

# Project Requirements Document

## Project Overview

For the celebration of the Edmonton Public Library (EPL) centennial in 2013, Humanities Computing students, in collaboration with Computing Science students, are creating an interactive TimeMap to display and promote the historical significance of EPL within the Edmonton community. Along with the TimeMap, the project will also contain an interactive quest-based game with tied-in contests and social media links.

The TimeMap is an interactive timeline and map; the map is populated with EPL branches, and the timeline controls the map display, allowing users to navigate through the historical development of EPL. In each year that the user selects along the timeline, the map displays all library branches that existed at that time, overlaid on a historical map that also corresponds to the decade the user is in. Users can delve deeper into the history of each branch by navigating to floor plans of each library, where they will find historical content in a variety of media types. This content is searchable and browsable to promote user access to materials that celebrate the history of EPL. Users can also upload their own content, allowing them to engage with and participate in EPL's history and centennial celebrations.

The target audience for the TimeMap will be EPL clientele; specifically people who are interested in the Edmonton Public Library, and Edmonton's history. To promote maximum accessibility of the TimeMap, users can view all material on the website without signing into an account. However, users who want to upload content to the TimeMap must create or login to an account.

The game component is a quest or scavenger hunt, encouraging users to explore and navigate the adjoining TimeMap website, and optionally, the EPL catalogue and physical branches. The quest-style game will engage audiences and help them:

1. *Explore* the Centenary website, as well as other aspects of the EPL community, including physical branches and the EPL catalogue system.
2. *Learn* about EPL history through engaging quest-based experiences.
3. *Interact* with EPL services, such as Bibliocommons.
4. *Share* their activities via social networking platforms.

The game will be directed towards an audience of current EPL clientele. In order for players to gain levels and build on their previous experiences exploring EPL, and for prize distribution, a login system will be necessary. The user will be able to use the same account for the game and the TimeMap.

The TimeMap website and the associated game will be built for modern web browsers (such as Firefox, Chrome, Safari and IE8+). According to our EPL contacts, we are not required to support older IE browsers, as there are not a large portion of their users using these browsers. While the website will be accessible from a mobile device, it will not be customized for display on mobile devices.

## Requirements

### TimeMap (TM)

#### TM.1. Administrative Requirements

#	<b>TM.1.1</b>
Description	The system will require an administrative user (an EPL staff member) to approve uploaded user content before it is displayed on the website.
Source	Section 4.1.2 from TimeMap.annotated.pdf.
Actors	An administrative user.
Priority	High
Assumptions	/
Steps	<ol style="list-style-type: none"> <li>1. With the back-end management tools we will expose to the EPL staff, an administrator will navigate to a story that requires approval.</li> <li>2. The administrator can view and edit the content and either approve or reject the content.</li> <li>3. If approved, the content is immediately made available to outside users.</li> <li>4. If rejected, the content is deleted.</li> <li>5. If rejected, an EPL administrator will send an email to the user's email address (obtained from the user's account), with additional details about why the content was rejected. We feel that a manual email is required because EPL will want to explain why the content was rejected.</li> </ol>
Issues	<a href="#">#27</a> <a href="#">#28</a>
<b>Status</b>	<b>Implemented</b>

#	<b>TM.1.2</b>
Description	An administrative user (an EPL staff member) will be able to upload content in all the formats users are able to, as well as movies and audio.
Source	Section 4.1.1 in TimeMap.annotated.pdf
Actors	An administrative user.
Priority	High

Assumptions	/
Steps	<ol style="list-style-type: none"> <li>1. With the back-end management tools we will expose to the EPL staff, an administrator will be able to create a new story with all of the required information.</li> <li>2. The story content can be media (image, pdf, audio, video), a link, or text.</li> <li>3. The administrator will be able to immediately approve the content so it is visible to all outside users.</li> </ol>
Issues	<a href="#">#27</a> <a href="#">#29</a> <a href="#">#30</a> <a href="#">#31</a>
<b>Status</b>	<b>Implemented</b>

#	<b>TM.1.3</b>
Description	An administrative user (an EPL staff member) will be able to see usage data and user information (excluding user passwords) in order to moderate the TimeMap and track user statistics. These accounts will be monitored for abuse.
Source	Section 4.3 in TimeMap.annotated.pdf
Actors	An administrative user.
Priority	Very low
Assumptions	Assumes that there might be some account abuse, such as uploading spam.
Steps	<p>The EPL staff will be able to view a user's account data and the stories the user has uploaded. This will be possible with the Django framework.</p> <p>More complex statistics could be added as time permits (but this is currently a very low priority)</p>
Issues	<a href="#">#27</a> <a href="#">#28</a> <a href="#">#33</a>
<b>Status</b>	<b>Not completed – this was a very low priority. It was only a 'nice-to-have' feature if there was time at the end.</b>

#	<b>TM.1.4</b>
Description	An administrative user (an EPL staff member) will be able to ban users in order to remove accounts created for spam advertising. The user will no longer be able to log into the system. We feel that additional measures (IP bans, etc) will not be worthwhile to implement because we do not anticipate excessive account abuse with this website.
Source	Section 4.3 in TimeMap.annotated.pdf
Actors	An administrative user.
Priority	Medium
Assumptions	/

Steps	<ol style="list-style-type: none"> <li>1. With the back-end management tools we will expose to the EPL staff, an administrator will be able to navigate to a user's account in the database (with a user-friendly interface provided by Django).</li> <li>2. The administrator will be able to change a flag on the user's account to mark it as banned.</li> <li>3. The user will no longer be allowed to log in.</li> </ol>
Issues	<a href="#">#27</a> <a href="#">#33</a>
Status	Implemented

#	TM.1.5
Description	An administrative user (an EPL staff member) can select articles to appear on the feature panel on the main TimeMap screen.
Source	Section 4.2 in TimeMap.annotated.pdf
Actors	An administrative user.
Priority	Medium
Assumptions	/
Steps	<ol style="list-style-type: none"> <li>1. With the back-end management tools we will expose to the EPL staff, an administrator will be able to navigate to a settings file that contains the story IDs of articles to feature on the main TimeMap screen.</li> <li>2. The administrator will be able to update the settings file and the changes will be reflected in the application.</li> </ol>
Issues	<a href="#">#27</a> <a href="#">#32</a>
Status	Implemented

#	TM.1.6
Description	An administrative user (an EPL staff member) can remove content that may have been uploaded or approved in error.
Source	Section 4.2 in TimeMap.annotated.pdf
Actors	An administrative user.
Priority	Medium
Assumptions	/
Steps	<ol style="list-style-type: none"> <li>1. With the back-end management tools we will expose to the EPL staff, an administrator will be able to navigate to a story's record in the database (with a user-friendly interface provided by Django).</li> <li>2. The administrator will be able to click 'delete' and remove the content from the system.</li> </ol> <p><b>Note:</b> If a user navigates to an item that was removed by an administrator (or for some other reason does not publicly exist) an error message will be displayed.</p>

