



INTERNSHIP REPORT

by

Mr. Adit Digamber Ghadi

RollNo: 2024

Internship Report at Open Destinations Infotech Pvt Ltd

Completed by:

Mr. Adit Digamber Ghadi

RollNo: 2024

for the partial fulfillment of MCA Degree for Semester: VI

The discipline of Computer Science and Technology, Goa Business School,

Goa University

At

Open Destinations Infotech Pvt Ltd 6th & 7th Floor, Kamat Grand, Behind Caculo Mall,
St Inez, Panjim Goa. India. 403001

Under the guidance of

Swapnil Kamat

(Manager, Open Destinations)

Pretoria Dmello

(HR, Open Destinations)

Nagesh Patil

(Bootcamp/Product Technical Trainer, Open Destinations)

Alfredo Fernandes

(Product Trainer, Open Destinations)

Rupesh Korgaukar

(On Job Trainer (OJT), Open Destinations)

Date: 12-Jun-23

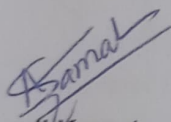
TO WHOMSOEVER IT MAY CONCERN

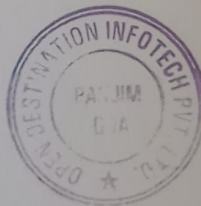
This is to certify that **Mr. Adit Digamber Ghadi**, a student of the Master of Computer Applications (MCA) course at Goa University, Goa, has completed his final semester project at our company **Open Destinations** from **01-Feb-23** to **12-Jun-23**.

Adit has successfully completed the internship and has met the expectations of his Team Leader and guide.

This certificate is being issued as requested and is to be submitted as the internship project report at Goa University.

For Open Destinations.


Swapnil Kamat
Development Manager



<<Company Name and Seal>>



GOA BUSINESS SCHOOL
CERTIFICATE OF EVALUATION

This is to certify that Mr/Ms Adit D. Ghadi has
successfully completed his internship at Open Destinations Infotech Pvt Ltd, in
partial fulfillment of the award of the degree in Master of Computer
Application.

A handwritten signature in blue ink, appearing to be 'Vishal'.

Examiner 1

A handwritten signature in blue ink, appearing to be 'Rahul'.

Examiner 2

Place: Goa University

Date: 14/06/2023

A handwritten signature in blue ink, appearing to be 'Santosh'.

Dean, Goa Business School

Open Destinations Infotech Pvt Ltd

Goa University

Acknowledgement

I would like to express my gratitude and appreciation to all the people who helped me in the completion of my internship.

I thank Miss. Jyoti Pawar (Dean, Goa Business School, Goa University),

Mr. Ramdas Karmali (Prof. and TPO, MCA, Goa Business School, Goa University),

Mr. Ramrao Wagh (Program Director, MCA, Goa Business School, Goa University),

Mr. Hanumant Redkar (Assistant Prof, MCA, Goa Business School, Goa University) and all the faculty of MCA, Goa University for their constant encouragement and support during the project work.

I would also like to thank Mr. Swapnil Kamat (Manager, Open Destinations) and Mrs. Pretoria Dmello (HR, Open Destinations) for giving me the opportunity to showcase my skills and passion towards my work in the company. Special thanks to my trainers Nagesh Patil (Product Technical Trainer, Open Destinations), Alfredo Fernandes (Product Trainer, Open Destinations), Rupesh Korgaukar (On Job Trainer (OJT), Open Destinations) who had patiently taught the concepts and given good guidance on how to work with the given task.

Also thanks to my Team Project Manager Mr. Sagar Bhate and Team Leader Mr. Mahendra Desai, Open Destinations for giving me the opportunity to work in their Rail Team. I even like to thank my team members for their guidance and help which were extremely valuable.



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(Product Trainer, Open Destinations)
Rupesh Korgaukar
(On Job Trainer (OJT), Open Destinations)

<<Place to append certificate from Company>>

<<preferably on Company Letterhead or having company name/logo>>

<<Format Similar to:>>

Date:

TO WHOMSOEVER IT MAY CONCERN

This is to certify that _____, a student of Master of Computer Applications (MCA) of Goa University, Goa, is currently undergoing/has completed his final semester project (Semester VI) at our organization/company, Open Destinations Infotech Pvt Ltd from 10 January 2023 to 10 July 2023.

During his tenure, he has met the expectations of his/her team lead/mentor/guide and has been found to be regular and sincere.

This certificate is being issued on his request to be submitted with the project report at Goa University.

<<The final internship completion certificate will be provided on completing his/her internship>>

For CompanyName

<<Signing Authority>>

<<Company Name and Seal>>



**GOA BUSINESS SCHOOL
CERTIFICATE OF EVALUATION**

This is to certify that Mr/Ms _____ has successfully completed his internship at Open Destinations Infotech Pvt Ltd, in partial fulfillment of the award of the degree in Master of Computer Application.

Examiner 1

Examiner 2

Place: Goa University

Date: 14/06/2023

Dean, Goa Business School

Open Destinations Infotech Pvt Ltd

Goa University

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Table of Contents

SR. No.	TITLE
1	Introduction
2	Company
3	Designation and roles
4	Overview
5	My Contributions
6	Tools and Technologies Used
7	Screenshots
8	Other Additional Tasks
9	Certifications Completed under Internship and self study
10	Conclusion
11	Internship Timeline
12	My recollections/experiences of internship
13	References

Introduction

This report describes the tasks carried out during a four-month full-time employment period by Mr. Adit Digamber Ghadi, which commenced on 1st February 2023 at Open Destinations Infotech Pvt Ltd, Panaji. The full-time position was undertaken in accordance with the curriculum of the VI semester Industrial Training of the MCA program at Goa University, Goa.

In the chapters that will follow, I will talk about the company and elaborate on the projects and tasks I worked on, brief information about the projects, and the modules I worked on. I will also provide information on the technologies studied and tools used during the full-time job and my experience of working in a team and how I went about solving issues reported by customers. I shall conclude by sharing my experience with the company during the full-time employment period.

