Parlance Design Document

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Change Log

|  |  |  |
| --- | --- | --- |
| Who | What Changed | Date |
| Javen Kazebee | **Initial creation** | **10/13/2022** |
| Javen Kazebee | **Added sprint #2 stuff** | **11/15/2022** |
| Javen Kazebee | **Added sprint #3** | **1/5/2022** |

# 

Product Summary

## Vision

A web application that generates a unique phonology, grammar, and vocabulary with the press of a button.

## Mission

### Target User / Needs

* Creatives
  + Easy to use and understand
  + Easily generate words for places/people/etc
* Conlangers
  + High level of customizability

### Features

* Phonology Generator
* Grammar Generator
* Content Generator
* Save Languages to Account

# Architecture

|  |  |
| --- | --- |
| **Technology / Layer** | **Tool / Version** |
| Front End | VueJS 3 |
| Back End | Firebase |
|  |  |

Firebase

VueJS

# 

# Boundaries

## Project Community Interactions

Creatives writing a fantasy book series that want to add depth to their fictional world can now easily create and use a cohesive, functional language.

## Committed Resources

Largely time to learn linguistics and firebase

# Feature Designs

Diagram

Description automatically generated

# Detailed Design

## Sprints

#### Sprint <#1>

1. What changes to in the high-level design occurred last sprint? (Note it here, update the design and fill the change log.)

**The Design Document was created!**

1. What is your strategy or goal for this sprint? (short)

**To get at least the consonant part of the phonology generator running**

1. Describe any trade-offs and alternatives that you expect to encounter.

**Not sure how to store or deal with IPA in code**

1. Other questions that you add based on your domain.

#### Sprint <#2>

1. What changes to in the high-level design occurred last sprint? (Note it here, update the design and fill the change log.)

**No changes!**

1. What is your strategy or goal for this sprint? (short)

**Get the phonology generator fully working and get a start on the phonotactics**

1. Describe any trade-offs and alternatives that you expect to encounter.

**Going to have to decide how much time to spend on improving the generators or when they are ‘good enough’**

#### Sprint <3>

1. What changes to in the high-level design occurred last sprint? (Note it here, update the design and fill the change log.)

**No changes!**

1. What is your strategy or goal for this sprint? (short)

**Add multi-page navigation and add phonotactics page**

1. Describe any trade-offs and alternatives that you expect to encounter.

**One of the difficulties I expect to encounter is how to split the various modules and generators across the pages**

#### Sprint <#>

1. What changes to in the high-level design occurred last sprint? (Note it here, update the design and fill the change log.)

<YOUR ANSWER HERE>

1. What is your strategy or goal for this sprint? (short)

<YOUR ANSWER HERE>

1. Describe any trade-offs and alternatives that you expect to encounter.

<YOUR ANSWER HERE>

1. Other questions that you add based on your domain.

<YOUR ANSWER HERE. This is mean to be an opened ended question based on what you learn for your project. Maybe one of your technologies has a gotcha that you want to remember to think about every sprint. Maybe you care a lot about usability, and you want a question about that here. If you don't have one, then you can do n/a>