

MVP: Quote-o-meter (Frasòmetre)

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1 Introduction

The idea of this project is to build a website to store the best quotes and jokes from role-playing games sessions, like D&D, Vampire, Cyberpunk, etc, in an RPG/8-bit styled app.

Too many good quotes have been lost, too many jokes poorly written on the back of your character sheet... the Quote-o-meter lets you store them into a game folder, where you can provide context and create characters.



Figure 1: Roll initiative

2 Essential features

- Create a game tag.
- Create a character inside the game.
- Add a quote inside the game.
- Delete any of those.

This features will have a back end and a very minimal front end.

3 Wanted features

If the essential features are up and running, I will focus on the css and styling to give it the RPG feel, before moving on to the wanted features.

Other things to implement if possible:

- Be able to select which players participated in a quote when creating it.
- Have an up vote system for the quotes.
- Date and time on the quotes.
- Search bar.
- Adding an image for the game card and characters card.

4 Extra features

Either for me to implement if there is time or for possible extensions:

- Order system for the quotes.
- Export tool.
- Editable cards.
- Extra "welcome view", just a form to enter your name and email when you access the app.
- ****BONUS I won't attempt this for now, good idea for an extension later on: Create accounts for the players.

5 FRONT END

- Views:
 1. Main view, with the game cards.
 2. Game view, with the quotes and characters.
- Forms for the Game, quotes and characters. Possibly 3 different forms.
- Custom UI → <https://github.com/RonenNess/RPGUI/blob/master/README.md#how-to-use>

6 BACK END

- TABLES:
 1. Game table.
 2. Quote table.
 3. Character table.
 4. ***maybe User table in the future.

7 Technologies

- Front End:
 1. React
- Back End:
 1. Express
 2. MYSQL

8 Road map for "Essential Features"

Create the project (of course).

- Back End:
 1. Create Express back-end with MySQL database.
 2. Create three tables: Game, Quote, and Character.
 3. Functions on routes: Get all, Get, Post, Delete.
- Front End:
 1. Create 6 views (updated, drawing below).
 2. Create 3 components (forms): Game, Quote, and Character.
 3. Form and display of GameForm, on MainView.
 4. Form and display of Quote and Char, on GameView.
- Back end structure:
- Front end structure:

- Essential
- wanted

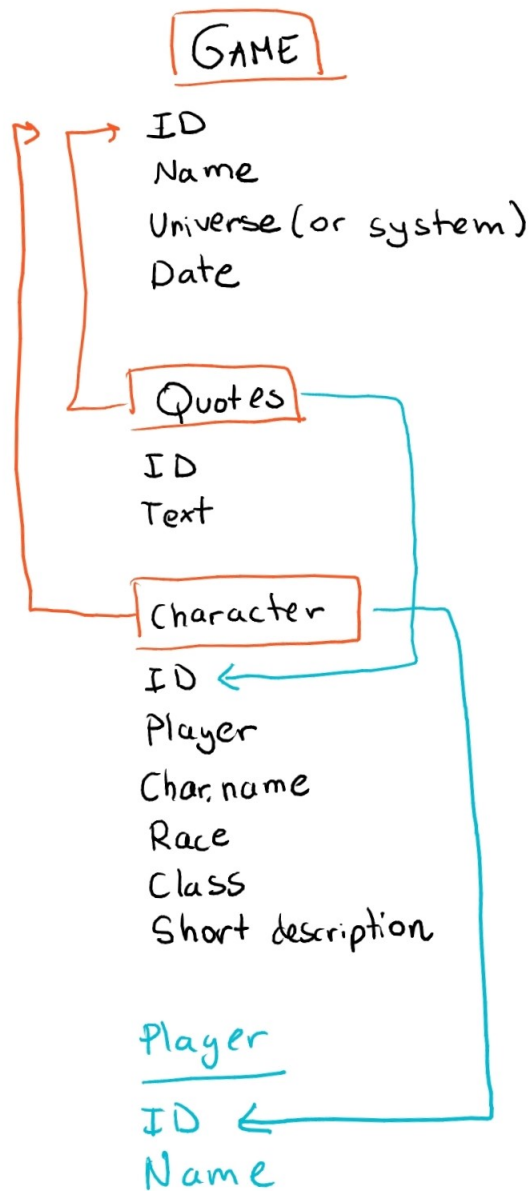


Figure 2: How the back end tables will interact

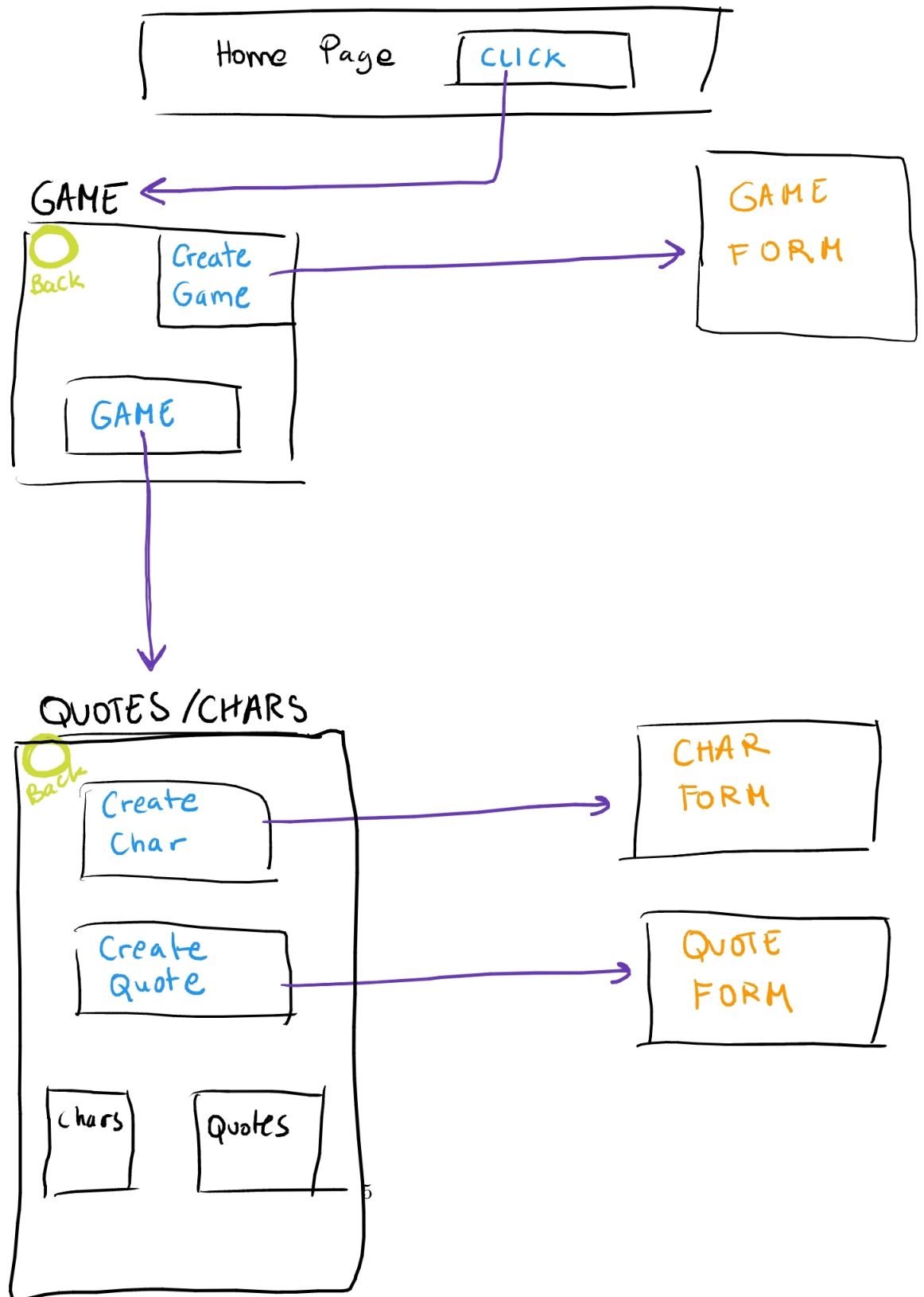


Figure 3: How the views will interact