COM S/SE 3190
Final Project Proposal
L&N Studios Product Website
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Prepared for:
COM S 3190 - Construction of User Interfaces
Iowa State University Computer Science Department

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Introduction

We, Rudra Naik and Kobe Laws are from team PS_15. Rudra Naik is a sophomore in Computer Science, and has a background in HTML and CSS off of Harvard's CS50x course. Kobe Laws is a senior in Civil Engineering with a minor in Computer Science. We both are taking Computer Science 319, and learning essential skills in web development. And through these skills we believe we can put our minds together to display information on projects we both have been working on.

Purpose of the Proposal

Our objective is to develop a website as a resource for players, and also an introduction to the mechanics of said game as a new player. There isn't an easy way to access information on the game, or an online space to give feedback on the product, and as such we want to make this space for new and returning players.
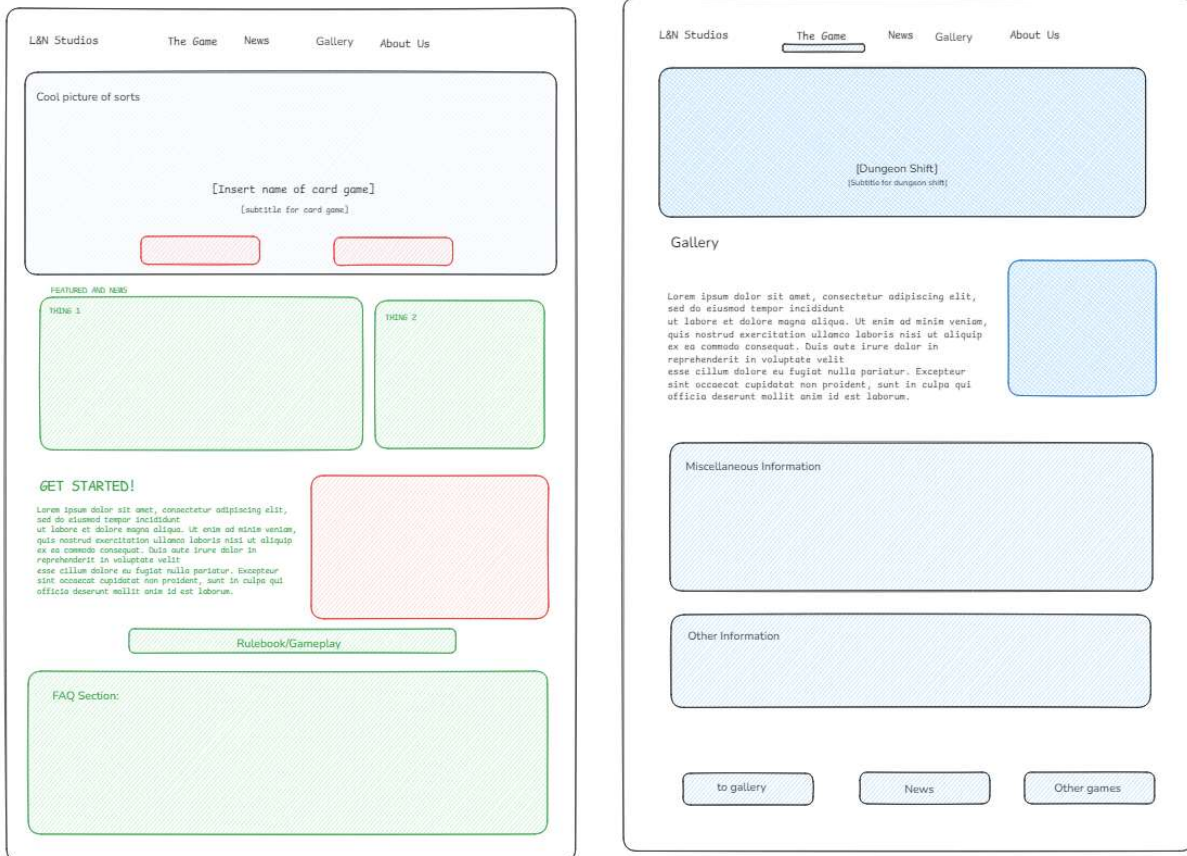
Goals and Objectives

