

CSC 440 (001) Database Management Systems - Group Project UI Wireframes

Team Chupacabra

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Overview

Our user interface will mostly be text-based and will be facilitated by the Discord online communication platform. Users interact with the software system by sending commands to a Discord bot that are mapped to common functionalities such as creating an account, logging in, opening doors, viewing events, and logging out. The team has mocked up a few requests and responses that our bot will handle using a fake Discord user account (posing as our bot for testing purposes). This document is not an extensive list of all requirement flows and edge cases, but is instead a sampling of key UI semantics. It is important to note that the formatting of messages is not final, but instead are a work in progress.

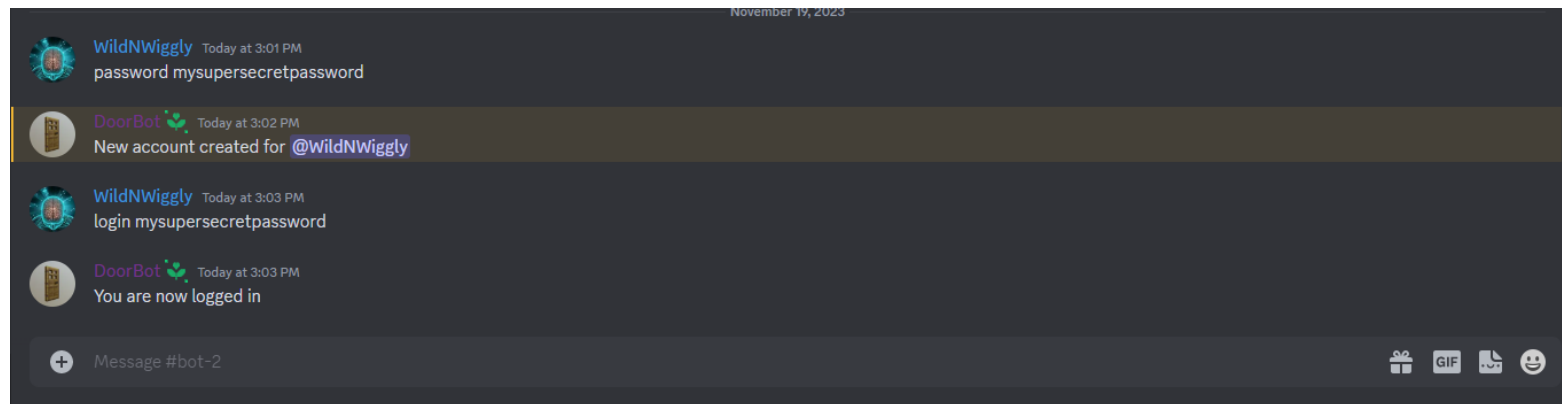


Figure 1: Initial Authentication to the System

Users only need to specify a password since their username is their discord handle, which has just recently become unique for all users. Then they login using this password. Account creation and authentication will be done via a DM with the doorbot, so that other users in the server cannot see it.