Company Profile

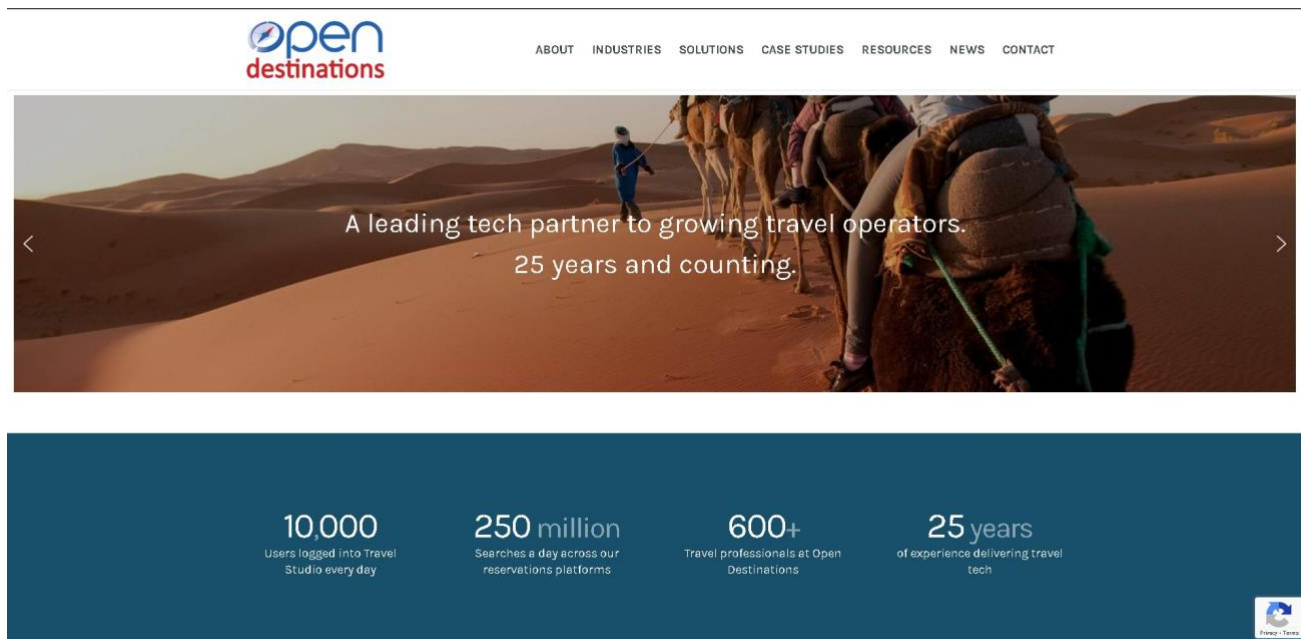
Open Destinations is an established travel technology player with more than 25 years of real-world experience and 500+ travel tech experts, solving the biggest technological issues that tour and rail operators face.

Over 10,000 travel professionals login to use our technology every single day. They choose us because our technology is richer, more complete, and more customer-centric than any other in the marketplace. For our customers it means selling whatever they want, however, they want.

Our customers don't just benefit from amazing technology. They also have the support of our dedicated team of travel industry professionals providing unrivaled Business Support Services. These core services enable Open Destinations customers to free their resources to focus on creating great new travel products, selling to their customers, and generating revenues.

They are headquartered in London, England, United Kingdom. with offices in Panaji, Goa, India.

Open Destinations specializes in travel technology, providing travel reservation systems and e-commerce solutions for tour operators and leisure travel companies worldwide.



The image shows a screenshot of the Open Destinations website. At the top, the logo 'open destinations' is on the left, and a navigation menu with links 'ABOUT', 'INDUSTRIES', 'SOLUTIONS', 'CASE STUDIES', 'RESOURCES', 'NEWS', and 'CONTACT' is on the right. Below the navigation is a large banner image of a desert landscape with camels and a person. Overlaid on the banner is the text: 'A leading tech partner to growing travel operators. 25 years and counting.' Below the banner is a dark blue section containing four statistics:

10,000	250 million	600+	25 years
Users logged into Travel Studio every day	Searches a day across our reservations platforms	Travel professionals at Open Destinations	of experience delivering travel tech

In the bottom right corner of the statistics section, there is a small logo for 'Travel Studio'.

Products of the company



Travel Studio:

Travel Studio from Open Destinations is an industry-leading end-to-end Reservation Management system that enables Tour Operators to look forward to a future of long-term financial growth and business sustainability.



Travel Builder:

Travel Builder from Open Destinations is a comprehensive out-of-the-box SaaS reservations management solution that handles complex bookings in real time so that you can focus on growing your business. Specifically designed for Tour Operators and Destination Management Companies, it delivers your business with a fully responsive website, directly connected to sales, management, and accounting for optimum visibility and efficiency.



Tineri:

Tineri is a white-label mobile itinerary app for tour operators, DMCs, travel agents, and travel providers. Tineri is a user-friendly solution that makes it easy to communicate with your customers before, during, and after their trip.

My Designation at the company and important roles performed as an intern

Current Designation: Junior Software Developer

I started off as a **trainee Software developer**.

After our bootcamp training was concluded we did some on the job training as **junior Software developers**.

Finally we were assigned to different teams. Currently i am part of the support team as a **support Developer**. The support developers help solve any bugs or problems discovered by the customer.

I worked as a support developer for the past month helping solve customer queries, bugs reported, etc.

Problem Statement

In the context of our training program, there is a need to develop an online game store website that integrates various technologies and showcases the skills and knowledge acquired during the training. The objective is to create a platform where customers can browse and purchase games, suppliers can add games to be sold, and admins can manage suppliers and view sales data. The challenge is to design and implement a functional website that effectively utilizes ASP.NET, JavaScript, SQL, jQuery, and other tools learned during the training, while providing a seamless user experience and demonstrating proficiency in web development.

The project aims to address this need by developing a user-friendly online game store website that incorporates essential features, database integration, user roles, secure login, and dynamic content presentation.

User Requirements:

- There should be logins for three types of users – admins, suppliers and customers.
- Customers should be able to browse products, sort products by categories, add/remove them from cart and buy/checkout the cart items. They should also be able to view their full purchase history.
- Suppliers should be able to view their products, add new products to any of the categories, view the product categories, add new categories.
- Admins should be able to view the list of products and their suppliers, view list of suppliers and customers, view categories, add new category, add new suppliers.
- On logout user should be directed to login page and using any of the links without logging in should redirect you to login page.

Overview

As part of our training program, we were tasked with creating a website using ASP.NET, JavaScript, SQL, jQuery, and other tools we learned during the training. For my project, I chose to develop an online game store website.

The primary objective of this project is to demonstrate the skills and knowledge acquired during the training program. Specifically, we aimed to create a functional website that integrates various technologies and showcases the following capabilities:

1. Database Integration:

- Design and implement a database to store game-related information.
- Populate the database with a collection of games.

2. Dynamic Web Content:

- Retrieve game details from the database and display them on the website.
- Implement features such as login validations, modal popups, and linking images.

3. User Roles and Functionality:

- Implement a secure user login system with three types of users:
 - a) Customers: Can browse and purchase games.
 - b) Suppliers: Can add games to be sold.
 - c) Admins: Can manage suppliers and view sales data.

4. Customer Experience:

- After logging in, customers will be directed to the home page where they can view all the games available.
- Customers can add games to their shopping cart and proceed to the checkout section, which will generate a payment receipt indicating the amount they need to pay.

5. Supplier and Admin Pages:

1. Suppliers and admins will have separate login pages.
2. Suppliers can view details about the products sold and manage their inventory.
3. Admins have the ability to add new suppliers and access sales data.

