



# bulletin'

Product Instructions

Team 19

# Introduction

bulletin' is a simple platform designed to help students spread public campus related information. On the web, students post and view flyers to advertise different events. For students looking for clubs and events to participate in, it is unlikely that they will look at all flyers on a physical bulletin board and be informed of all current extracurriculars. Even further, it's difficult for clubs and events to be able to spread their flyers to all physical bulletin boards across the whole campus.

To solve this problem, we will create a web application that contains all events within the university, their information, dates, and image of the poster. Users can see the events on a daily, weekly, and monthly time scale, able to click on any one to learn further information, and are able to "collect" flyers to refer to later.

## Platform

Designed as a web application, bulletin' only requires a modern webbrowser, a nodeJS enabled backend server, and a nodeJS enable frontend server. Both servers can run on the same machine.

## Test Setup

Due to the nature of the project, manually creating all necessary data (users, flyers) can be easily done, but our team has pre-filled our database with enough information to be able to start running. This includes Users to log in as, flyers to view, and variable environment variables.

The website should be accessible via <https://bulletin.surge.sh/>

# Program Structure

The standard process to reach all functionality of our platform is simple due to the fact that there are only a few pages that the user will be using.

## Welcome Page:

Upon first arrival, the user is given the Welcome Page. This screen simply redirects the user to either the login or signup pages.



Welcome to Bulletin

Login

Signup

## Login Page:

A very standard login screen that gives you ability to login with a valid account, recover a forgotten password, or redirect to the signup page. Unsuccessful logins respond with a red error message above the username. Successful logins respond with a green message of success briefly, then redirects to the home page.




## Login

Need an account?

Forgot Password?

## Signup Page:

The signup page is used to create an account for future login. The signup page demands all inputs be filled in, requires @purdue.edu in the email, and a password of at least 8 characters in length. Upon failure, the user is notified of any shortcomings. Upon success, the user is informed the signup worked with a green message.



# Sign Up

Insufficient Information

Already have an account?

## Forgot/Reset Page:

In this page, a user is able to receive a new, temporary password in case they forget their own. It requires 2 steps.

- First a user must type their username correctly.
- After, give the correct answer to the security question chosen by the user upon Sign Up.

After successful attempts, the user will then receive a new 8 character long password that they can use to login to their accounts and change.



### Reset Password

Submit Username

Login



### Reset Password

Password Successfully Changed to: 2socrf6r

[Change in Account Settings](#)

What was the name of your first pet?

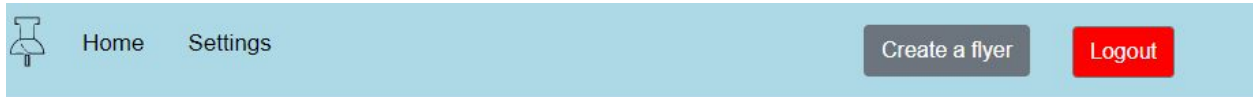
Reset Password

Login

## Homepage (Requires Login):

This page is the bulk of the application. From here, you can:

- View flyers (default view)
  - This will be the default view when first logging in or when selecting the “All” filter



Filter by: all

Collected only ☐  Confirm

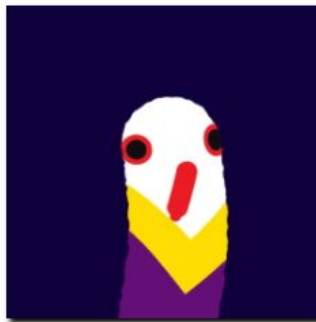


- Limit flyers displayed based on how far into the future they occur.
  - The drop down box contains 4 options: All, Day, Week, Month. This specifies how far in the future the user wants to see flyers. For example: selecting the “Week” filter, only shows events happening in the next 7 days.