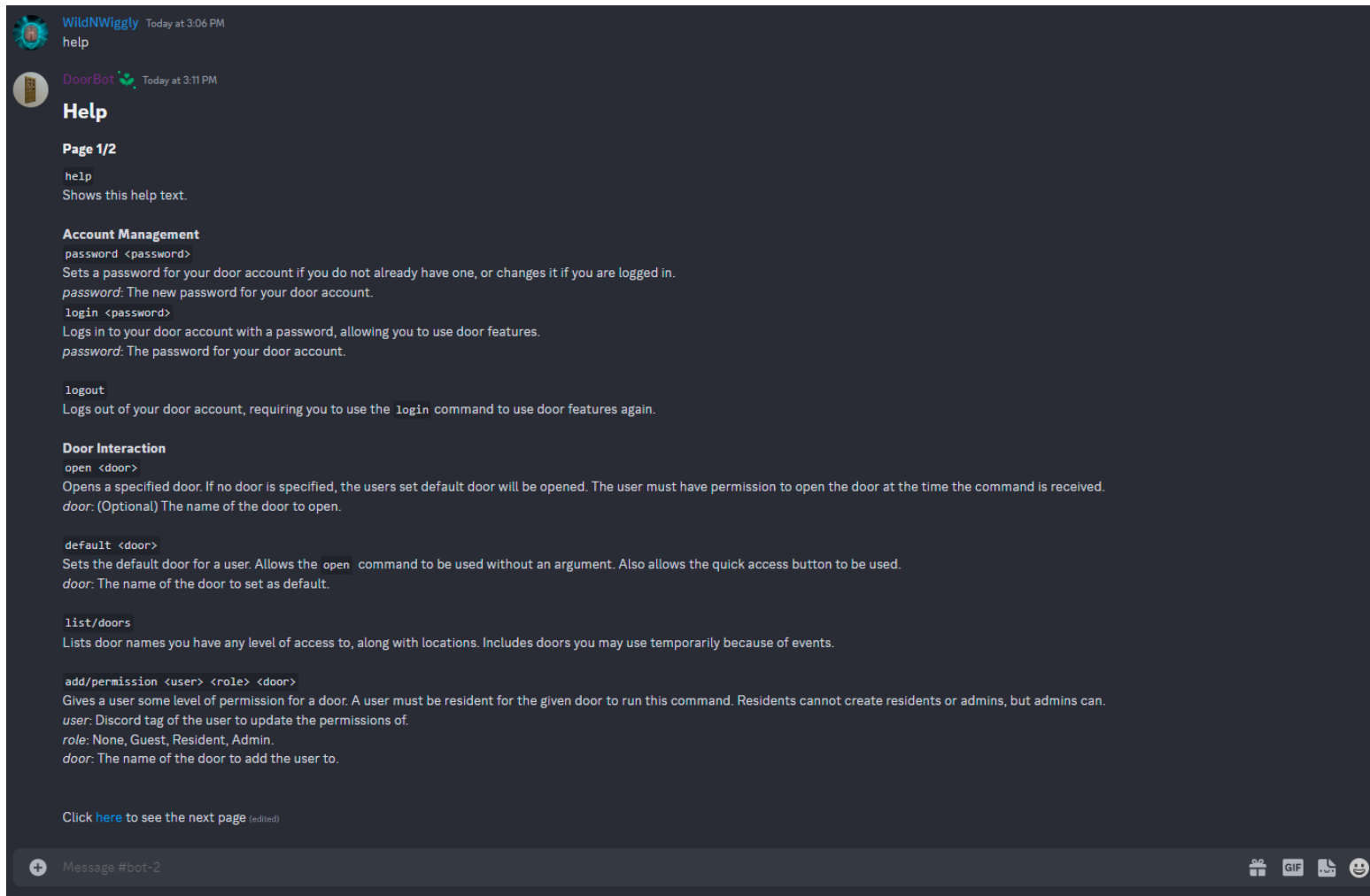


Figure 2: Help Command

All discord users, regardless of being authenticated, can use a help command to view a brief summary of all available commands. The message will be spread around across two “pages” due to the length, each page will update the message with the commands on that page.