Issues	<a href="#">#27</a> <a href="#">#33</a>
Status	<b>Implemented. Django administration panel allows for editing content at any time.</b>

#	<b>TM.1.7</b>
Description	An administrative user (an EPL staff member) can set the default date that users first see upon entering the TimeMap.
Source	Section 4.2 in TimeMap.annotated.pdf
Actors	An administrative user.
Priority	Low
Assumptions	/
Steps	<ol style="list-style-type: none"> <li>1. With the back-end management tools we will expose to the EPL staff, an administrator will be able to navigate to a settings file that contains the default date that is displayed on the main TimeMap screen.</li> <li>2. The administrator will be able to update the default date and the changes will be reflected in the application.</li> </ol>
Issues	/
Status	<b>Implemented. This is a preference in the Django administration section.</b>

## TM.2. User Experience

#	<b>TM.2.1</b>
Description	User Account Creation. The user will be able to create a free account for the TimeMap. An account is required to upload content to the website, but is not required to view content on the website.
Source	Section 2.2 in TimeMap.annotated.pdf
Actors	A user who wants to upload content.
Priority	High
Assumptions	/

Steps	<p>The user navigates to the "Create Account" screen. They must enter the following information:</p> <ul style="list-style-type: none"> <li>· First Name (required)</li> <li>· Last Name (required)</li> <li>· Email (required - must be a valid email address)</li> <li>· Username (min 3 characters)</li> <li>· Password (min 6 characters)</li> <li>· Confirm Password (must match the password)</li> <li>· Agree to the Terms and Conditions</li> <li>· Opt into EPL Centennial Game (checked by default)</li> </ul> <p>The user must also complete the Captcha (an anti-spam security feature) before they can create an account.</p> <p>After the user submits the form, an account is created and an email is sent to the user, asking them to confirm their account creation. The user is not allowed to upload content until they validate their account through email.</p>
Issues	/
Status	<b>Implemented. We did not include the "Opt into EPL Centennial Game" checkbox after discussions with our client (it is no longer needed).</b>

#	<b>TM.2.2</b>
Description	User Account Management. If the user has created a TimeMap account, the user will be able to edit their account information.
Source	Section 2.2 in TimeMap.annotated.pdf
Actors	A user with a valid account.
Priority	High
Assumptions	/
Steps	<p>The user logs into the system and navigates to the "My Account" screen. From this screen, the user can enter the following fields:</p> <ul style="list-style-type: none"> <li>· First Name</li> <li>· Last Name</li> <li>· Email</li> <li>· Current Password</li> <li>· New Password</li> <li>· Confirm New Password</li> </ul> <p>Submitting the form will update the user's information.</p> <p><b>Notes:</b> The user cannot change their username.</p>
Issues	/
Status	<b>Implemented.</b>

#	<b>TM.2.3</b>
Description	<p>User Login. The user will be able to login to the TimeMap using the following methods:</p> <ol style="list-style-type: none"> <li>1. Through a TimeMap account created in TM.2.1.</li> <li>2. Through a EPL account.</li> </ol> <p>Users who have forgotten account credentials will have access to a “Forgot my password” link to guide them through the retrieval process.</p>
Source	Section 2.2 in TimeMap.annotated.pdf
Actors	A user who wants to login to the TimeMap to upload or view their content.
Priority	High
Assumptions	/
Steps	<ol style="list-style-type: none"> <li>1. The user can enter credentials for their EPL or Centennial accounts”</li> </ol> <p><b>Note:</b> The user must first “connect” their Centennial account with their EPL in the user control panel.</p> <p><b>Note:</b> For access to quests that require the Bibliocommons API (reviews, book lists, etc.) EPL account connection is mandatory; for quests that involve Facebook activities, Facebook account connection is mandatory.</p>
Issues	Concerns about obtaining access to EPL account data for logins.
Status	<b>Mostly implemented. We did not include a “Forgot my password” link. This has been added to the “Future Outlook” document. We also did not connect accounts to Facebook. The user can complete Facebook quests without explicitly linking their account to Facebook, because we “hook” into the social media actions on the TimeMap.</b>

#	<b>TM.2.4</b>
Description	Users will be able to share or like the information on the website without having to sign into an EPL/Centennial account. This encourages community promotion by spreading the information through the social media sphere – Pinterest, Facebook, Google plus, Twitter, and email.
Source	Section 2 in TimeMap.annotated.pdf
Actors	A user without an account.
Priority	Medium
Assumptions	A user who is logged into an account should also be able to share/like information. The user attempting to like/share content is authenticated with the target social network.

Steps	<ol style="list-style-type: none"> <li>1. When the user visits a story on the TimeMap, icons for each of the social media sites are displayed in a corner of the screen.</li> <li>2. The user can click on an icon to share the content on that social media site.</li> </ol>
Issues	What information should be sharable? Uploaded stories? The website itself? Etc.
Status	<b>Mostly implemented. We included Facebook, Google+, and Twitter. We did not include email and Pinterest. Pinterest social media has been added to the "Future Outlook" document.</b>

#	<b>TM.2.5</b>
Description	A user may upload content to the TimeMap. The user must specify the Title, Branch, Date (year is required, month and day are optional), and either a text-based story, a link to an external site, or a media file (image or pdf). The user can optionally enter a description or keyword(s).
Source	Section 3 in TimeMap.annotated.pdf
Actors	A user who is logged in to the site.
Priority	High
Assumptions	The user is logged in to the site.
Steps	<ol style="list-style-type: none"> <li>1. The user navigates to the "Upload Story" screen.</li> <li>2. The user completes and submits the form.</li> <li>3. If there are no validation errors with the user's input, then the content is uploaded to the system. Otherwise, the form is returned with validation errors.</li> <li>4. The content is not displayed to the public until it is approved by a moderator.</li> </ol> <p><b>Note:</b> If the user's content is declined by an EPL administrator, they will receive an email notification generated by an EPL staff member (possibly with an explanation as to why the content was rejected.)</p>
Issues	/
Status	<b>Implemented. The Branch field was made optional to support "global" stories that are not specific to a branch.</b>

#	<b>TM.2.6</b>
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Description	<p>The system will support the following formats for uploaded content:</p> <ol style="list-style-type: none"> <li>1. Videos: mp4</li> <li>2. Images: jpg or png</li> <li>3. Audio: mp3</li> <li>4. Text/documents will be uploaded as pdf or pasted into an input box on the Upload Story form as plaintext.</li> </ol> <p>The MIME type of uploaded files will be checked to ensure that only the allowed types are submitted. When a user uploads a file (either an image or a pdf), the maximum file size will be 10mb.</p>
Source	Section 3.1 in TimeMap.annotated.pdf
Priority	High
Assumptions	/
Issues	Dealing with Javascript security risks (in PDFs)
Status	<b>Implemented. All formats are supported.</b>