- Developing an easy to use and centralized resource for players so that they can access information on all of L&N Studio's products virtually.
- Creating an art gallery for each of our products.
- Creating stylesheets that reflects the identity of L&N Studios and allows for modularity with being able to add more products in the future.
- Creating an easy to use interface for users to explore tutorials and information surrounding the products along with the company and the developers.
- Implement a developer blog page for updates and news on products and revisions.
- Creating a new developer post on a bi-weekly or monthly basis detailing changes and news for both the card game and the tabletop system.
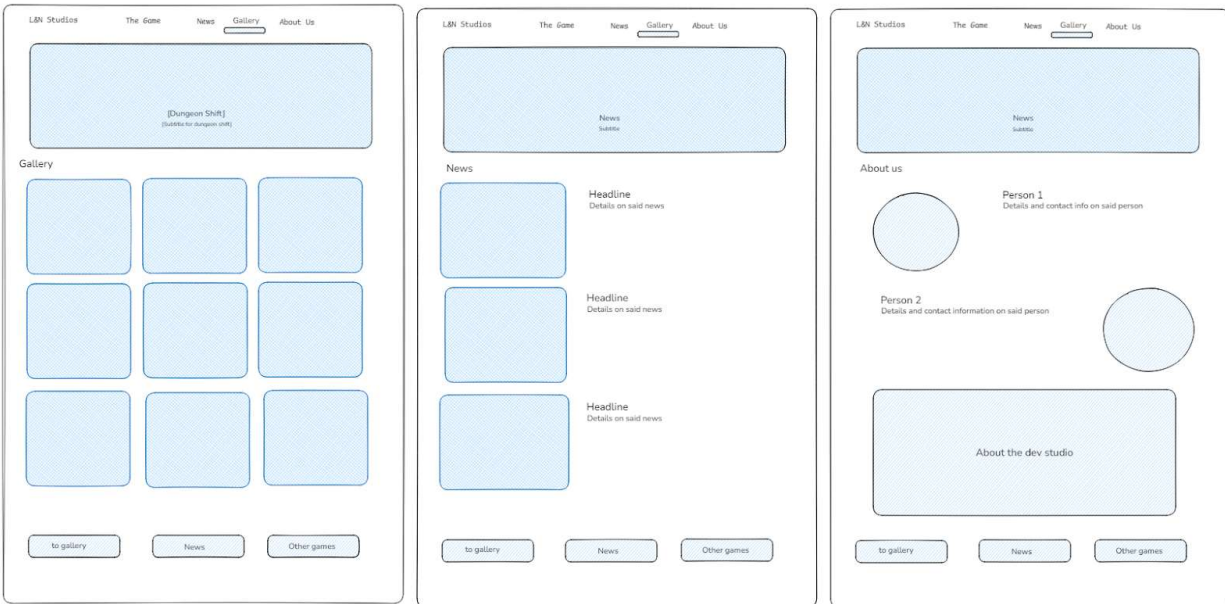- Creating a small lore compendium for the games.

Project Description

The website will be a showcase of products created and published by our company, notably the Dungeon Shift Card Game. Included will be descriptions, instructions, and a gallery of media and images produced for each product. This website will also have an about page for the developers at L&N Studios. All pages on this website will use REACT and Node.js for their implementation.

To extend on the current features on the website, we will add a compendium and character creator to the Calamari page so users can use the website as a companion tool for the product. We will also implement login and review functionality to improve the user experience of the product.

Wireframes and Rough UI sketches:

L&N Studios   The Game   News   Gallery   About Us

Cool picture of sorts

[Insert name of card game]

[subtitle for card game]

FEATURED AND NEWS

THING 1

THING 2

GET STARTED!

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Rulebook/Gameplay

FAQ Section:

L&N Studios   The Game   News   Gallery   About Us

[Dungeon Shift]

[Subtitle for dungeon shift]

Gallery

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Miscellaneous Information

Other Information

to gallery   News   Other games

This website will allow users to explore and learn about L&N Studio's catalog of products, and can use the extensive instructions and images as a resource for playing the games.

Project Path Selection

Our team chose to extend our existing website and rebuild its functionality from the ground up using React and Node.js, while also implementing new features. We will be making this site a Multi-Page Application.

Feature Ownership & Responsibility

Below are the features and respective developers tasked with completing them:
- Main Page, Dungeon Shift, Rules, Gallery, and About Page Refactoring to REACT and Node.js
  - Handled by Kobe Laws (frontend + backend)
- Calamari and News refactoring to REACT and Node.js
  - Handled by Rudra Naik (frontend + backend)
- Calamari Compendium
  - Handled by Rudra Naik (frontend + backend)
- Compendium Search, Search Results
  - Handled by Rudra Naik (frontend + backend)
- Compendium Search Not Found

- ○ Handled by Kobe Laws (frontend + backend)
- Login + Signup
  - ○ Handled by Kobe Laws (frontend + backend)
- Calamari Character Creation
  - ○ Handled by Kobe Laws (frontend + backend)

Resources

a. We will be using:
   i. CSS, HTML, Javascript for web development and scripting
   ii. Excalidraw to keep track of wireframes and sketch out ideas
   iii. Time allocation from each member of the project to get it done
   iv. Clip Studio Paint for Calamari Assets
   v. Sketchbook Pro for Dungeon Shift Assets
   vi. Use of gitlab for version control, distributing workload, and better organization between branches.
   vii. React for frontend development
   viii. Node.JS for backend Development
   ix. SQL and MongoDB for databases.
   x. Bootstrap for specific templates to help improve the user interface and create the specific showcases.
b. team organization, project timeline, and division of responsibilities

   The team for L&N Studios consists of two web developers: Kobe Laws and Rudra Naik.

   We plan to work on the project 4-5 hours per week, as well as weekly meetings to review the progress of the project. Rudra Naik will be responsible for creating the structure of the website and the general webpages (Home, All Games, Calamari, About Us). Kobe Laws will be responsible for completing the Dungeon Shift Page and all subsequent pages (Gallery and Instructions).