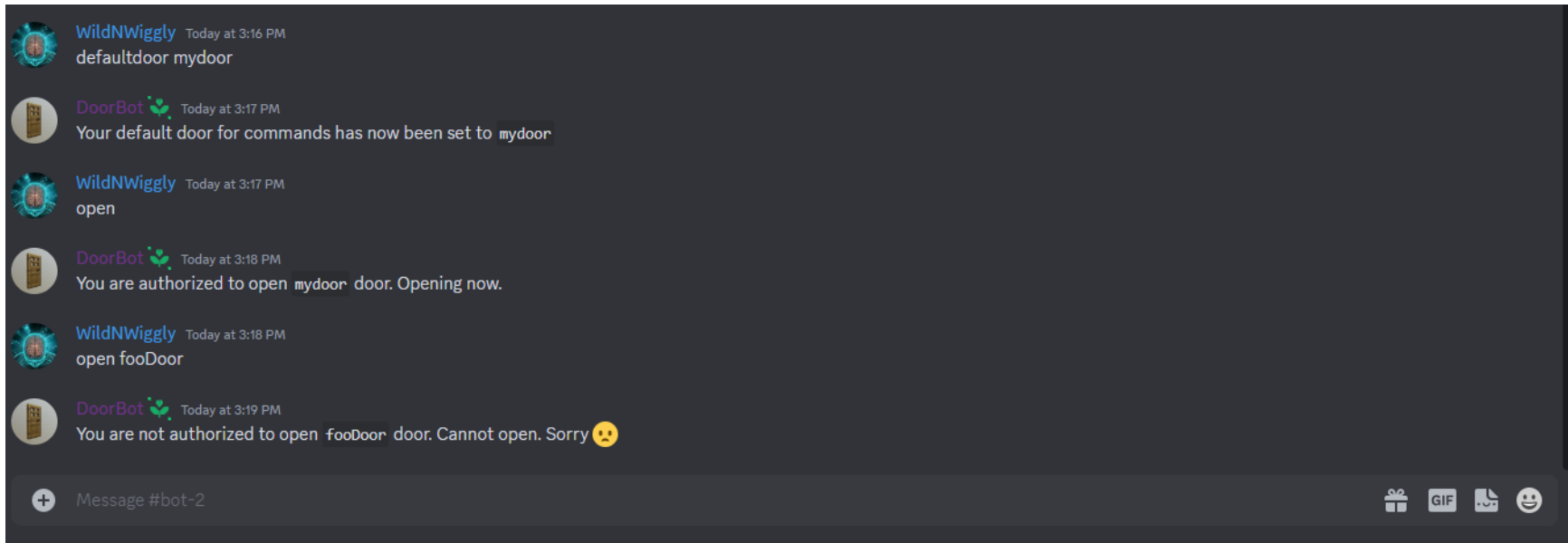


Figure 3: Default Door and Opening a Door (Text Based)

Every user can have a default door that is for the open command when a specific door is not listed. To set the default door the user can type the “defaultdoor <doorname>” command. This is a convenient way to avoid regularly typing the name of the door after the “open” command. The “open” command is a text based method to open doors. See Figure 7 below for a GUI based method to open doors.