### TM.3. Navigation

#	<b>TM.3.1</b>
Description	Users launch the TimeMap interface from the main EPL website using a prominent button. This causes navigation to a separate, full-screen interface for using the TimeMap.
Source	Page 7 in TimeMap.Annotated.pdf
Actors	Any user.
Priority	High
Assumptions	/
Steps	<ol style="list-style-type: none"> <li>1. Navigate to the TimeMap section of the main EPL website.</li> <li>2. Click the "Launch TimeMap" button.</li> </ol>
Issues	/
Status	<b>Not implemented. We did not develop this screen ourselves because we did not know exactly how EPL would link to the TimeMap - there will probably be multiple different links on separate pages on the EPL website. We have left this screen out to allow EPL the decision for how they would like to open the TimeMap. Added to the "Future Outlook" document.</b>

#	<b>TM.3.2</b>
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Description	Users can find TimeMap media and locations from specific time periods by selecting a range of dates in the timeline above the map, using two draggable sliders. The TimeMap's pins, map overlays, center location, and zoom will dynamically update according to the contents available within the selected time period. Bookmobile pins will be displayed in a random location on the map with each page load. The pins will be placed randomly because bookmobiles were mobile libraries that would move around the city.
Source	Project Description (Page 5 in TimeMap.Annotated.pdf)
Actors	Any user.
Priority	High
Assumptions	/
Steps	<ol style="list-style-type: none"> <li>1. Drag the "begin" slider to the beginning of the desired time period.</li> <li>2. Drag the "end" slider to the end of the desired time period.</li> </ol>
Issues	Are we using a <b>date range</b> selector in the timeline, or a single date slider?
Status	<b>Implemented, but with a single slider instead of two (because this was less confusing for the user!).</b>

#	<b>TM.3.3</b>
Description	Users can interact with map content by clicking on map locations, or by selecting from a list of "Featured" content located to the left of the map. The user can select from "Featured Content" that reflects currently-visible locations on the map within the selected timeline. When no featured content is selected, a list of all content is displayed. In the case where there is no available content for the given place/date range, the sidebar will be automatically focused on the 'Search' tab.
Source	Page 5 in TimeMap.Annotated.pdf
Actors	Any user.
Priority	High
Assumptions	/
Steps	<ol style="list-style-type: none"> <li>1. The user can click a pin on the map to view the details of a branch.</li> <li>2. The user can also click a "Feature" on the left sidebar to navigate directly to an article.</li> </ol>
Issues	/
Status	<b>Implemented. Dropped the "where there is no available content for the given place/date range, the sidebar will be automatically focused on the 'Search' tab." feature because it was jarring and confusing for the user.</b>

#	<b>TM.3.4</b>
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Description	Users can explore specific branches within selected time periods by interacting with content displayed over floor plans. The branch floor plan is loaded into the main map view, and available media is placed in a random, but aesthetic, fashion around the window. Media will be grouped by format if there is too much to display on one page.
Source	Page 18 in TimeMap.Annotated.pdf
Actors	Any user.
Priority	High
Assumptions	/
Steps	<ol style="list-style-type: none"> <li>1. Select a branch in the map view.</li> <li>2. Select "Explore".</li> <li>3. Clicking on a media icon on the branch floor plan will display the associated content to the user.</li> </ol>
Issues	/
<b>Status</b>	<b>Implemented. All media was grouped by content.</b>

#	<b>TM.3.5</b>
Description	Featured content will reflect the date range selected on the timeline, as well as the locations visible in the current map view. When viewing a specific branch, featured content is restricted to the currently-viewed branch. EPL Administrators can explicitly set specific media as "Featured" to override random selection.
Source	1.2.4 in TimeMap.Annotated.pdf
Actors	Users, Administrators
Priority	High
Assumptions	/
Steps	<ol style="list-style-type: none"> <li>1. As the user interacts with the timeline, the featured content (in the left sidebar) will dynamically update to display the articles that are specific to that time period or branch.</li> </ol>
Issues	/
<b>Status</b>	<b>Implemented</b>

#	<b>TM.3.6</b>
Description	<p>Users can browse TimeMap media via keyword search. Media and locations are filtered by entered keywords and displayed as results (pins in the map are filtered as well) as the user types.</p> <p>Keyword search performs a union of results returned from each keyword. Keywords match a story's keywords, title, description, and story text, if available.</p>
Source	1.2.4 in TimeMap.Annotated.pdf
Actors	Any user.

Priority	High
Assumptions	/
Steps	<ol style="list-style-type: none"> <li>1. Click "Search" in the left column.</li> <li>2. Start typing the keywords.</li> <li>3. Results are displayed in the left sidebar.</li> </ol>
Issues	/
<b>Status</b>	<b>Implemented</b>

#	<b>TM.3.7</b>
Description	Users can browse TimeMap media via advanced faceted search. Content can be filtered by keyword, media type, branch, and date range.
Source	1.2.4 in TimeMap.Annotated.pdf
Actors	Any user.
Priority	High
Assumptions	/
Steps	<ol style="list-style-type: none"> <li>1. Click "Advanced Search" in the left column</li> <li>2. Enter filter keywords</li> <li>3. Select target content type(s)</li> <li>4. Select a branch filter (or ALL)</li> <li>5. Define a date range</li> </ol>
Issues	/
<b>Status</b>	<b>Implemented, except for the branch search parameter. Currently there is not enough content on each branch for the branch search to be that useful. This was the lowest priority field compared to the date range, keyword, and media type. Added to the "Future Outlook" document.</b>

#	<b>TM.3.8</b>
Description	Users can interact with search results. Hovering over a search result causes it to be highlighted according to its media type. Relevant locations on the map are also made more prominent. Clicking on a search result opens its associated media viewer superimposed over map view.
Source	1.2.4 in TimeMap.Annotated.pdf
Actors	Any user.
Priority	High
Assumptions	/
Steps	<ol style="list-style-type: none"> <li>1. Search for content using methods in TM.3.6 or TM.3.7</li> <li>2. Hovering over a search result causes it to be highlighted and made more prominent on the map.</li> <li>3. Clicking on a search result opens its associated media viewer above the map view.</li> </ol>

Issues	/
Status	<b>Implemented. User can click on a search result to display the story. Extra “fancy” features like highlighting were not completed. This was a nice visual aide that did not affect the functionality.</b>

#	<b>TM.3.9</b>
Description	Users should be able to jump between branches in the branch view, via a drop-down menu in the bottom-left corner.
Source	1.2.4 in TimeMap.Annotated.pdf
Actors	Any user.
Priority	High
Assumptions	/
Steps	<ol style="list-style-type: none"> <li>1. Select an individual branch to view, such that its floor plan is open.</li> <li>2. Select a branch to jump to using the drop-down menu.</li> <li>3. The selected branch is displayed on the map.</li> </ol>
Issues	/
Status	<b>Implemented</b>

#	<b>TM.3.10</b>
Description	Users can view uploaded media in a translucent overlay above the currently-displayed map view. A social network sharing widget is displayed alongside each piece of media.
Source	1.2.4 in TimeMap.Annotated.pdf
Actors	Any user.
Priority	High
Assumptions	/
Steps	<ol style="list-style-type: none"> <li>1. Click a media search result or a media icon on a map.</li> <li>2. The story is displayed to the user.</li> </ol>
Issues	/
Status	<b>Implemented (except that the overlay is not translucent). Social network sharing widget is displayed as well.</b>

