {
    "released": 2017,
    "description": "Sid Meier's Civilization VI is a turn-based strategy 4X video game developed by Firaxis Games, published by 2K Games, and distributed by Take-Two Interactive. A part of the Civilization series, it was released on Microsoft Windows and macOS in October 2016, with later ports for Linux in February 2017 and iOS in December 2017",
    "publisher": "2K Games",
    "genre": "RTS",
    "modes": "Single-Player",
    "devStudio": "Firaxis Games",
    "platform": "PC",
    "screens": [
      "assets/images/game-21-screen-1.jpg",
      "assets/images/game-21-screen-2.jpg",
      "assets/images/game-21-screen-3.jpg"
    ],
    "image": "assets/images/game-21.jpg",

```

```

"price": "$32.39",
"title": "Civilization VI",
"id": 21
},
{
  "released": 2015,
  "description": "Tom Clancy's Rainbow Six Siege is a tactical shooter video game developed by Ubisoft Montreal and published by Ubisoft. It was released worldwide for Microsoft Windows, PlayStation 4, and Xbox One on December 1, 2015. The game puts heavy emphasis on environmental destruction and cooperation between players. Players assume control of an attacker or a defender in different gameplay modes such as hostage rescuing and bomb defusing. The title has no campaign, but features a series of short missions that can be played solo. These missions have a loose narrative, focusing on recruits going through training to prepare them for future encounters with the White Masks, a terrorist group that threatens the safety of the world.",
  "publisher": "Ubisoft",
  "genre": "FPS",
  "modes": "Multi-Player",
  "devStudio": "Ubisoft Montreal",
  "platform": "PC",
  "screens": [
    "assets/images/game-22-screen-1.jpg",
    "assets/images/game-22-screen-2.jpg",
    "assets/images/game-22-screen-3.jpg"
  ],
  "image": "assets/images/game-22.jpg",
  "price": "$38.31",
  "title": "Rainbox Six Siege",
  "id": 22
},
{
  "released": 2015,
  "description": "Mortal Kombat X is a fighting video game developed by NetherRealm Studios and published by Warner Bros. Interactive Entertainment. Running on the Unreal Engine 3, it is the tenth main installment in the Mortal Kombat video game series and a sequel to the 2011 game Mortal Kombat. It was released on April 14, 2015 for Microsoft Windows, PlayStation 4, and Xbox One. NetherRealm studio's mobile team developed a version for iOS and Android devices. A version for Xbox 360 and PlayStation 3 was in development but was eventually cancelled because NetherRealm could not get the seventh generation of consoles versions to the expected level of quality. High Voltage Studios developed the PC version of the game, with Polish studio QLoc taking over the work on it shortly after the release of Kombat Pack 1.",
  "publisher": "Warner Bros",
  "genre": "FG",
  "modes": "Multi-Player",
  "devStudio": "NetherRealm Studios",
  "platform": "PS4",
  "screens": [
    "assets/images/game-23-screen-1.jpg",
    "assets/images/game-23-screen-2.jpg",
    "assets/images/game-23-screen-3.jpg"
  ],
  "image": "assets/images/game-23.jpg",
  "price": "$25.55",
  "title": "Mortal Kombat X",
  "id": 23
},
{
  "released": 2004,
  "description": "The Chronicles of Riddick: Escape from Butcher Bay is a first-person action and stealth video game developed by Starbreeze Studios and published by Vivendi Universal Games. Released

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for the Xbox and Windows in 2004, the game is a tie-in prequel to the futuristic science fiction film The Chronicles of Riddick. Actor Vin Diesel—who was involved in the game's development—reprises his role as that film's protagonist, Richard B. Riddick.",

```
"publisher": "Vivendi Universal Games",
"genre": "Stealth",
"modes": "Single-Player",
"devStudio": "Starbreeze Studios",
"platform": "PC",
"screens": [
  "assets/images/game-24-screen-1.jpg",
  "assets/images/game-24-screen-2.jpg",
  "assets/images/game-24-screen-3.jpg"
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