Timeline and Deliverables: We had until the completion of our training to develop this project and showcase our skills. The expected deliverables include:

1. A fully functional online game store website that meets the project requirements.
2. A working database with game information and user-related data.
3. Login functionality with different user roles and corresponding access permissions.
4. Responsive web design and user-friendly interface.
5. Demonstration of various skills and tools learned during the training program.

Moving forward, I proceeded with the development and testing phases of the project. This included refining the website's functionality, implementing the database, and conducting thorough testing to ensure a seamless user experience.

By completing this project, I aimed to demonstrate my proficiency in web development and showcase my ability to apply the skills acquired during the training program in a practical setting.

My Contributions

During On-the-Job Training:

During on the job training, we were allowed to solve some issues discovered by the testing team.

- Resolved UI issues: I tackled and fixed some user interface issues on my company's main website, enhancing the overall user experience.
- Fixed data loading issue: I addressed a problem where data was not loading correctly, ensuring that the necessary information is displayed properly on the website.
- Implemented new code: I wrote new code to add a new button, presumably adding functionality or enhancing the website's features.

Support Development:

After On-the-Job Training I was assigned to a support development team.

1. **Customer issue resolution:** As a member of the support development team, I worked on various issues reported by customers Examples include
 - Extra system notes: I addressed a situation where additional system notes were being added erroneously, ensuring the correct behavior and preventing unnecessary notes.
 - Wrong service booking: I resolved an issue where customers were encountering problems while booking a service, rectifying the process to ensure accurate service bookings.
2. **Database Issues:** I debugged stored procedures and found some problems in the data so wrote a sql script to correct that data.

Tools and Technologies Used

Visual Studio

Microsoft Visual Studio is an integrated development environment (IDE) from Microsoft. It is used to develop computer programs, as well as web sites, web apps, web services and mobile apps. Visual Studio uses Microsoft software development platforms such as Windows API, Windows Forms, Windows Presentation Foundation, Windows Store and Microsoft Silverlight. Visual Studio includes a code editor supporting IntelliSense (the code completion component) as well as code refactoring. The integrated debugger works both as a source-level debugger and a machine-level debugger.



Visual Studio Code

Visual Studio Code is a source code editor developed by Microsoft for Windows, Linux and macOS. It includes support for debugging embedded Git control, syntax highlighting, intelligent code completion, snippets, and code refactoring.



SQL Server Management Studio

Microsoft SQL Server Management Studio (SSMS) is an integrated environment to manage a SQL Server infrastructure. It provides a user interface and a group of tools with rich script editors that interact with SQL Server. It supports most of SQL Server's administrative tasks and maintains a single, integrated environment for SQL Server Database Engine management and authoring.



SQL Profiler

You can use the SQL Profiler tool to debug, troubleshoot, monitor, and measure your application's SQL statements and stored procedures. SQL Profiler captures activity occurring in SQL Server, driven by requests from your client application.

Internet information services (IIS) Server

Internet Information Services (IIS) is a flexible, general-purpose web server from Microsoft that runs on Windows systems to serve requested HTML pages or files. An IIS web server accepts requests from remote client computers and returns the appropriate response. IIS supports HTTP, HTTPS, FTP, FTPS, SMTP and NNTP.



Soap UI

SoapUI is an open-source web service testing application for service-oriented architectures (SOA) and representational state transfers (REST). Its functionality covers web service inspection, Invoking, development, simulation and mocking functional testing, load and compliance testing



TortoiseSVN

TortoiseSVN is a really easy to use Revision control/version control source control software for Windows. It is based on Apache™ Subversion (SVN). TortoiseSVN provides a nice and easy user interface for Subversion. It is developed under the GPL which means it is completely free for anyone to use, including in a commercial environment, without any restriction. The source code is also freely available, so you can even develop your own version if you wish to. Since it's not an integration for a specific IDE like Visual Studio, Eclipse or others, you can use it with whatever development tools you like, and with any type of file.

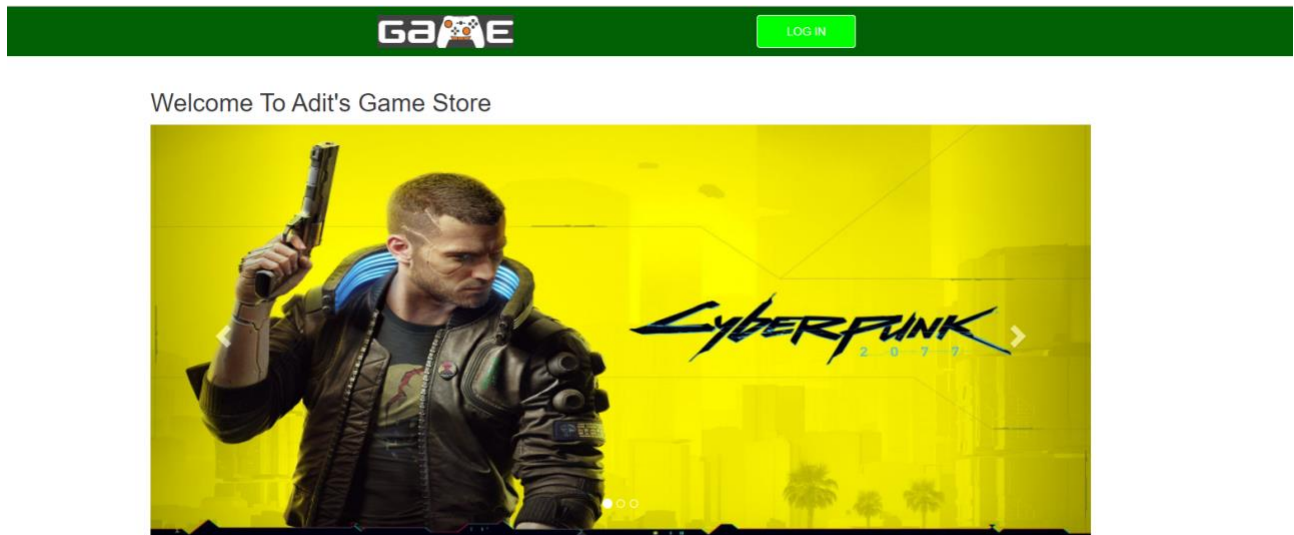
SVN Basic Terms and Structure are as follows

- Repository (repo): is a central store where the project is maintained.
Server: The computer storing the repo. Client: The computer connecting to the repo.
- Working Set/Working Copy: Your local directory of files, where you make changes.
- Trunk: Contains the Main code
- Branch: Is an experimental version for any code change
- Tag: Has a workable version of the Project.