#	<b>TM.3.11</b>
Description	Users can access website help, tips, and guides via a help icon in the top-right of every window.
Source	1.2.4 in TimeMap.Annotated.pdf
Actors	Any user.
Priority	High
Assumptions	/

Steps	1. Navigate to any TimeMap page. 2. Click the help "Question Mark" icon.
Issues	/
<b>Status</b>	<b>Implemented</b>

## EPL: The Hundred Year Quest

### HYQ.1. Administrative Requirements

#	<b>HYQ.1.1</b>
Description	An administrator may create new quests based on existing templates, and assign a point value to the quest. Any of the existing quest templates may be used. See Steps for information required.
Source	Jan 17 Client meeting
Actors	Administrators
Priority	High
Assumptions	/
Steps	<ol style="list-style-type: none"> <li>1. A name for the Quest.</li> <li>2. A description of the Quest.</li> <li>3. The Quest set/Type.</li> <li>4. Dates related to its expiry and availability.</li> <li>5. The Quest stream it belongs to or create a new one.</li> <li>6. The specific task(s) that are required to complete the request.</li> <li>7. A point value (between 0-100).</li> </ol>
Issues	/
<b>Status</b>	<b>Implemented. Point values were not limited to 0-100.</b>

#	<b>HYQ.1.2</b>
Description	Administrators may assign prizes to point values, or contests for users with a given number of points. Prize type and properties are determined individually.
Source	Section 1.5 from Game.annotated.pdf.
Actors	Administrators
Priority	Medium
Assumptions	/
Steps	<ol style="list-style-type: none"> <li>1. Navigate to administrative controls</li> <li>2. Select the option to modify prize scoring system</li> <li>3. Assign an appropriate prize to points or contest</li> </ol>
Issues	/
Status	Not implemented. The site keeps track of user points and levels, but does not associate these points to prizes or contests. This is up to EPL to determine. Added to the "Future Outlook" document.

## HYQ.2. User Experience

#	<b>HYQ.2.1</b>
Description	Users will be able to check their accumulated points, and currently active quests. Additional featured quests will also be visible, as well as a full summary of completed quests.
Source	Section 2 in Game.annotated.pdf
Actors	A user with an account.
Priority	Medium
Assumptions	User is at homepage of 100 year quest website
Steps	User can view information along top bar.
Issues	/
<b>Status</b>	<b>Implemented</b>

#	<b>HYQ.2.2</b>
Description	Users will be able to enter Bibliocommons via the Quest website. They can then come back and check their completed content
Source	Section 2 in Game.annotated.pdf
Actors	A user with an account.
Priority	Medium
Assumptions	
Steps	Have an option to link the Centennial account to the user's EPL account via the user control panel. Pressing Check Now on a Bibliocommons task will perform the associated Quest
Issues	/
<b>Status</b>	<b>Implemented (button name was slightly different from "Check Now")</b> .

#	<b>HYQ.2.3</b>
Description	Users will be able to enter a pre-generated code to complete location-based quests. Administrator can update the code to prevent codes from being shared online.
Source	Jan 17 client meeting
Actors	A user with an account.
Priority	Medium
Assumptions	An administrator has provided a user with a valid Code
Steps	User enters code on homepage of hyq website. Notification alerts the User that they have completed the associated Quest.

Issues	/
<b>Status</b>	<b>Implemented</b>

#	<b>HYQ.2.4</b>
Description	Users playing the quest game will be able to fulfill quests by interacting with the timeline.
Source	Section 2 in Game.annotated.pdf
Actors	A user with an account.
Priority	Medium
Assumptions	User is signed in during interaction
Steps	User visits the associated portion of the TimeMap Notification alerts the User of their newly completed Task
Issues	/
<b>Status</b>	<b>Implemented</b>

#	<b>HYQ.2.5</b>
Description	Users will be able to link their Centennial account (for the Quest/TimeMap) with an EPL account. This is required for the catalogue-based quests.
Actors	A user with an account.
Priority	Medium
Assumptions	Account is not yet linked
Steps	A user creates an account by signing in with EPL credentials, or links a bibliocommons account.
Issues	/
<b>Status</b>	<b>Implemented</b>

#	<b>HYQ.2.6</b>
Description	Users will be able to unlock additional quests by completing previous quests in a stream, or by accidental discovery
Actors	A user with an account.
Priority	Medium
Assumptions	/
Steps	Quests have an optional dependancy field, and will not automatically show up until earlier quests are completed. Completing a Task in an unknown Task starts the associated Quest Set
Issues	/
<b>Status</b>	<b>Implemented. Timemap and social-media based quests can be accidentally discovered.</b>

#	<b>HYQ.2.7</b>
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Description	Quests can be time limited or given an unlimited amount of time
Source	Section 1.3 in Game.annotated.pdf
Actors	User
Priority	High
Assumptions	/
Steps	A Quest Set can be marked inactive, such that it can no longer be discovered or completed.
Issues	/
<b>Status</b>	<b>Implemented through the backed.</b>

#	<b>HYQ.2.8</b>
Description	Quests may have multiple tasks. All tasks in a quest need to be completed in order to earn points for the quest
Source	Section 1.3 from Game.annotated.pdf.
Actors	Users
Priority	High
Assumptions	/
Steps	A Quest contains one or more tasks, which is initialized on Quest creation
Issues	/
<b>Status</b>	<b>Implemented</b>

#	<b>HYQ.2.9</b>
Description	Quests are organized into related groups. Each quest must be in exactly one group. This makes it clear to both EPL and users what the purpose the quest is.
Source	Section 1.3 from Game.annotated.pdf.
Actors	Users
Priority	High
Assumptions	/
Steps	Assigned at Quest creation time
Issues	/
<b>Status</b>	<b>Implemented</b>

## Intellectual Property

This software will be licensed under the MIT license terms.

# Glossary

**Administrator:** EPL staff who will configure the TimeMap and H.Y.Q functionality and features.

**Bookmobile Pins:** Bookmobiles were mobile EPL libraries that moved around the city. Pins for the Bookmobiles will be placed randomly around the interactive map in the TimeMap component of the website.

**Branch:** Physical locations of EPL libraries.

**EPL: The Hundred Year Quest:** A online quest or scavenger hunt game, encouraging users to explore and navigate the adjoining TimeMap website, and optionally, the EPL catalogue and physical branches.

**HuCo:** Humanities Computing group. This team developed the main design documents for this project.

**H.Y.Q:** Hundred Year Quest. The official title of the game.

**Story:** A writeup connected to each EPL branch on the TimeMap. A story includes content like video, audio, images, or text. The user can view this content to learn more about EPL's history.

**TimeMap:** An interactive web-based timeline and map. The map is populated with EPL branches and historical content, allowing users to explore the historical development of the EPL.

