**Capstone Project Document**

**Online Storytelling Generator System**

**Table of Contents**

**…**

**List of Figures**

**…**

**List of Tables**

**…**

**A. Introduction**

**1. Project Information**

* Project Name: **Online storytelling generator system**
* Project code: **StoryArt**
* Product Type: **Website Application, Web Service**
* Start Date: **January 14th, 2020**
* End Date: **April 30th, 2020**

**2. Introduction**

The world has evolved from sign language to the written language with the pupose to store, pass-on knowledge and inspire the next generation. The traditional way of telling story was one-way from the author to the reader, what if we can enable author to generate altenative ending, a story-line that can be spread to multiple direction instead of one direction?

We introduce a platform that enable author to generate interactive story, with audio, visual effect, and multiple storyline. Imagine, as an author, you can build a thrilling adventure, where your characters can have alternative actions of their owns and different storyline can evolve; and as a reader, you’re in an adventure where the character’s next destination is your choice. Your story will never be left untold.

**3. Current Situation**

There are many tools in the market that enable author to generate their stories but those tools can’t meet up their expectation and can’t express all the authors’ idea. With traditional stories telling, it seems not to be able to attract readers anymore, our platform support the tool for generating a story with interaction, audio, video effect, multi storyline and the power to publish it. The written stories can be used for many kind of aspects such as marketing, education, game, entertainment.

**4. Problem Definition**

Below are the disadvantages of the current situation:

* Lack of meaningful contents: Internet is filled with boring contents and many of these wasted our time.
* No interaction between visitor and story: Visitor usually read stories written by an author from start to end without interactions or deflect the story line. It makes the story became normally and boring.
* Low-educational contents: Children isn’t touch much by these online stories.
* Need of high-quality marketing content: People are bothered and even uncomfortable by dozens of advertisements per day in a website.

**5. Proposed Solution**

Our solution is web application named “Story Art”. It assists authors to post their story, advertisement or even game in a convenient and reliable place to make visitor relaxed and advertise their products.

**5.1. Feature functions**

* Provide tools to generate/create story.
* Search/suggest stories.
* View/interact stories.
* Manage stories.
* Rate stories.

**5.2. Advantages and disadvantages**

The advantages and disadvantages of the proposed solution:

* **Advantages:**
* Easy to search stories by category
* Provide the the creative ways for authors to generate the story. The authors can create their stories by their own way combining the screen, options, information, animation.
* Stories recommendation based on user’s hobby can bring to user many suitable, interesting stories.
* Brings out a whole new experience of reading stories to end users. Users will be interested in the storyline that lead them to surprise.
* A game can be created for the end users to play while reading the story.
* The authors can bring their business brands to the stories for marketing purpose so that their business can spread out to customers easily and naturally.
* Provide a channel for education: the website contains the stories that bring out the useful meaning to readers. They will learn a lot and enhance the knowledge by reading the high-educational stories.
* **Disadvantages:**
* Do not manage the content for support, advertising or other activities out our website in users’ stories such as: calling for support, donations, links, ...
* Do not check the content of users’ stories before publishing. The content will be checked after system received users’ reports.
* The format of creating the story may be complicated to authors because they have to generate the screen, information, animation along with the content they input.
* New users visit the website may not understand the idea of interactive storytelling, so the website need to serve the demo when users first come to website.

**6. Functional Requirements**

Function requirements of the system are listed as below:

* **Authentication and Authorization:**
* Authenticate and authorize users to use configuration and management functions**.**
* **Admin:**
* Manage users.
* Manage users’ stories.
* **Data Collector:**
* Collect data from users by giving them the questionnaires.
* Clean and transform data after collecting from the questionnaires.
* **Data Analytic:**
* Automatically analyze collected data by applying recommendation algorithms.
* **Users:**
* Search stories to read.
* Get story suggestions based on their questionnaires.
* Get story trends.
* Interact with the story while reading (select options, input information).
* Manage their own stories (create, publish, delete, deactivate, update).