# File Structure and Project Organization

Explain your planned file structure. The standard structure includes:

- frontend/
    - Contains all React-related files.

- src/
    - Calamari/
        - Contains all Calamari related content
    - Dungeon Shift/
        - Contains all Dungeon Shift related content
- assets/
    - Calamari/
        - Calamari Visual Assets
    - Dungeon Shift/
        - Dungeon Shift visual assets
- Components
    - React components
- App.JSX
- Main.JSX
- Backend/
    - Compendium/
        - Contains all compendium server, API routes, and DB logic
    - UserData
        - Contains all user Calamari character creation data
        - Contains bookmarked and frequently compendium pages
        - Contains user reviews and ratings of Calamari
- Documents
    - Contains all documents on the development of the site.
    - Includes the final report, video, etc.

Data Sources and Management

Data for this site will primarily be provided through user data in the character creator, bookmarks in the compendium, and user reviews. We intend on storing specific character information in databases and mapping that data to players. While also having a quick and easy method of being able to access other characters as a DM via share codes for users. In addition, we intend for users to be able to implement images for their characters within the character creator, along with saving bios. In addition, being able to delete characters will be a feature, along with removing characters from a session.

User Experience Views
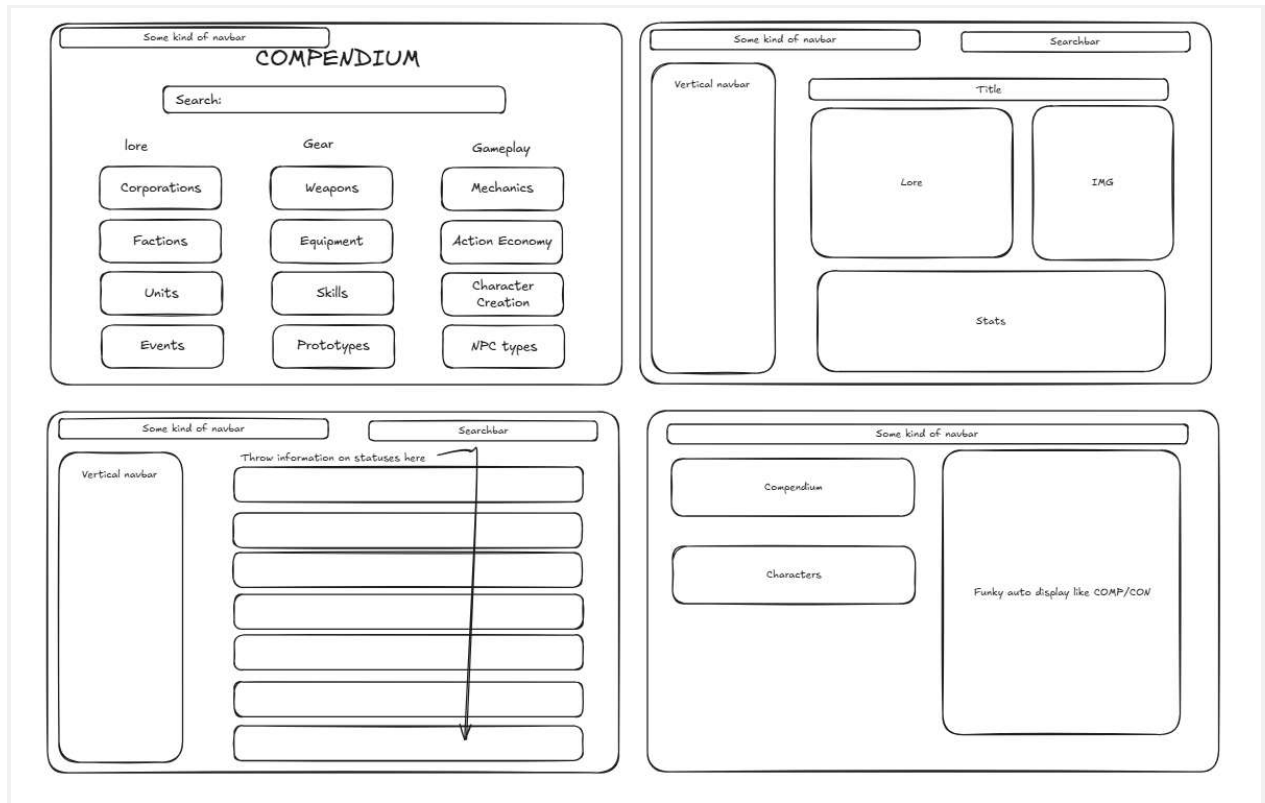
Shown on the top left is the Calamari Compendium index page, the top right is the description page for the character creator, the bottom left is the stats page of the character creator, and the bottom right is the main user page for calamari.

Final Comments

We thank you for your consideration in our proposal for the L&N Studios website, we believe that this project is something that could help display the hard work and effort that went into creating both Calamari and Dungeon Shift, and also serve as a base for future endeavors with the projects.

For questions, comments, or suggestions, please contact us at:
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