**User:** A visitor to the TimeMap and/or game website. A member of the general public.

**Quest Set:** A Quest Set is a series of Quests, which are worth points. Also known as a "Quest" in user-facing text.

**Quest:** A Quest is a series of Tasks, which are worth points. Also known as a "Challenge" in user-facing text.

**Task:** A Task is the smallest unit of the Quest Structure, and is a single action.

## Resources

### Design Resources

The following design documents were provided by the HuCo students, and will serve as a basis for the design of the project. These files are located on eClass:

1. CompSci\_Documentation.pdf ( *comments for the development team* )
2. Game.annotated.pdf ( *detailed design of the game component* )
3. GamePresentation.pdf ( *slides for a presentation of the game component* )
4. TimeMap.annotated.pdf ( *detailed design for the TimeMap component* )
5. RoughDraft-617WebsiteProjectPlan.pdf ( *an earlier version of the TimeMap design* )

In addition, we also received visual assets for the mockups provided in the design documents.

## Technical Resources

### Server-Side

#### -Django

- o **Tastypie** ( *for serving the public API to support client-facing code* )
- o **Fabric** ( *used to create deployment scripts* )
- o **Selenium** ( *automated testing of data and interface features* )
- o **South** ( *schema and data migration for Django projects* )

### Client-Side

#### -Knockout.js ( *data binding and UI management* )

- o sammy.js ( *single-page routing* )
- o CSC ( *utilities that wrap Knockout functionality to make it more manageable* )

#### -jQuery ( *general JavaScript utilities* )

#### -less.js ( *easy testing of LESS during development, and to use for compiling LESS during deployment* )

#### -underscore ( *data manipulation utilities* )

#### -ajaxfileupload ( *uploading media files to the server* )

#### -Simile ( *timeline viewer* )

#### -Crawlscripiter ( *external tool based on selenium to test web applications. currently in development by CMPUT 402 team* )

#### -CAPTCHA verification for user registration

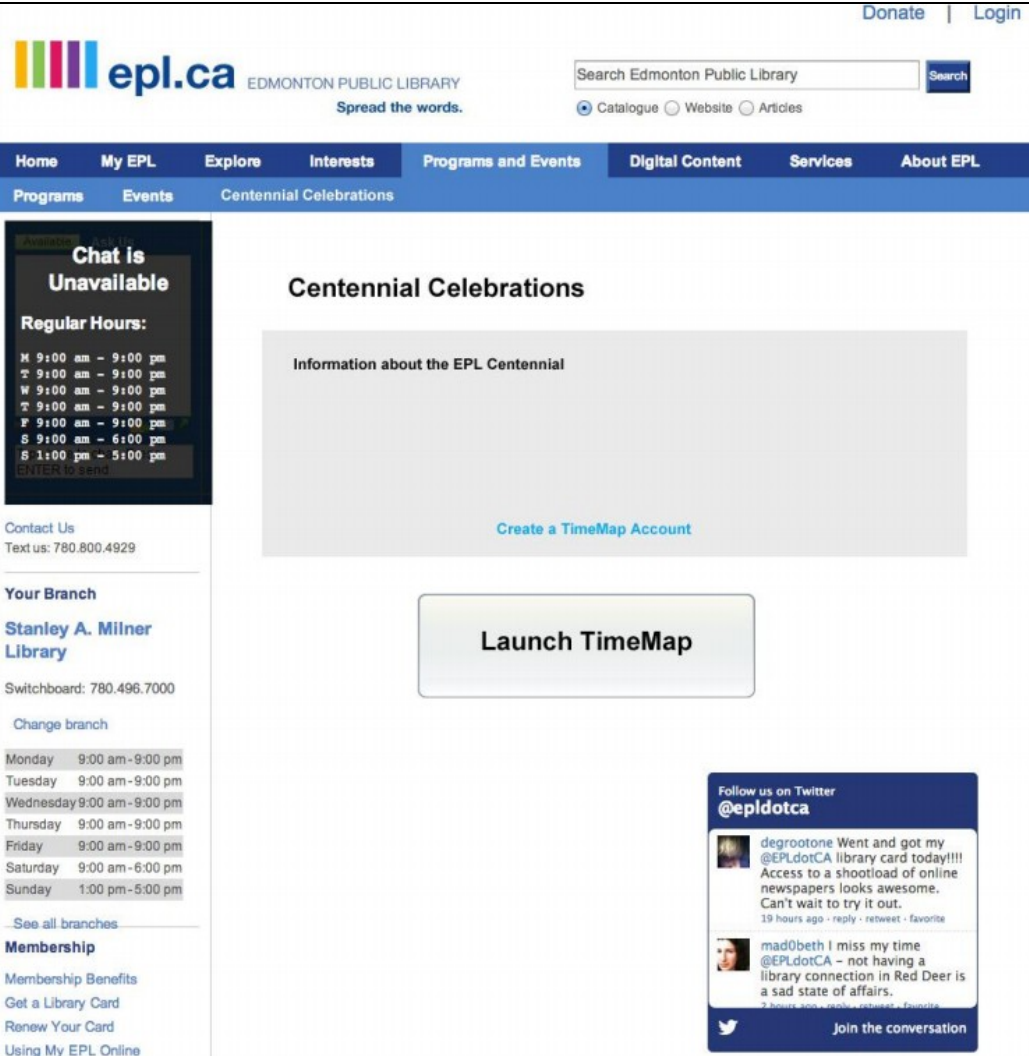
## Similar Products

1. Giantbomb.com - A similar quest-based game, similar to the EPL: The Hundred Year Quest component of our project.
2. New York Public Library Scavenger Hunt Game - Another similar project (<http://game.nypl.org/#home>).

# Appendix

## Storyboard

### TimeMap


#	01 - TimeMap Launch Screen
Screen:	 <p>The screenshot shows the TimeMap Launch Screen. At the top, there's a navigation bar with links like Home, My EPL, Explore, Interests, Programs and Events, Digital Content, Services, and About EPL. Below this, a sidebar on the left contains a 'Chat is Unavailable' message, contact information, branch details for Stanley A. Milner Library, and a list of branch hours. The main content area is titled 'Centennial Celebrations' and includes a 'Launch TimeMap' button. A Twitter feed is visible in the bottom right corner.</p>
Description:	The portal from the main EPL website into the timemap.
Targets:	· Clicking "Launch TimeMap" navigates the user to #02
Reqs:	TM.3.1

#	02 - TimeMap Main Screen
---	--------------------------

Description:	<p>The main TimeMap view. Controls for browsing the map, searching for content, and interacting with media are available.</p>
Targets:	<ul style="list-style-type: none"> <li>• The tabs in the search pane open their respective sub-views.</li> <li>• "Upload Your Story" navigates the user to #03 as a modal popup if they are logged in; to #06 if they are not.</li> <li>• Clicking a map pin opens popup #04.</li> <li>• Using the "Jump to:" menu in the bottom left allows the user to jump a specific branch within #05.</li> <li>• Dragging the date sliders in the timeline will restrict displayed document to within the selected range. Map overlays from within the ranges will also be displayed.</li> </ul>