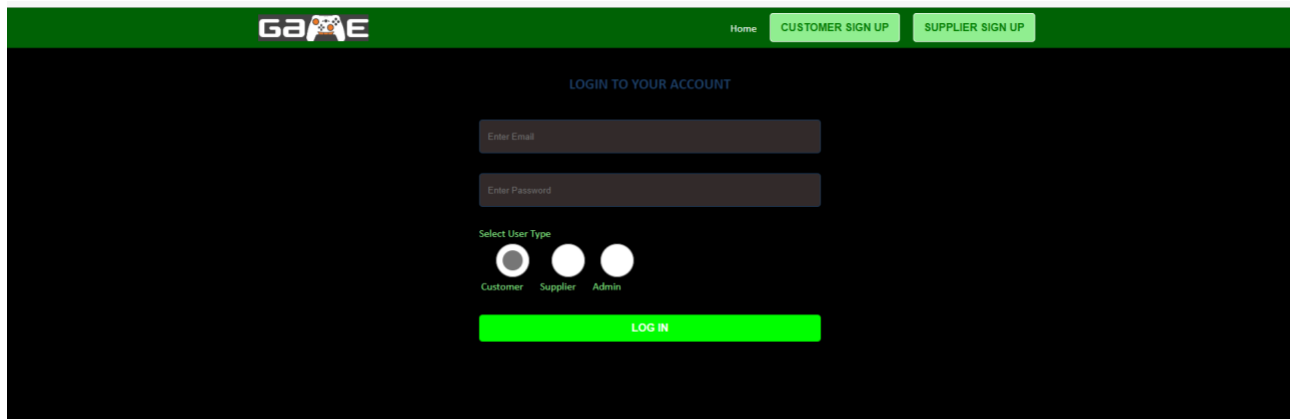


Screenshots

First landing page:



Login Page:



Customer signup:

CREATE YOUR ACCOUNT

Enter Full Name

Enter Address

Enter Gender

Enter Email

Enter Password

Confirm Password

Enter Mobile Number

SIGN UP

Act

Supplier sign up:

CREATE YOUR ACCOUNT(SUPPLIER)