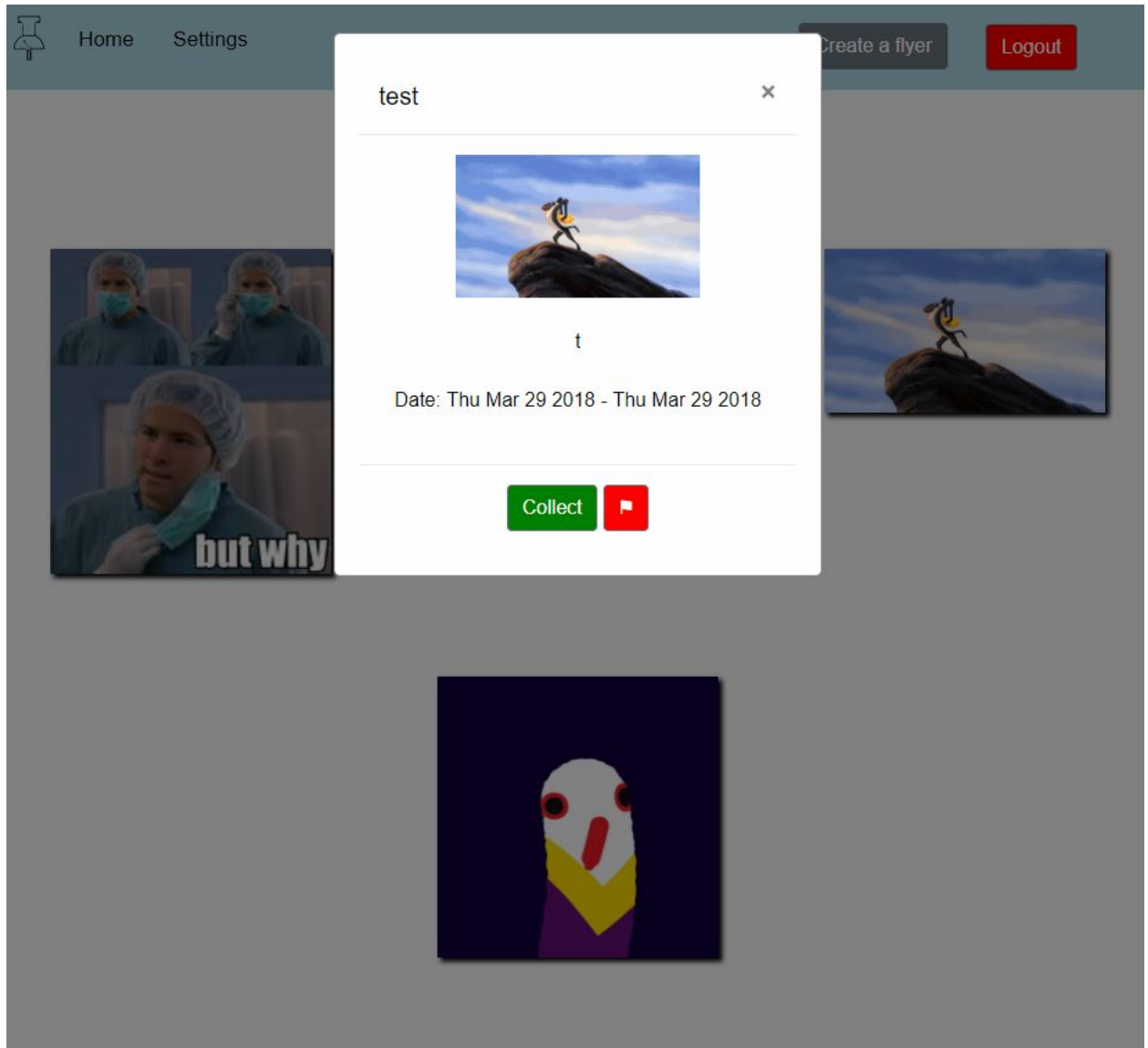
Filter by: Week

Collected only ☐ Week

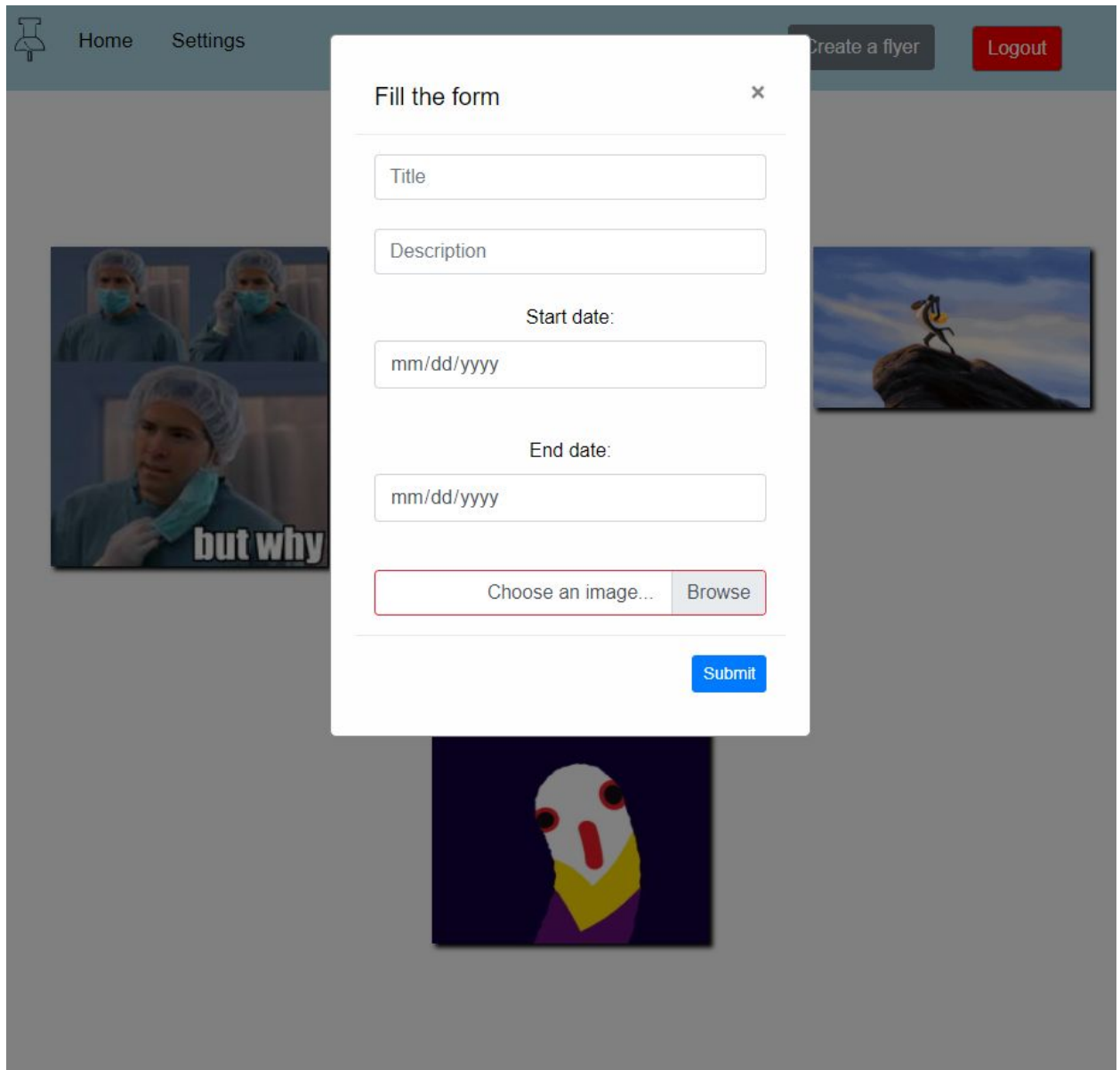




- Save a flyer to a user's account, to be retrieved later with ease.
  - The green button marks the flyer for the user. This allows the user to save a flyer and be able to find it easily later.
- Flag a flyer by clicking the 'flag' icon. Currently, flagging a flyer 5 times will trigger automatic removal. The only exception is when the author of a flyer flags their own, which results in immediate removal.
  - In deployment, the counter would increase to a more reasonable number. For testing's sake, 5 flags removes a flyer from the database. This allows the community to police itself and remove garbage.

