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SoftDev

P00 – Storytelling Game

2022 – 10 – 30

Time spent: 1 hour

Target ship date: 11/14/22

### **Program components**

- Login page + registration page
  - We also need a way to prevent duplicate usernames
  - Ability to log out and sign into other accounts
  - Ability to store login info for use in other parts of the website
- Version history for every story (just a table of previous edits)
  - Track which users made edits to the story, and prevent those users from adding again
- Databases
  - One database for the stories
    - One table per story, one story per page
  - One database for the users
- Navigation between pages
  - A search bar
  - Hyperlinks to featured stories
- Main page
  - Ideally accessible from any story page
  - Shows a list of existing stories
    - A way to organize the stories by length so that users can see the most popular and least popular stories
  - Shows a list of all stories the user has contributed to
  - Button to create a new story
- Story page
  - If the user has not contributed to the story, they are shown the most recently added section and are given the ability to add on
  - If the user has contributed already, they are shown the full story
- Editing capabilities
  - Users can only add to a story once
    - Character limits on each edit
    - Users can only add to stories, they cannot delete existing text
  - No character limit upon starting a new story
    - Ability to add title to the new story

### **Relation between components**

- User starts at the login page is prompted to input a username and password or register
  - If they click register, they are taken to the registration page, where they will create an account using a username and password
    - The username must be unique, meaning that no other existing account has that username
    - After the account is created, they will be redirected to the login page
  - If they log in with a registered username and password, they will be redirected to the main page
- After login in, they are taken to the main page
  - Main page presents you with a bunch of stories titles and a button to create your own story
    - Clicking the create button sends you to a page that prompts you to enter the title and the first section
      - A table is created with the given title and the first record stores the inputted text, and the username of the user who submitted it
    - Clicking on an continue story button (edit existing story) will check if the user's name is in the table's name field
      - If their name is there, they get shown the entire text field (column)
      - If their name isn't, they get shown the last record (row)

## Database organization

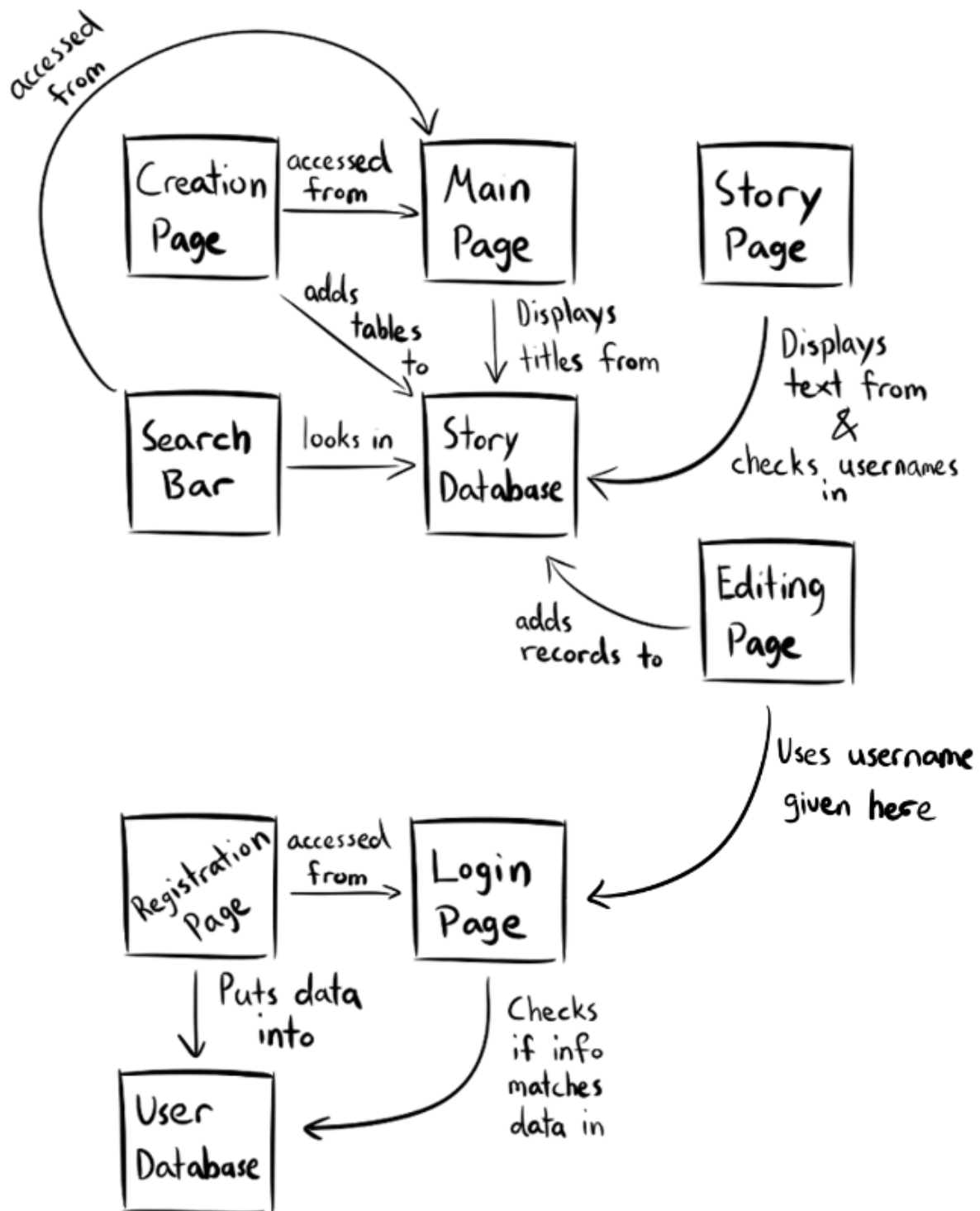
- Two databases: one for users and one for stories
  - The database containing stories would consist of one table for each story
    - Each entry will add a row with string values
    - Each table would look like this:

<u>Entry</u>	<u>Username</u>
The fitnessgram pacer test is a multistage aerobic capacity test that progressively gets more difficult as it continues	“HelloWorld”
This would be a new entry	“IamMe”

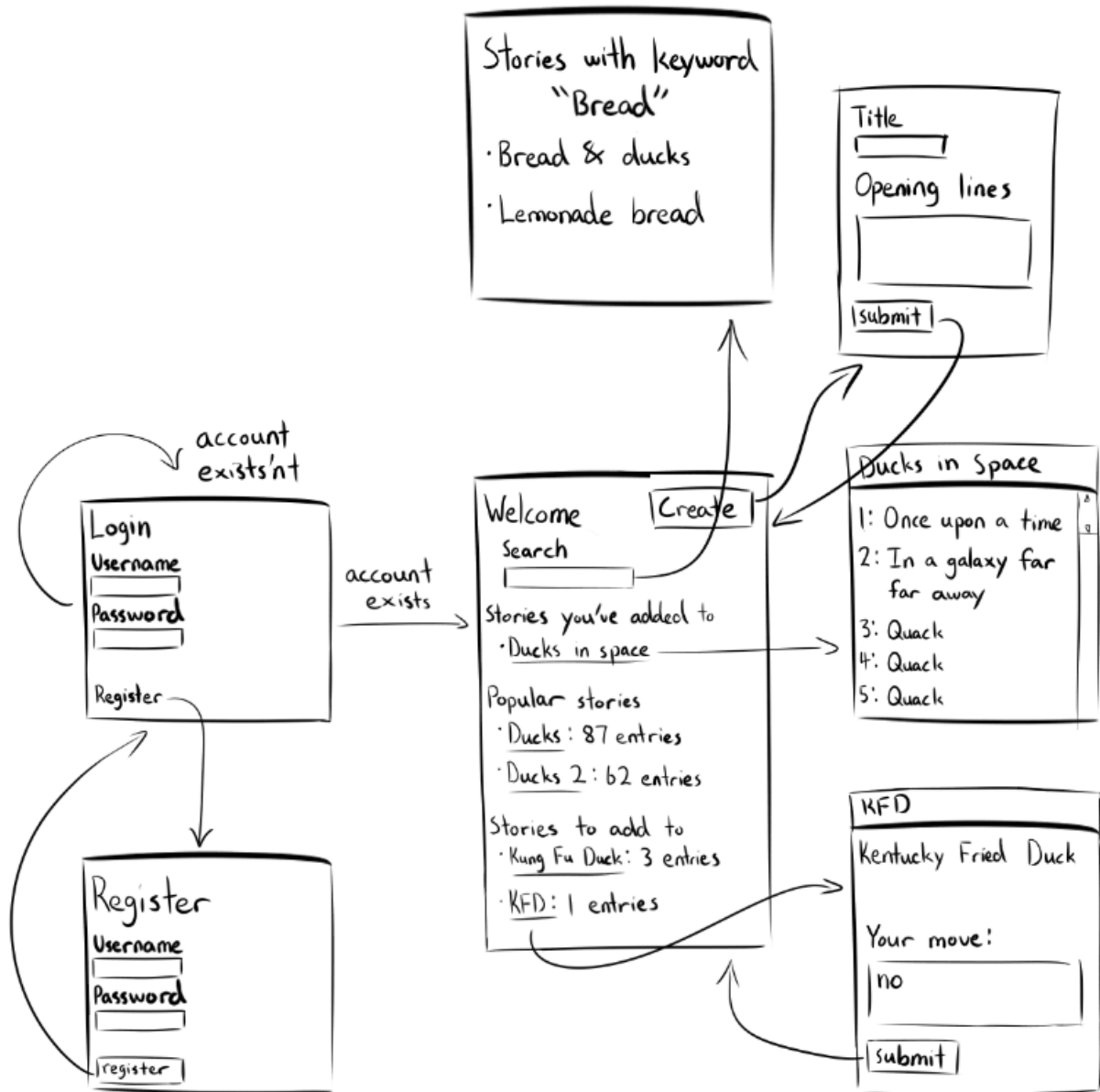
- When a user registers on the website, their username and password are entered into the user database
  - Table for users and their passwords:

<u>Username PRIMARY KEY</u>	<u>Password</u>
“MisterRogers”	“itisabeautifulday”
“DuckEnthusiast”	“gotanygrapes?”

## Component map



## Front end site map



**Tasks:**

Joseph

- Linking the pages together - hyperlinks and search bar
- Creating log-in and log-out functionality
- Storing and creating accounts

Kevin

- Storing stories and version history
- Registration page and main page templates
- Story display functionality based on account access

Matthew

- Function for organizing stories by number of entries
- Editing capabilities
- Story creation capabilities

**Stretch Goals**

- Recording time of submitted entries into database
  - Making a “Popular Today” kind of thing