Enter Full Name

Enter Address

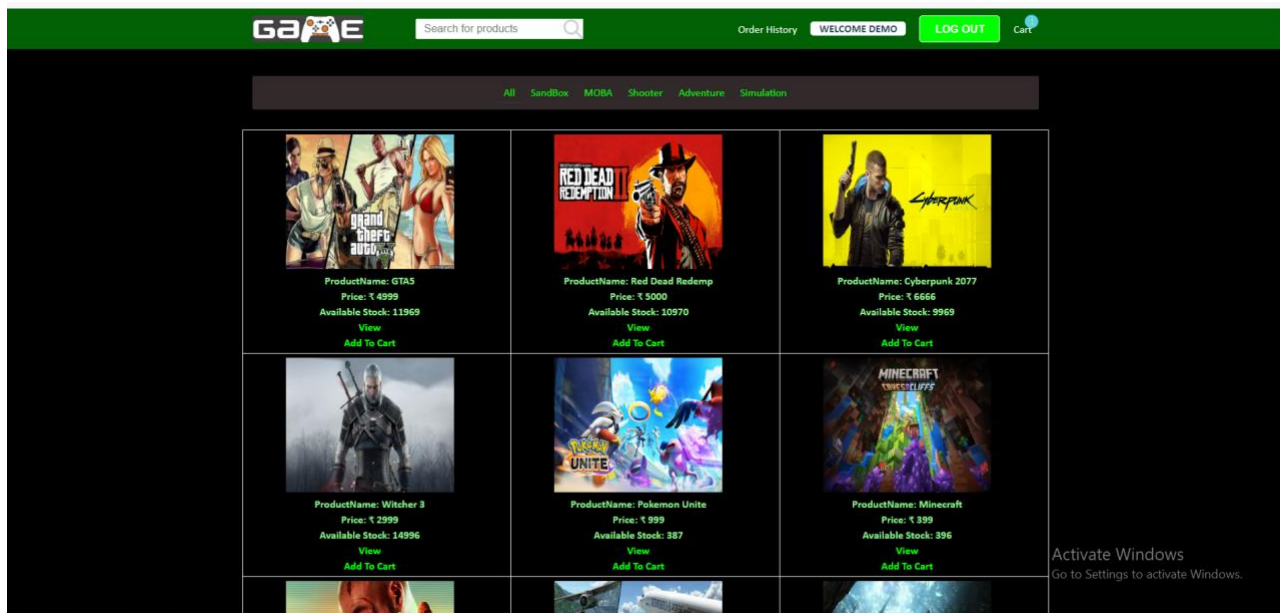
Enter Email

Enter Password

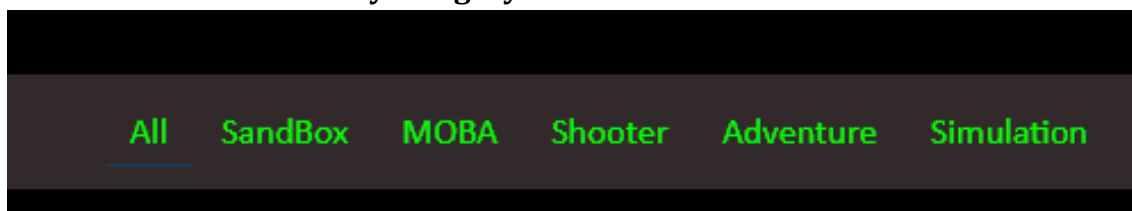
Confirm Password

SIGN UP

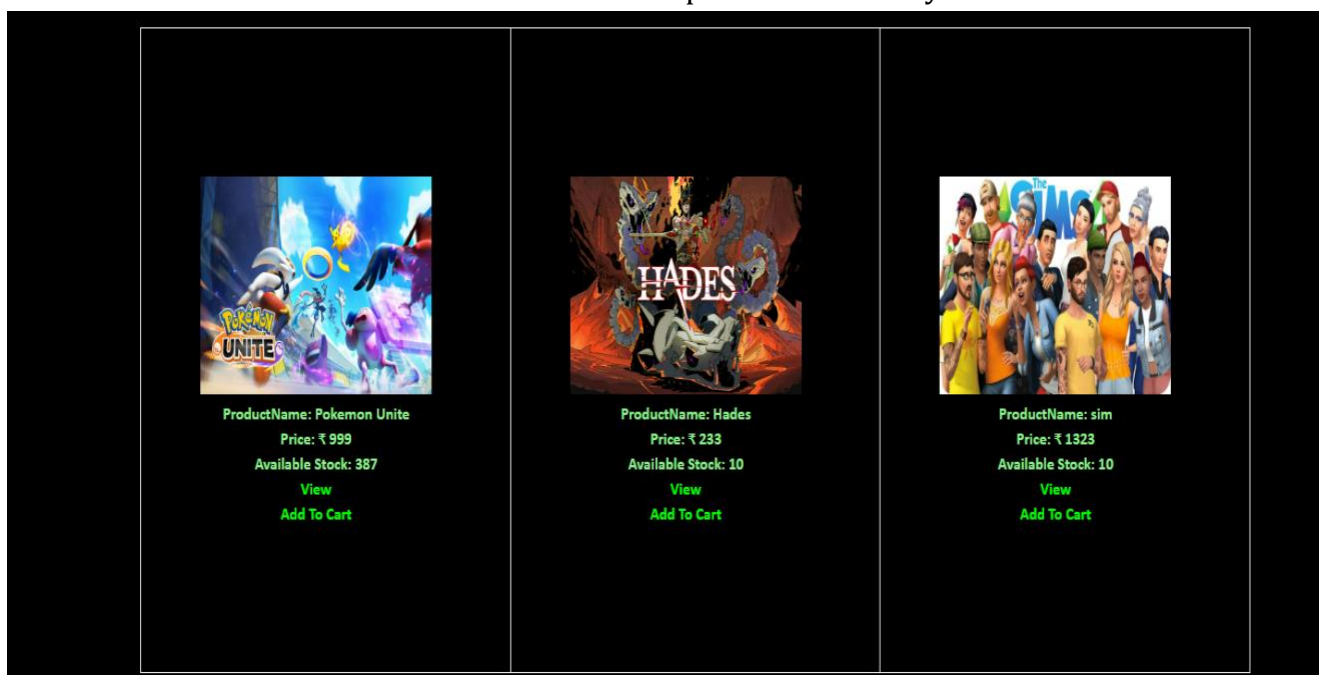
Customer Homepage:



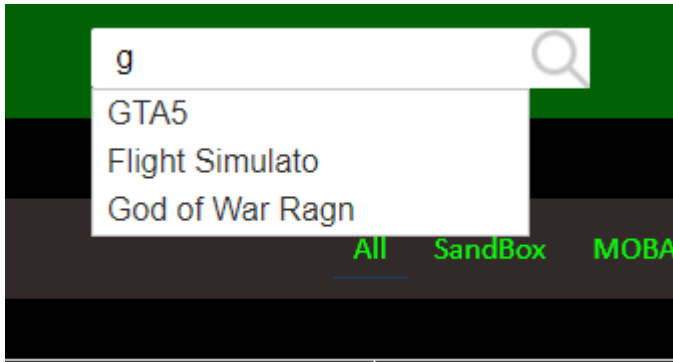
Products can be Sorted by category:



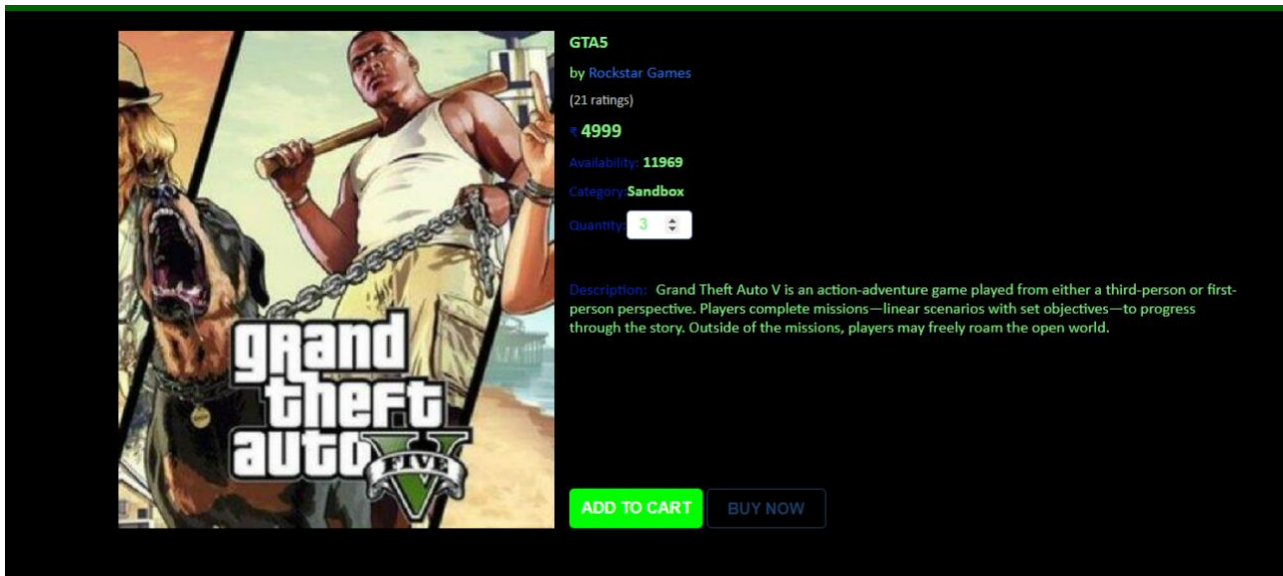
You have a button to view more details about the product or directly add it to the cart.



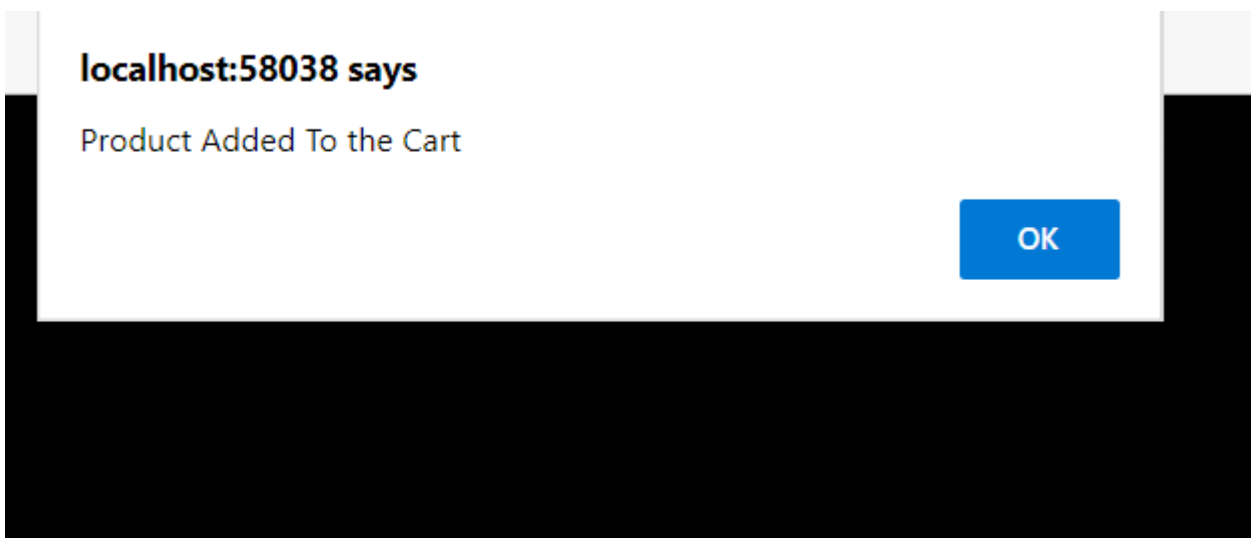
Javascript autoocomplete: Used to search for and view games.