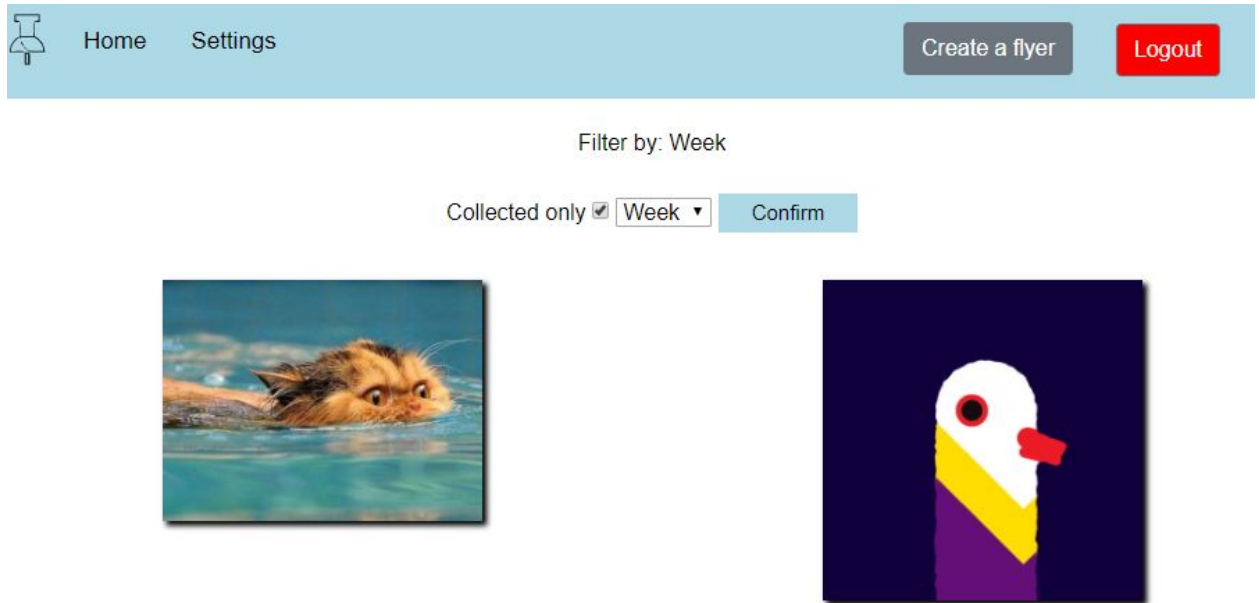


- Create a flyer with the 'create' button
  - Clicking on the create button opens a modal that asks the user for the necessary inputs to create a valid flyer. It enforces all inputs are filled and makes sure the dates make logical sense.



The screenshot displays a web application interface with a dark blue header. On the left, there is a pushpin icon, and in the center, the words 'Home' and 'Settings' are visible. On the right side of the header, there is a 'Create a flyer' button and a red 'Logout' button. A central white modal titled 'Fill the form' with a close 'x' button is open. The modal contains the following fields: a 'Title' text input, a 'Description' text input, a 'Start date:' label followed by a date input field with the placeholder 'mm/dd/yyyy', an 'End date:' label followed by a date input field with the placeholder 'mm/dd/yyyy', and a 'Choose an image...' label next to a 'Browse' button. At the bottom right of the modal is a blue 'Submit' button. The background of the application is a light gray and features several image thumbnails: two people in surgical masks, a person in a surgical cap with the text 'but why', a person on a rock, and a stylized character with a white mask and red eyes.

- Viewing a user's collected flyers
  - The user can choose to only view flyers it collected in the past, while still following the selected time frame.
  - The example below shows the same "Week" time frame but only the collected flyers.



- The user can log out of their account
  - When the user clicks on the red button, they are logged out and returned to the Login Screen.

## Settings (Requires Login):

In this page, a user is able to change their password.

- User simply types in new password they would like to have.
- Re-type the same password in the next text box, and an alert will appear to tell you if your password change was successful or not.