#	03 - Upload Your Story
---	------------------------



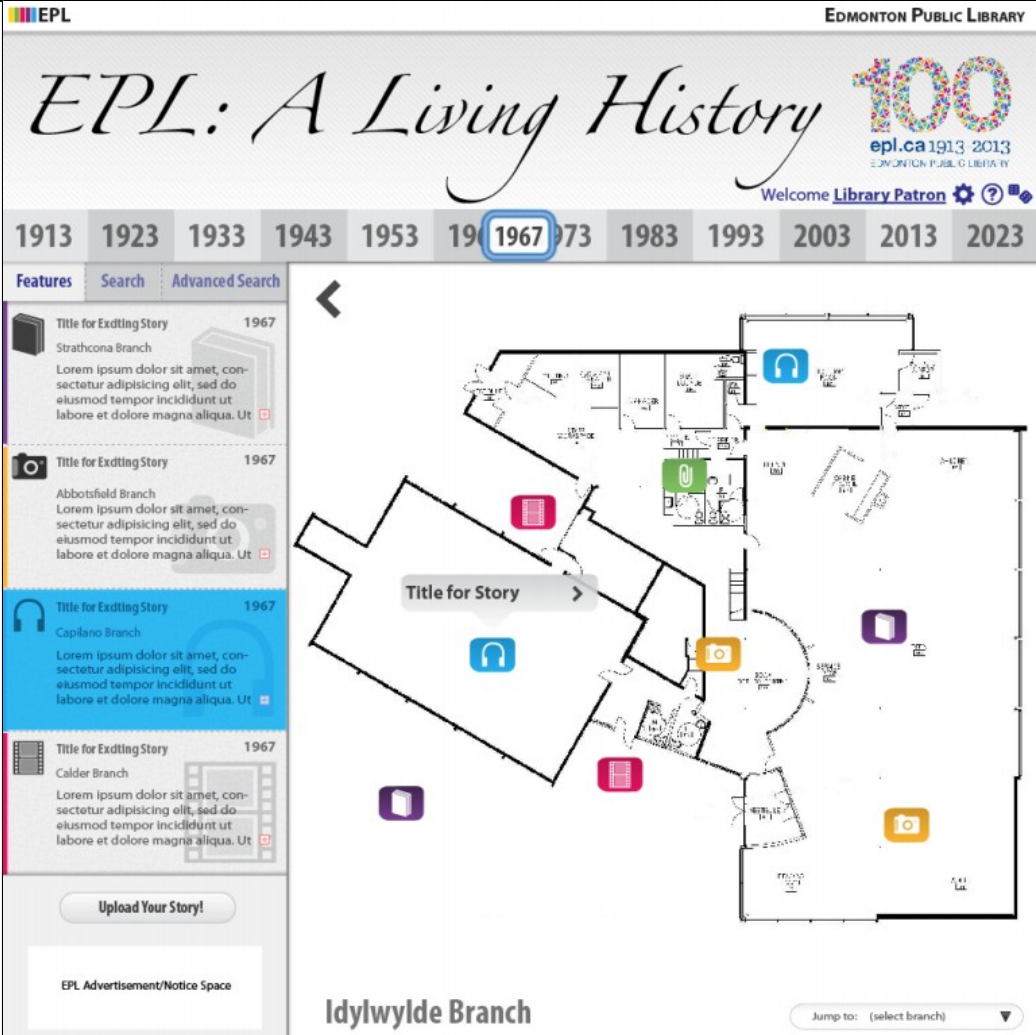
Screen:	
Description:	Upload story form: The user enters the details of the content they are uploading, chooses any attached media, and then submits the form. Content is uploaded without re-loading the page to maintain fluidity and the state of their map.
Targets:	<ul style="list-style-type: none"> <li>· Submitting the form returns the user to where they were, and submits the story for moderation.</li> <li>· Canceling returns the user to where they came from.</li> </ul>
Reqs:	TM.1.2, TM.2.5

#	04 - Branch Information Popup
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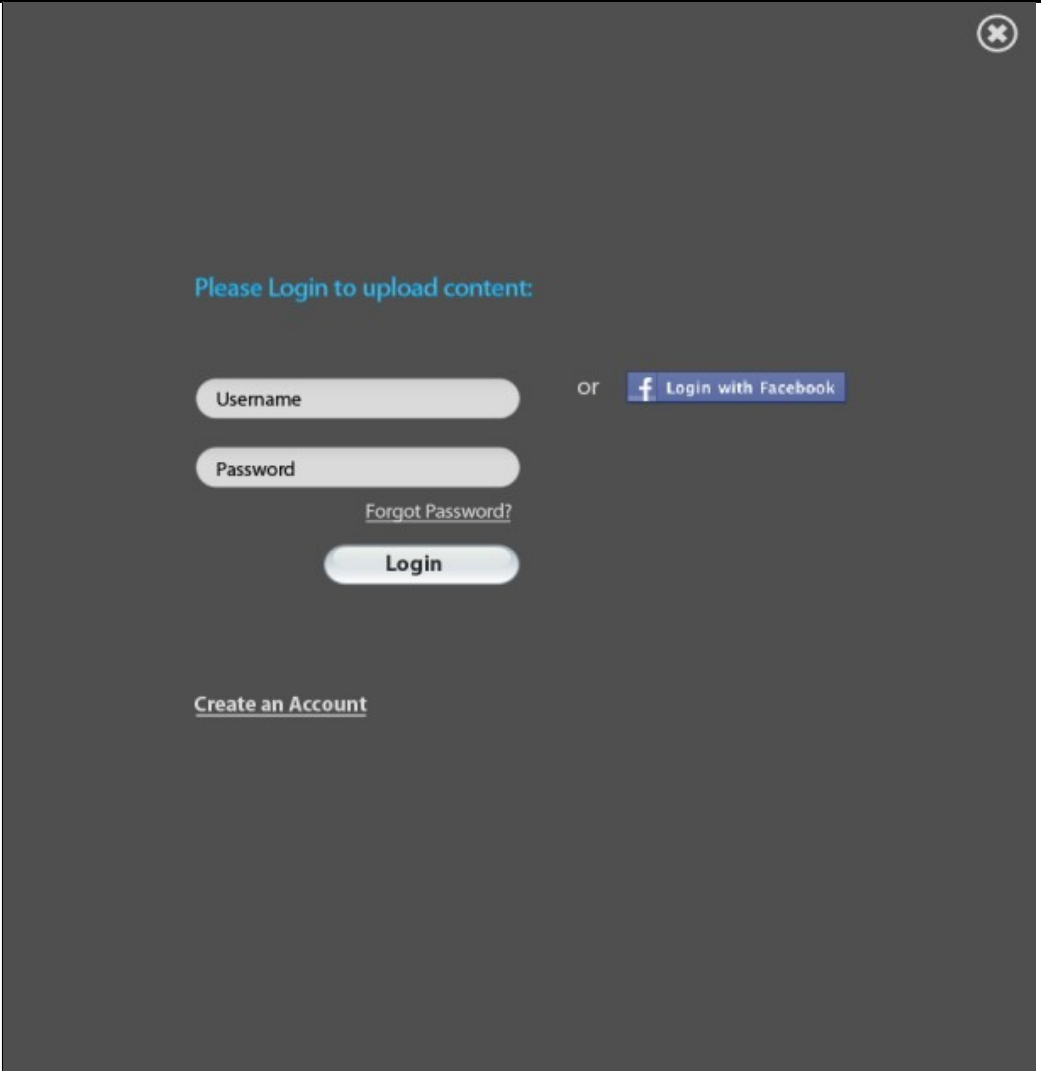
Screen:	
Alternate:	
Description:	The branch popup allows the user to see branch information before opening the full view. An alternate design has been proposed above.
Targets:	· Clicking either the arrow or "... " navigates the user to #05.