Product View: Detailed view of the product, with extra details. You can also add multiple products.



When a product is added to cart you get a popup.



Customers Cart with all the products:

Shopping Cart

[CONTINUE SHOPPING](#)

Image	Product Id	Product Name	Product Price	Quantity	Total Amount	Edit	Delete
	2012	Red Dead Redemp	5000	2	10000		
	2011	GTA5	4999	6	29994		

Price Details

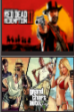

Price (1 item) ₹39994

Delivery Charges free

[PROCEED TO CHECKOUT](#)

Order Summary: After customer proceeds to checkout he gets a summary of the order details and the price.

Order Summary

Image	Order Date	Product Name	Product Price	Product Quantity	Order Status	Total Amount
	04-06-2023 00:00:00	Red Dead Redemp	5000	2	Pending	10000
	04-06-2023 00:00:00	GTA5	4999	6	Pending	29994

Price Details


Grand Total ₹39994

Delivery Charges free

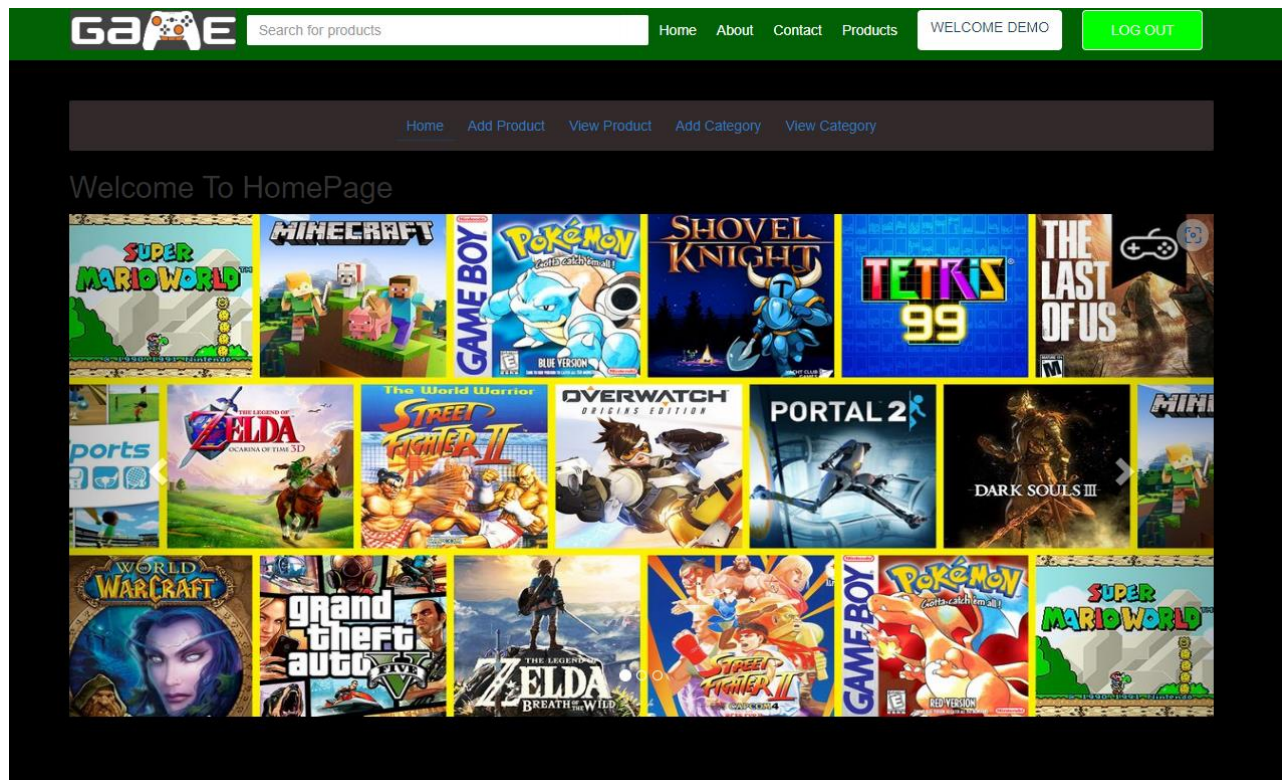
Thank you for placing order

Order History: Customer gets a list of all their past orders.

Order History

Image	Order Date	Order Id	Product Name	Product Price	Product Quantity	Order Status	Total Amount
	16-02-2023 00:00:00	4013	GTA5	4999	1	Pending	4999
	16-02-2023 00:00:00	4013	Red Dead Redemp	5000	1	Pending	5000
	17-02-2023 00:00:00	4015	GTA5	4999	16	Pending	79984
	17-02-2023 00:00:00	4015	Red Dead Redemp	5000	14	Pending	70000
	17-02-2023 00:00:00	4015	Pokemon Unite	999	4	Pending	3996
	17-02-2023 00:00:00	4015	Cyberpunk 2077	6666	3	Pending	19998
	17-02-2023 00:00:00	4015	Flight Simulato	8000	2	Pending	16000
	17-02-2023 00:00:00	4015	Witcher 3	2999	2	Pending	5998
							

Supplier Homepage:



Product Category details:Supplier can view the list of product categories and their descriptions.

Category Name	Category Description	Edit	Delete
Sandbox	SandBox games are open world games where players have a lot of freedom to explore or do missions at their own pace.		
Shooter	FPS simulates a typical human viewpoint, showing essentially what your in-game character sees.		
MOBA	MOBA games are multiplayer online battle arena style games where tons of players can fight each other.		
Adventure	An adventure game can be defined as a game with a mix of elements from an action game and an adventure game,[1] especially crucial elements like puzzles.[2] Action-adventures require many of the same physical skills as action games, but also offer a storyline, numerous characters, an inventory system, dialogue, and other features of adventure games.		
Simulation	Simulation video games are a diverse super-category of video games, generally designed to closely simulate real world activities. A simulation game attempts to copy various activities from real life in the form of a game for various purposes such as training, analysis, prediction, or entertainment. Usually there are no strictly defined goals in the game, and the player is allowed to control a character or environment freely.		

Add product:Supplier can add a new product.

