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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

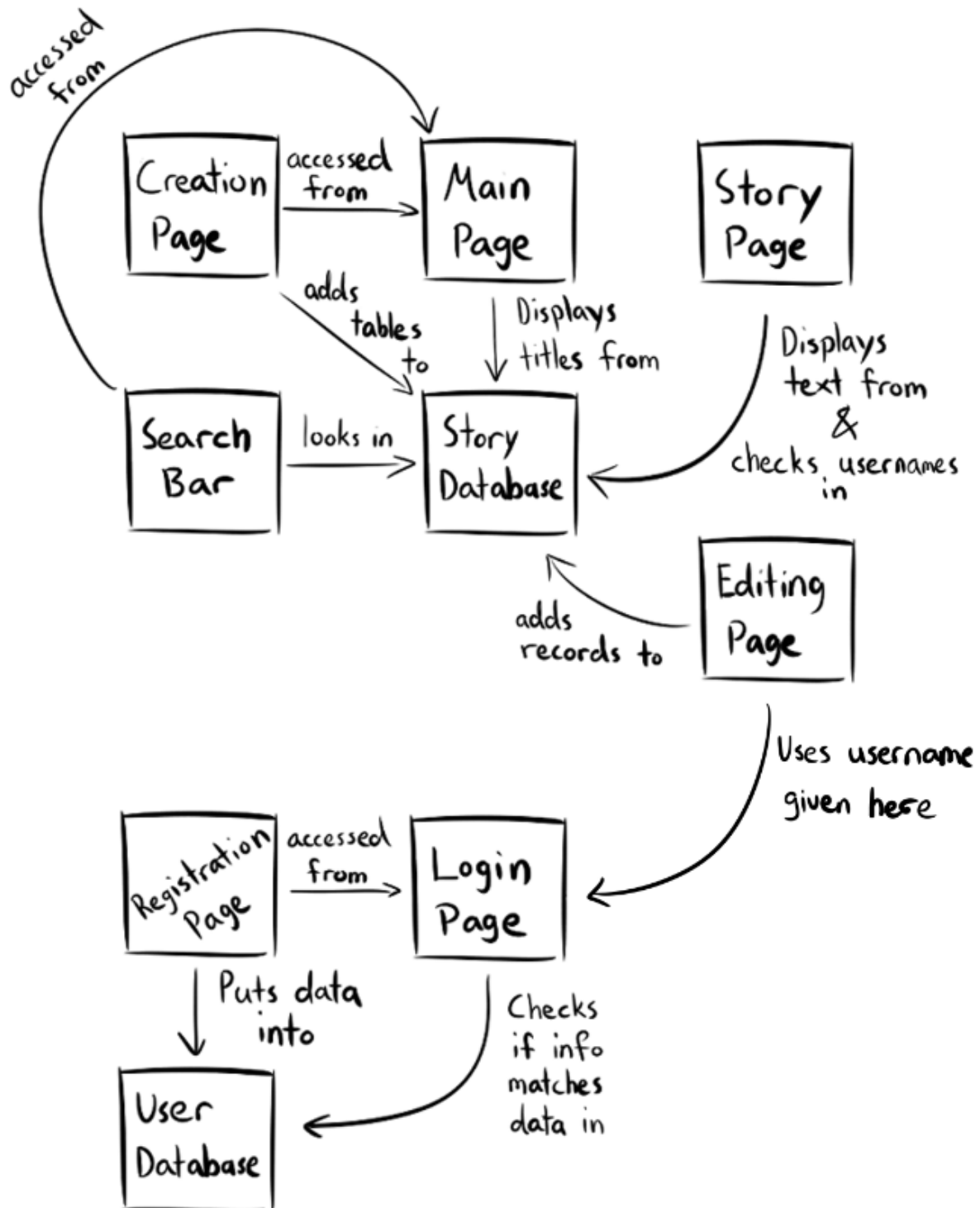
- Two databases: one for users and one for stories
 - The database containing stories would consist of one table

<u>Title</u>	<u>Full Story</u>	<u>Latest Entry</u>	<u>Contributors</u>
Ducks	The duck walked up to the lemonade stand, and said to the man running the stand	and said to the main running the stand	'Kevin' 'Matthew'
Ducks 2	Got any grapes? no	no	'Joseph' 'Wazza'