#	05 - Branch Viewer
---	--------------------

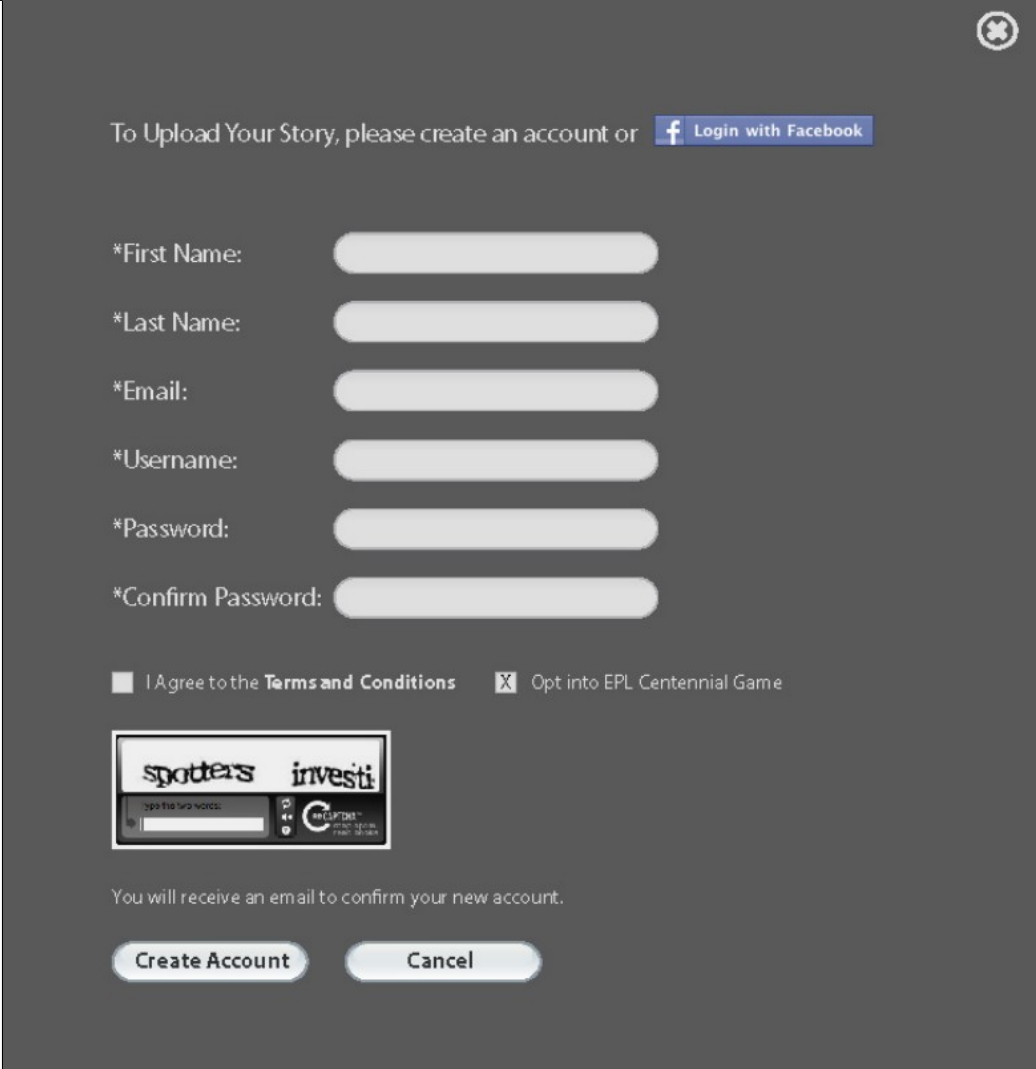


	
Description:	The branch viewer: branch-specific floor plans, search, and media are available in this view, as well as the ability to quickly jump to any other branch.
Targets:	<ul style="list-style-type: none"> <li>· Clicking a media icon opens its respective viewer in #08.</li> <li>· Selecting a branch to jump to navigates to that branch viewer.</li> </ul>
Reqs:	<b>TM.3.4, TM.3.9</b>

#	<b>06 - Login Form</b>
---	------------------------

Screen:	
Description:	Allows the user to log in (though a model popup) without leaving their current task.
Targets:	· "Create Account" takes the user to #07.
Reqs:	<b>TM.2.3</b>

#	<b>07 - Account Creation</b>
---	------------------------------

Screen:	
Description:	If the user attempts to perform an action that requires authentication (or clicks a sign-up link) this view will appear in a modal pop-up above the current page's content. Because they haven't left the page, they can continue their action once signed in.
Targets:	<ul style="list-style-type: none"> <li>· Submitting the form creates the account, sends a confirmation email, logs the user in, and returns them to what they were doing.</li> <li>· Canceling returns the user to the login screen.</li> </ul>
Reqs:	<b>TM.2.1</b>

#	<b>08 - Media Viewer</b>
---	--------------------------

## Images

**Bookmobile in Winter**

1962

Bookmobile Branch



The bookmobile carried books to remote areas even when the roads were snowy.

Keyword, Keyword, keyword, keyword



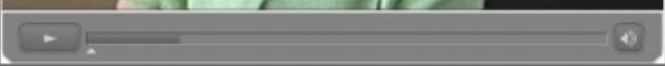

## Videos

**Gladys Bramley-Moore**

1962

Whitemud Crossing Branch



Description:	 <p>In this interview Gladys speaks about the letters she and her family received from her father during the war.</p> <p>Keyword, Keyword, keyword, keyword</p> 
Targets:	· Typical image, video, etc. interactions (play buttons, arrows for navigating photos, ...)
Reqs:	
#	
Screen:	
Description:	
Targets:	
Reqs:	



## Bookmobile

1962

Bookmobile Branch

The Edmonton Public Library decommissioned its old bookmobiles and found the third incarnation of its long-ago innovation, the streetcar library: the booktrailer. Three of them, crafted in Mond, Ontario, arrived in the mid-1970s to reach far-off communities unlikely to have their own libraries for some time.