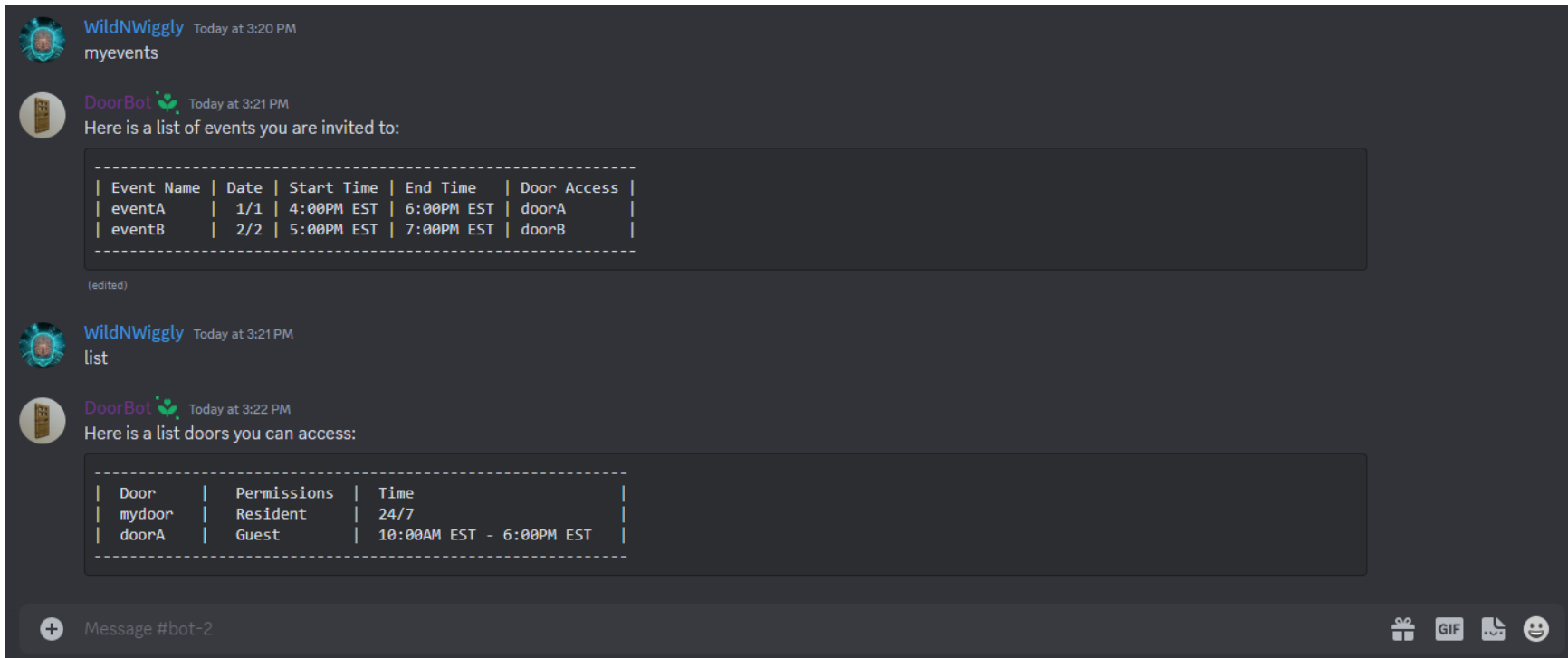


Figure 4: Events and Doors

Using the “myevents” command the user can view all the events they are invited to. This will be displayed in a table containing the event name, data, start and end time, and the door access. Similar to this command is the “list” command that will show all the doors the user has access to. This information will be displayed in a table containing the door name, permission level, and time.

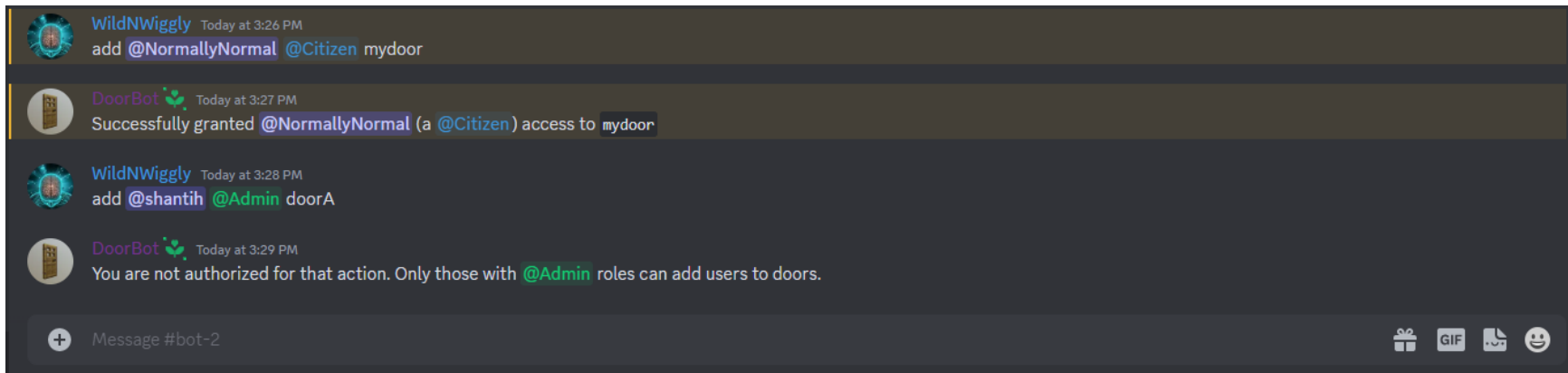


Figure 5: Adding a User to a Door

Administrators of a particular door can allow users to access the door by assigning them a role and a specific door by name. Roles permit when a user is allowed to open the door (days and times) as well as if they are allowed to invite others to use a door. These permissions are set on a per door basis. If you attempt to add a user to a door, but lack sufficient permissions (are not an admin) then you will not be able to add them and will instead receive an error message.