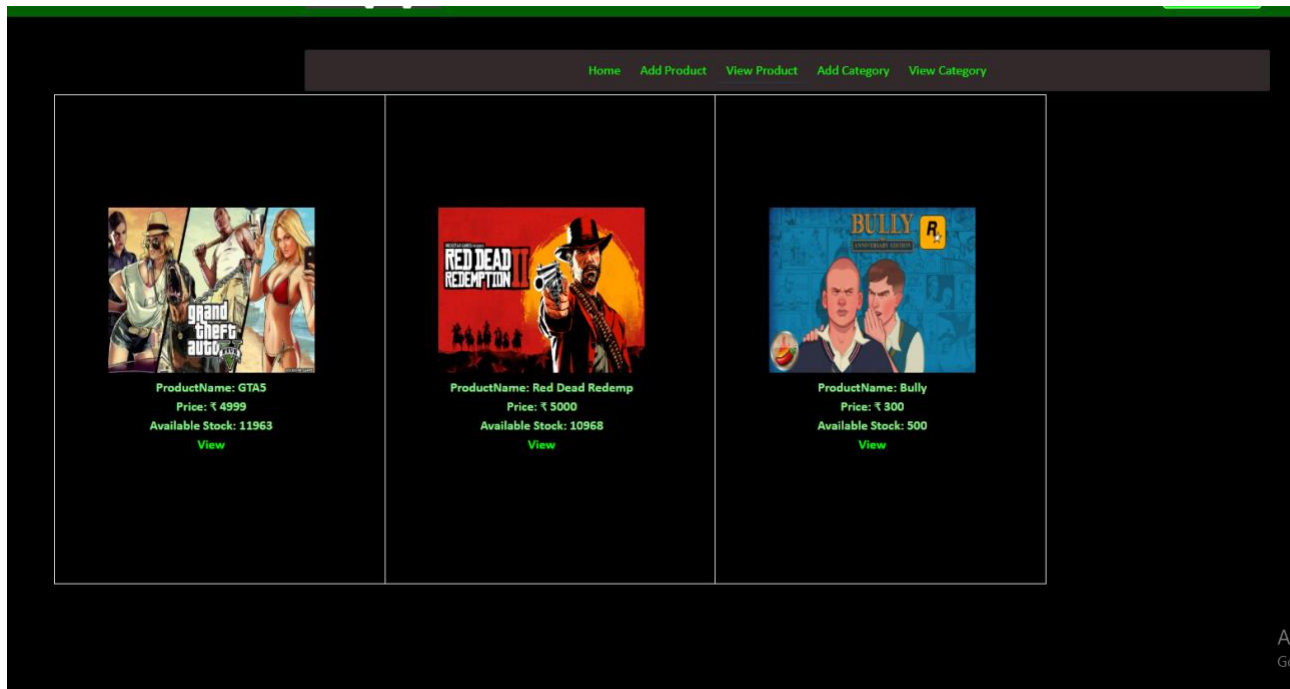
[Home](#)[Add Product](#)[View Product](#)[Add Category](#)[View Category](#)

ADD A NEW GAME

Game Image:

No file chosen

View Suppliers Products: Supplier can view all the products they added.



Admin : Admins can view customer details

Customer Details						
Customer Id	Customer Name	CustomerEmail	CustomerGender	CustomerAddress	CsustomerPhoneNo	Delete
1003	Demo	demo@gmail.com	male	demoville	987898678	
1004	Adit	adit@gmail.com	male	saligao	9897876789	
1005	Karen	karen@gmail.com	female	Panjim	9898786789	
1006	vianni	vianni@gmail.com	male	Anjuna	9767878987	
1007	atharv	hellzaimaru@gmail.com	male	mapusa	9763620545	
1009	swapnil	swapnil@gmail.com	male	miramar	1234567891	

Order details: Admins can also view the list of orders.

Order Details

OrderDate	OrderId	CustomerId	GameName	GamePrice	OrderQty	OrderStatus	TotalAmount
16-02-2023 00:00:00	4013	1003	GTA5	4999	1	Pending	4999
16-02-2023 00:00:00	4013	1003	Red Dead Redemp	5000	1	Pending	5000
17-02-2023 00:00:00	4015	1003	GTA5	4999	16	Pending	79984
17-02-2023 00:00:00	4015	1003	Red Dead Redemp	5000	14	Pending	70000
17-02-2023 00:00:00	4015	1003	Pokemon Unite	999	4	Pending	3996
17-02-2023 00:00:00	4015	1003	Cyberpunk 2077	6666	3	Pending	19998
17-02-2023 00:00:00	4015	1003	Flight Simulato	8000	2	Pending	16000
17-02-2023 00:00:00	4015	1003	Witcher 3	2999	2	Pending	5998
17-02-2023 00:00:00	4015	1003	Minecraft	399	2	Pending	798
17-02-2023 00:00:00	4019	1006	Red Dead Redemp	5000	2	Pending	10000
17-02-2023 00:00:00	4019	1006	Cyberpunk 2077	6666	2	Pending	13332
18-02-2023 00:00:00	4020	1006	Minecraft	399	1012	Pending	403788
18-02-2023 00:00:00	4020	1006	Cyberpunk 2077	6666	1012	Pending	6745992
18-02-2023 00:00:00	4020	1006	GTA5	4999	1	Pending	4999
18-02-2023 00:00:00	4020	1006	Max Payne 3	1999	100	Pending	199900
19-02-2023 00:00:00	4021	1003	GTA5	4999	8	Pending	39992
19-02-2023 00:00:00	4021	1003	Pokemon Unite	999	8	Pending	7992
19-02-2023 00:00:00	4021	1003	Cyberpunk 2077	6666	6	Pending	39996
19-02-2023 00:00:00	4022	1003	Flight Simulato	8000	1	Pending	8000
19-02-2023 00:00:00	4022	1003	Hades	233	1	Pending	233
19-02-2023 00:00:00	4023	1007	Witcher 3	2999	1	Pending	2999
19-02-2023 00:00:00	4023	1007	Red Dead Redemp	5000	1	Pending	5000
19-02-2023 00:00:00	4023	1007	Cyberpunk 2077	6666	1	Pending	6666
20-02-2023 00:00:00	4024	1003	Red Dead Redemp	5000	3	Pending	15000
20-02-2023 00:00:00	4024	1003	Pokemon Unite	999	1	Pending	999
20-02-2023 00:00:00	4024	1003	Minecraft	399	4	Pending	1596
20-02-2023 00:00:00	4025	1009	Red Dead Redemp	5000	1	Pending	5000
20-02-2023 00:00:00	4025	1009	Cyberpunk 2077	6666	2	Pending	13332
20-02-2023 00:00:00	4026	1009	Red Dead Redemp	5000	3	Pending	15000
20-02-2023 00:00:00	4026	1009	Cyberpunk 2077	6666	1	Pending	6666

Action
Go to

Supplier Details: Admins can also view the details of all the suppliers

Supplier Details

SupplierId	SupplierName	SupplierEmail	SupplierAddress	status
3008	Rockstar Games	rockstar@gmail.com	Kings Road	0
3009	Nintendo	nintendo@gmail.com	Shibuya, Tokyo	0
3010	Ubisoft	ubisoft@gmail.com	France	0
3011	Square Enix	square@gmail.com	Shinjuku, Tokyo	0
3012	Epic Games	epic@gmail.com	North Carolina	0
3013	CD Project	cdproject@gmail.com	Warsaw	0
3014	Demo	demo@gmail.com	demoaddress	0

Category Details: Admins can also view the details of the categories and add a new category if they desire.