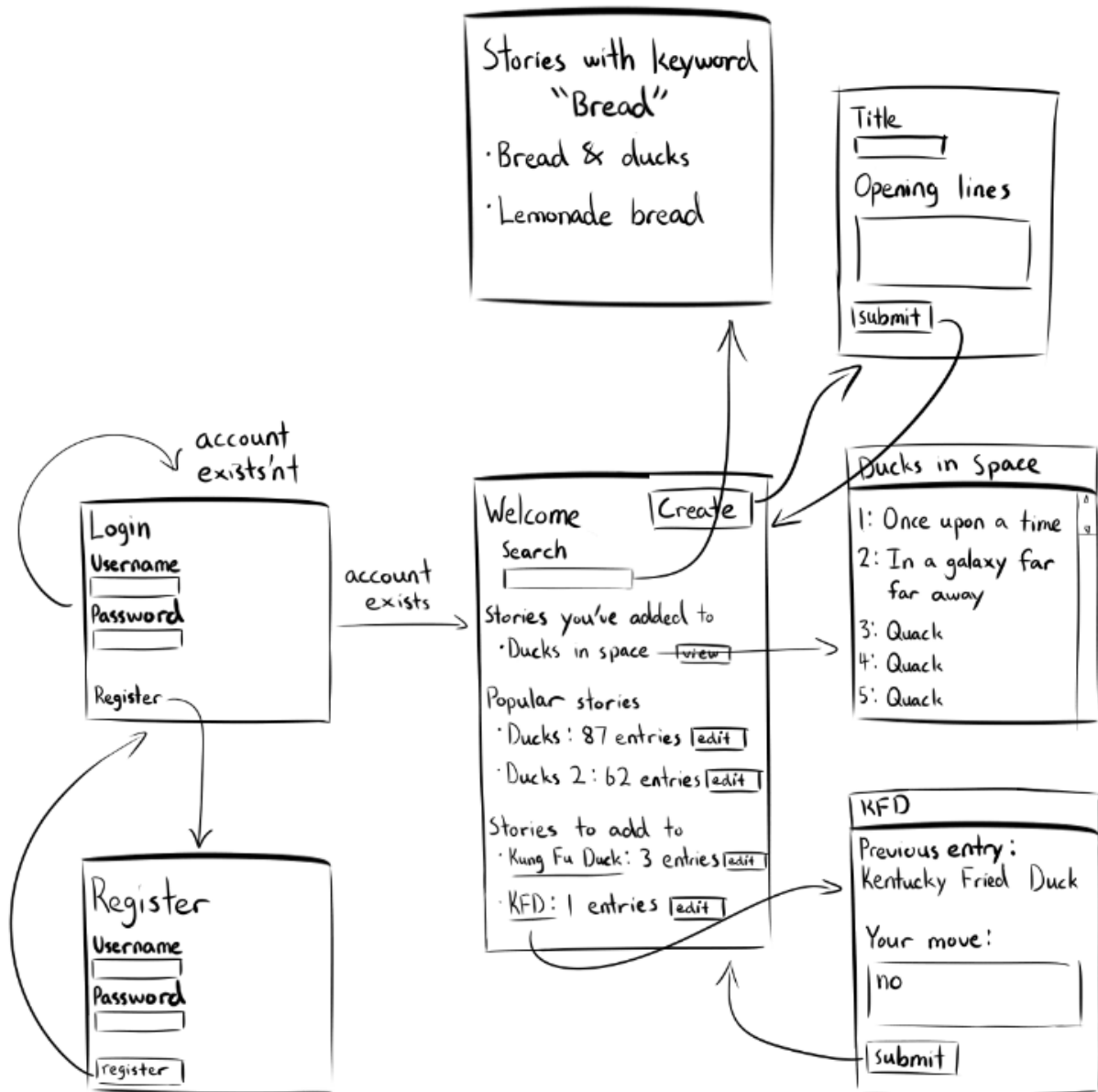
- When a user registers on the website, their username and password are entered into the user database
 - Table for users and their passwords:

<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