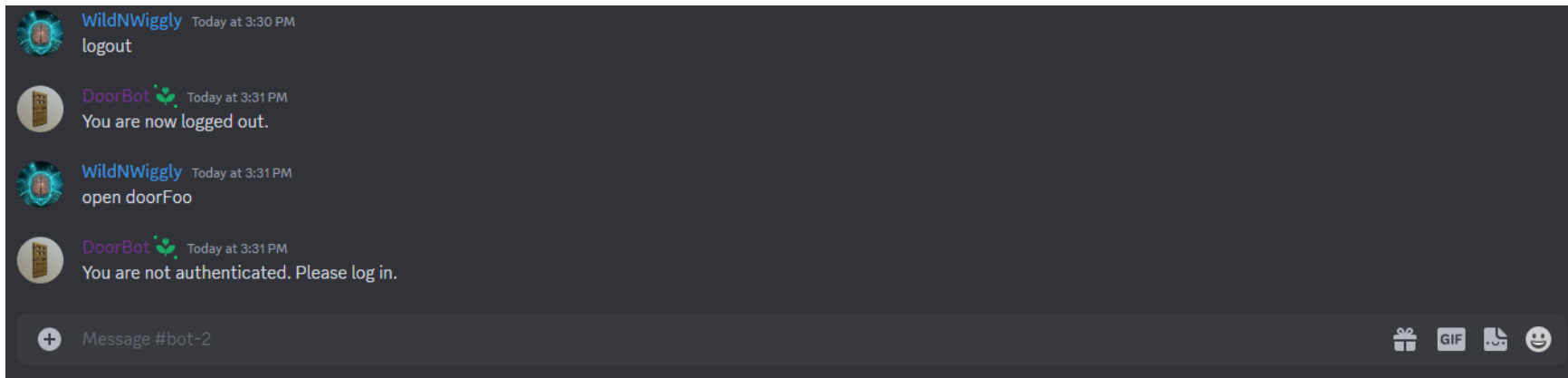


Figure 6: Logging Out

The user can log out of the system using the “logout” command. The bot will log the user out of his account. If the user attempts any of the commands that require authentication, the bot will prompt them to log in.

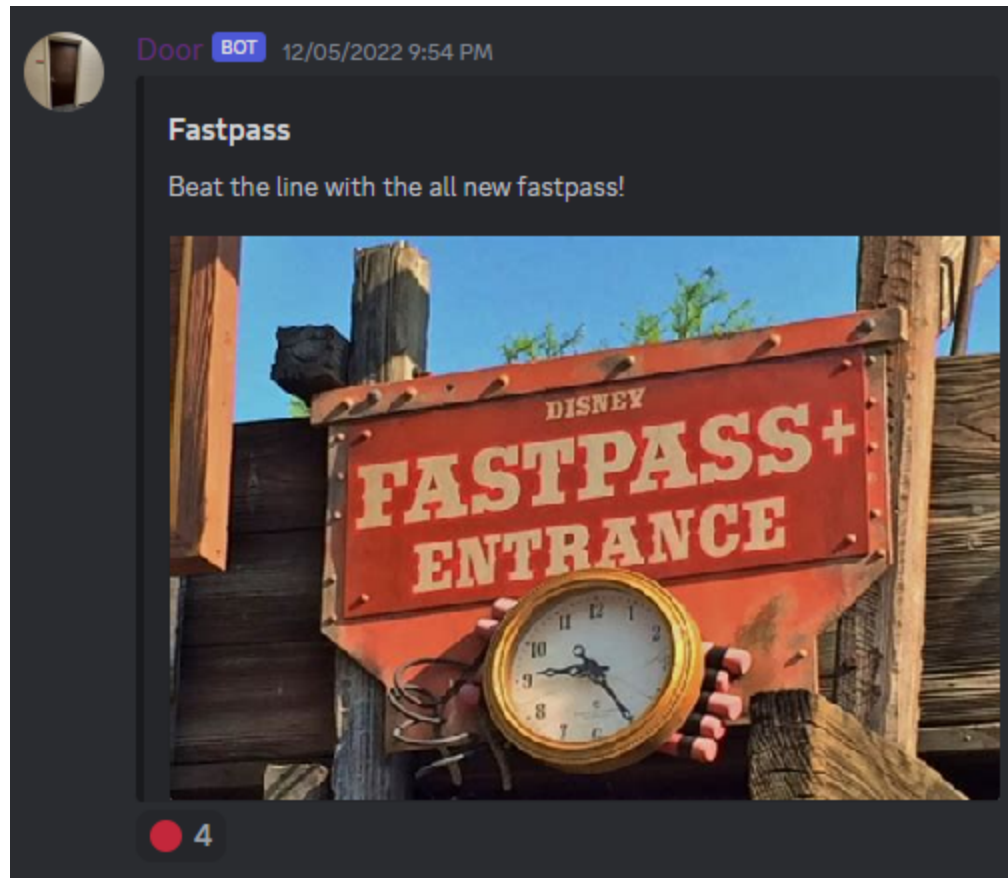


Figure 7: Door Opening UI

The user can press a button to open their default door for convenience. This is a faster alternative to typing out the “open” command, but the same permission and restrictions apply.