Category Details	
Category Name	Category Description
Sandbox	Sandbox games are open world games where players have a lot of freedom to explore or do missions at their own pace.
Shooter	FPS simulates a typical human viewpoint, showing essentially what your in-game character sees.
MOBA	MOBA games are multiplayer online battle arena style games where tons of players can fight each other.
Adventure	An adventure game can be defined as a game with a mix of elements from an action game and an adventure game,[1] especially crucial elements like puzzles.[2] Action-adventures require many of the same physical skills as action games, but also offer a storyline, numerous characters, an inventory system, dialogue, and other features of adventure games.
Simulation	Simulation video games are a diverse super-category of video games, generally designed to closely simulate real world activities. A simulation game attempts to copy various activities from real life in the form of a game for various purposes such as training, analysis, prediction, or entertainment. Usually there are no strictly defined goals in the game, and the player is allowed to control a character or environment freely.

Skills Acquired During the project and on the job:

- Learnt new languages like C#, ASP.NET, jquery, AJAX.
- learnt more things about HTML, CSS, Javascript.
- Debugging codes and Stored procedures.
- Tracking down and solving problems in code.
- How to write clean code.
- Tracking problems during database operations using SQL profiler
- How to use various tools and technologies like visual studio, microsoft sql server management studio.

Conclusion/Summary

In conclusion, the completion of the online game store website project marks the successful demonstration of the skills and knowledge acquired during the training program. The primary objective was to develop a functional website that seamlessly integrates various technologies, showcasing our proficiency in web development.

Throughout the project, I achieved the following key capabilities:

- **Database Integration:** A well-designed and implemented database was created to store game-related information. The database was successfully populated with a comprehensive collection of games, ensuring a robust foundation for the website.
- **Dynamic Web Content:** The website effectively retrieves game details from the database and dynamically displays them to users. The implementation of login validations, modal popups, and image linking enhanced the overall user experience and added interactive elements to the website.
- **User Roles and Functionality:** A secure user login system was implemented, accommodating three distinct user roles: customers, suppliers, and admins. Each user type was granted specific functionalities, such as browsing and purchasing games for customers, adding games for suppliers, and managing suppliers and sales data for admins.
- **Customer Experience:** Customers were provided with a seamless experience upon logging in, where they could conveniently browse through the wide range of available games on the home page. The intuitive shopping cart feature allowed customers to add games and proceed to checkout, generating a payment receipt for easy reference.
- **Supplier and Admin Pages:** Dedicated login pages for suppliers and admins allowed them to access exclusive functionalities. Suppliers could view details about their products sold and manage their inventory efficiently, while admins had the authority to add new suppliers and access vital sales data.

The project adhered to the designated timeline, with all deliverables successfully achieved. A fully functional online game store website was developed, accompanied by a robust database containing relevant game information and user-related data. Login functionality was implemented, encompassing different user roles with appropriate access permissions. Additionally, the website's responsive design and user-friendly interface ensure a seamless experience for all users.

By successfully completing this project, I have not only demonstrated my proficiency in web development but also showcased my ability to apply the skills acquired during the training program in a practical setting. The project served as a valuable opportunity to apply theoretical knowledge, overcome challenges, and gain hands-on experience in developing a complex web application.

Overall, this project has significantly contributed to my personal and professional growth, providing me with the confidence and skills necessary to excel in future endeavors within the field of web development.

Internship Timeline:

Brief timeline:

Title	Date
Training Started	2 nd February
Product Training	7 th March
Product Technincal Training	24 th March
MVC Training	5 th April
ON the Job Training	9 th April
Assigned to Team	1st May

1. February 2023

- 1st Jan 2023
- Formal Orientation Process
- 2nd Jan to 28th Jan
- Started with Bootcamp

2. March 2023

- 1st March to 2nd March
- Mini project demo and viva

3. 6th March to 14 th Feb

- Introduction to Travel studio
- Setting up of Travel studio V1 and V2 along with API
- Types of Architecture
- Service maintenance module
- Agent maintenance module
- Bookings Module
- Service Module
- Packages Module
- Demos on the above modules and assignments

- Online test

4. 15th March to 20st March

- Asked to learn about jquery,angular and auto complete ui using jquery

5. 27th March to 31st March

- Onjob training begins
- introduction to jira, svn and concepts as committing and merging repositories

3. April 2023

- 3rd April to 28th April
- Product technical training begins
- MVC in angular
- components in angular
- intorduction to jquery
- autocomplete using jquery
- Started on the job training
- Solved some issues discovered by QA

4. May 2023

- 2nd May to 31st May
- Assigned to CX teams
- assigned tickets to work on
- Solve problems reported by customers
- had to merge changes to repositories
- had to debug Stored Procedures and fix any issues there

My Reflection/Experiences of internship

I gained valuable work experience at Open Destinations, a prominent travel technology company with over 25 years of industry expertise and a team of 500+ travel tech professionals. During my tenure, I started as a trainee developer on February 1st and progressed to the role of junior software developer.

As a trainee, my primary focus was to acquire the necessary skills for the job. I underwent comprehensive training in technologies such as ASP.NET, JavaScript, and C#. The training program encompassed various aspects, including product knowledge and technical proficiency. At the end of each training session, we were evaluated through tests, which, although nerve-wracking, provided a sense of accomplishment upon completion.

Throughout the training period and while engaging in practical on-the-job learning, I encountered challenges that required time and effort to overcome. However, I was fortunate to have exceptional instructors and mentors who patiently guided and ensured our understanding of the subject matter. To maximize my learning, I actively collaborated with fellow trainees, offering assistance whenever they faced obstacles. This not only allowed me to deepen my understanding of potential coding issues but also enhanced my interpersonal and social skills, which had a positive impact on my overall personal growth.

The skills I acquired proved invaluable during the development of a website project. The collaborative environment fostered a continuous learning experience, as I interacted and learned from my peers. Moreover, it significantly enhanced my problem-solving abilities and equipped me with expertise in UI design, debugging, writing clean code, and acquiring proficiency in new programming languages. Notably, I take great pride in my substantial improvement in SQL skills. Previously, I had a minimal understanding of SQL and disliked working with it, but through dedicated effort, I have made significant progress in this area.

I am immensely grateful to my instructors, mentors, and all the individuals at Open Destinations for providing me with this opportunity and their unwavering support throughout my internship. I am eagerly looking forward to utilizing the skills and knowledge I have gained to contribute to the success of the company and to further my personal and professional growth.

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