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Document sign-off

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Revision history

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| Revision | Compiler | Purpose | Change Summary |
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# Description of component

Creating a mind map taxonomy as a representation of the storyline concept. The creation of a mind map taxonomy shall use the storylineCore component as a basis. Allowing the user to navigate through the storyline by accessing assets within the storyline. This is similar to the implementation of the menu and hierarchical navigational taxonomy but as a mind map taxonomy placed on a web content page.

# Component Installation

## Step 1 - Installation:

### Step 1.1

Install Laravel framework. The following command will install the latest version of Laravel with the project name LaravelDefault.

composer create-project laravel/laravel LaravelDefault

### Step 1.2

Download or Clone Zip from [Github](https://github.com/EonConsulting/storyline-mindmap).

## Step 2 - Configuration:

### Step 2.1

Create a folder called "Packages" inside of the root of the Laravel project.

### Step 2.2

Clone the folder from the Git repo (Step 1.2) inside the Packages folder.

### Step 2.3

Inside the root Laravel project, open the composer.json file. In that file, look for:

"autoload" : {

"psr-4": {

...

Inside of the psr-4 tag, load the following:

""EONConsulting\\Storyline\\MindMap\\": "packages/storyline-mindmap/src/","

Just as above, except in the components composer.json file:

"EONConsulting\\Storyline\\MindMap\\": "src/\*"

### Step 2.4 - Use as a global function instead of by namespace (Optional)

Under the psr-4 but still inside of the autoload if the array files does not exist, create it like this:

"files": [

...

]

And enter into it:

"packages/storyline-mindmap/src/functions.php",

And again, in the components composer.json file:

"src/Http/functions.php"

## Step 3 - Registering the Service Provider

### Step 3.1

Open up config/app.php. In the providers array, enter the following:

EONConsulting\Storyline\MindMap\StorylineMindMapServiceProvider::class,

### Step 3.2

In the same file, in the aliases array, enter:

'StoryineMindMap' => \EONConsulting\Storyline\MindMap\src\Facades\StorylineMindMap::class,

## Step 4 - The Finale

In the command line / terminal, enter the following command in the root of the Laravel project:

composer dump-autoload -o

## Package Assets

The Storyline MindMap Component Uses Go.JS as a Library to create the MindMap Represantation . The Go.JS Library and Assets are within the assets folder of the Package .

To Use them you would need to publish the vendors with the below command .

php artisan vendor:publish

## Testing - Generating a MindMap

return storyline\_mind\_map()->get\_mind\_map($course, 'JSON');

## Configuration Files

Application Configuration for this Storyline Mindmap is done in the Service Provision Registration.

## Directory Permissions

After installing the Storyline - MindMap App you may need to configure some permissions. Directories within the storage and the bootstrap/cache directories should be writable by your web server or The component will not run. If you are using the [Homestead](https://laravel.com/docs/5.4/homestead) virtual machine, these permissions should already be set.

## Component Dependencies

This Component depends on Go.JS to actually workand output Views

# How to use Storyline MindMap

## Generating a MindMap from Storyline

To generate a MindMap from the Current Storyline:

## Generating a GUI View - LIST

We have provided two ways of getting a GUI. Either a form or a list. I will take you through how to add more as well.

## Outputting HTML LIST

$mindMap = new StorylineMindMap();

return $mindMap->get\_mind\_map($course, 'HTML');

We have provided a way to output Text as JSON to the Package Return Types

## Outputting TEXT :: JSON

$mindMap = new StorylineMindMap();

return $mindMap->get\_mind\_map($course, 'JSON');

## The Resulting Ouput is mainly built specifically for Go.JS