The bookmobile carried books to remote areas

Keyword, Keyword, keyword, keyword

## The Hundre





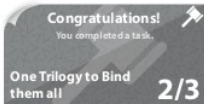
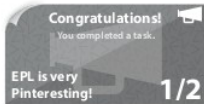
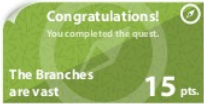
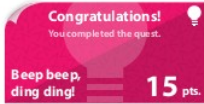



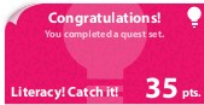


#	10+100 Year Quest Main Page																																																																
Screen:	<div><div><div><div><div></div><div>EDMONTON PUBLIC LIBRARY</div></div><div><h1>The 100 Year Quest</h1><div>Logout</div></div><div><div>Profile</div><div>Progress</div><div>Points</div><div>Rank</div></div><div><div>Name: John Snow</div><div>Based: Branch II</div></div><div><div>34 / 46</div><div>3 / 52</div><div>15 / 22</div><div>5 / 7</div></div><div><div>10</div><div><div>65</div><div>100</div></div><div>3</div></div></div><div><div>About</div><div>Explore</div><div>Learn</div><div>Act</div><div>Share</div></div><div><div></div><div>Quests are short riddles / quests, with the aim of showing people around the different spaces of the EPL. Some quests might be quite short, others might have several steps. Users are encouraged to contribute content to the site, without making it a necessity. This avoids "useless" and "poor" content. Still respects users desires to participate.</div><div>Create Account</div></div><div><h3>Feature Quests</h3><div><div>The Branches are vast</div><div>Wow, that Janitor can sing!</div><div>One Trilogy to Bind them all</div><div>You should read this!</div></div><div><h3>Current Quest Progression</h3><div><div><b>She REALLY likes the new computer catalog</b><ul style="list-style-type: none"><li>Find the photo of the woman looking at the new computer catalog in 1970.</li><li>Find the photo of the woman looking checking out a book with the new computer check-out system connected to the computer catalog in 1970.</li></ul></div><div><b>Beep beep, ding ding!</b><ul style="list-style-type: none"><li>Find the bookmobile location on the Centennial Website</li><li>Find the bookmobile on a street car location on the Centennial Website.</li></ul></div><div><b>And may the odds be forever in your favour</b><ul style="list-style-type: none"><li>Borrow The Hunger Games</li><li>Borrow Catching Fire</li><li>Borrow Mocking Jay</li></ul></div><div><b>Thumbs up for tweeting</b><ul style="list-style-type: none"><li>"Like" an EPL page on Facebook</li><li>Tweet a message on Twitter with an EPL hashtag</li></ul></div></div><div><h3>Completed Quests</h3><table><tr><th></th><th>Pts.</th><th>Date</th><th>Quest</th><th></th><th>Pts.</th><th>Date</th><th>Quest</th></tr><tr><td></td><td>15</td><td>19.07.13</td><td>Appsolutely!</td><td></td><td>15</td><td>02.12.12</td><td>The Branches of the past</td></tr><tr><td></td><td>15</td><td>25.03.13</td><td>There and back again</td><td></td><td>15</td><td>01.12.12</td><td>1984 in 1967</td></tr><tr><td></td><td>15</td><td>09.03.13</td><td>Meet me at the Strathcona branch</td><td></td><td>15</td><td>30.11.12</td><td>First!</td></tr><tr><td></td><td>15</td><td>13.01.13</td><td>EPL is very Pinteresting!</td><td></td><td>15</td><td>30.11.12</td><td>Next!</td></tr><tr><td></td><td>15</td><td>13.01.13</td><td>The Library is an eMusing place!</td><td></td><td>15</td><td>26.11.12</td><td>Japan was Hungry First</td></tr><tr><td></td><td>15</td><td>26.12.12</td><td>Multilingual kids</td><td></td><td>15</td><td>25.11.12</td><td>Channelling video support</td></tr><tr><td></td><td>15</td><td>25.12.12</td><td>EPL Tough Guys</td><td></td><td>15</td><td>25.11.12</td><td>Kids... on the INTERNET?</td></tr></table></div></div></div></div></div>		Pts.	Date	Quest		Pts.	Date	Quest		15	19.07.13	Appsolutely!		15	02.12.12	The Branches of the past		15	25.03.13	There and back again		15	01.12.12	1984 in 1967		15	09.03.13	Meet me at the Strathcona branch		15	30.11.12	First!		15	13.01.13	EPL is very Pinteresting!		15	30.11.12	Next!		15	13.01.13	The Library is an eMusing place!		15	26.11.12	Japan was Hungry First		15	26.12.12	Multilingual kids		15	25.11.12	Channelling video support		15	25.12.12	EPL Tough Guys		15	25.11.12	Kids... on the INTERNET?
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	15	25.12.12	EPL Tough Guys		15	25.11.12	Kids... on the INTERNET?																																																										
Description:	The game's main page serves as a dashboard/hub where users can track their progress through quests, and engage in the game's various activities.																																																																

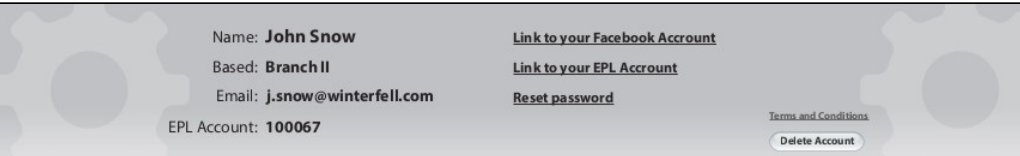


Targets:	<ul style="list-style-type: none"> <li>Clicking a quest opens a quest description in modal popup #12.</li> <li>Clicking "Logout" logs the user out and returns them to the main 100 Year Quest page.</li> <li>Clicking the gear opens the #14 pulldown under the menu bar to allow the user to edit their account.</li> <li>Clicking a tab in the menu at the top of the page changes the content area beneath the bar to display a description for that section. This is collapsible.</li> <li>Clicking "Create Account" directs the user to #11.</li> </ul>
Reqs:	<b>HYQ.2.1</b>

#	11 - Account Creation
Screen:	
Description:	Allows the user to create an account through which to play the game and interact with the TimeMap.
Issues:	Should this screen be made consistent with #07?
Targets:	<ul style="list-style-type: none"> <li>Submitting the form creates the account, sends a confirmation email, and directs the user back to where they came from.</li> </ul>

#	12 - Quest Information
Screen:	
Description:	A view in which the user can see the quest's tasks (through riddles), points available for each task, and whether it has been completed.

#	13 - Quest Tooltips
Screen:	           
Description:	When the user completes a quest (either by clicking a verify button or by the system automatically detecting that an action has been completed) they will be notified via a tooltip in the bottom left corner of the screen.
Reqs:	HYQ.2.2

#	14 - Account Settings
Screen:	
Description:	Displays the user's current account configuration and allows them to change their account settings or delete the account.
Targets:	<ul style="list-style-type: none"> <li>Clicking "Delete account" removes the user's Centennial account.</li> <li>Clicking "Link to Facebook Account" launches the Facebook Connect workflow in another window. Once the user is finished using Facebook's popup, they are brought back to the account settings.</li> </ul>
Reqs:	HYQ.2.5