Highlighted items are things to add in the current implementation. Asterisks indicate a function that communicates between modules, Pound symbols indicate interaction with file objects

Main program:

-Menu management

-User management

Modules:

|  |  |  |
| --- | --- | --- |
| TrailMap  -Function to define “Trail” objects  - Function to manage “Milestone” Objects  -\*\*\*These measure completion based on tags (separate milestones function)  -Function to calculate progress Milestone completion  -Calls/alters UI element  -Privacy/Visibility function to flag Milestones as public  -Group/role management  -Add, edit, & remove function (1 function, 3 modes) | Backpack  -\*\*\*### Function to save files  -Creates “Item” object with “Tags”  -“Tags” passed to Badge and TrailMap Modules  -Function to edit, add, and remove tags (multiple constructors, used by save function)  -###Function to Access files  -Open file (3rd party)  -Download file (to device), not useful in current implementation  -Share file (via link or direct, not yet implemented)  -Function for organizing Items in List (Part of/talks to UI function)?  -Sort option/function call  -Directory-based Sort with identifiers assigned? (complex)  -Search Function  -Checks Tags and name of Item/metadata | Badge  -Function to create/assign/edit badge objects along with name  -Call badge details UI function  -\*\*\*Function to calculate progress based on tags  -Can upgrade badges  -Call Badge Appearance UI function  -Call Badge approval function for admin approval  -Visibility Function  -Badge Showcase UI function loads first  -Badge Search function used to find badges, users, etc. (Complex) |