**7. Role and Responsibility**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **No** | **Full name** | **Role** | **Position** | **Contact** |
| 1 | Nguyễn Duy Thanh | Project Owner | Advisor | hello@nguyenduythanh.com |
| 2 | Bùi Đức Tài | Scrum Master | Leader | taibdse62836@fpt.edu.vn |
| 3 | Trần Hà Trâm Anh | Developer | Member | anhthtse141171@fpt.edu.vn |
| 4 | Nguyễn Tấn Đạt | Developer | Member | datntse61735@fpt.edu.vn |
| 5 | Nguyễn Viết Hải | Developer | Member | hainvse62107@fpt.edu.vn |

**B. Software Project Management Plan**

## **2.** Project Organization

### Software Process Model

This project is developed using Waterfall model for Software development project. Our team choose Scrum model because of the following reasons:

* Our team only has 4 members and with this model we can communicate and working together more frequently
* Team can change project’s priorities after every sprint
* Scrum model is easy to learn and use also reduce the risk building the product by increments
* With nature of our project problem in data transferring and interface, The intermediate product can be shown to the Project Owner after each sprint so he can estimate it.

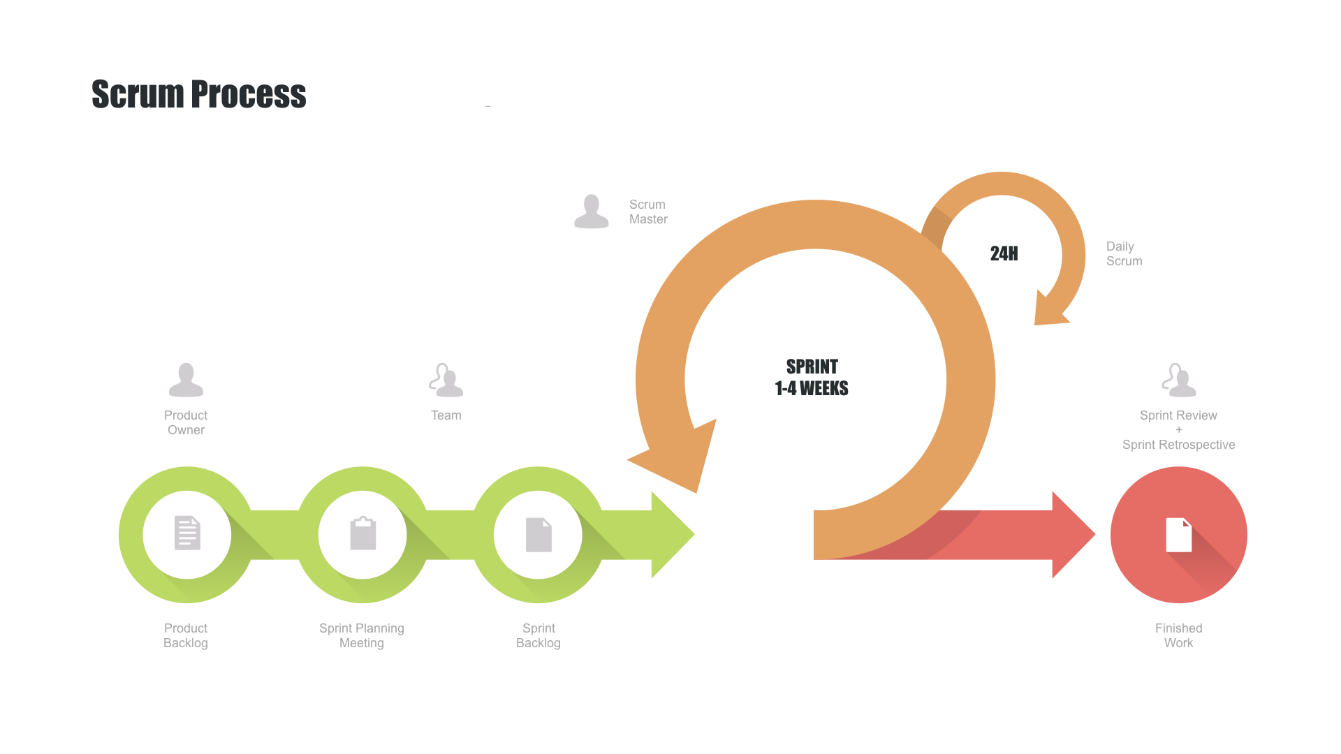


Figure 1 - Scrum Process - [1]

### Roles and Responsibilities

|  |  |  |  |
| --- | --- | --- | --- |
| **No** | **Full name** | **Role in Group** | **Responsibilities** |
| **1** | Nguyễn Duy Thanh | Project Owner | * Specifying user requirements * Controlling the development process * Giving out technique and business analysis support |
| **2** | Bùi Đức Tài | Scrum Master | * Managing process * Designing database * Clarifying requirements * Preparing documents * Designing GUI * Creating test plan * Coding * Testing * Arranging Meeting * Managing Risks |
| **3** | Nguyễn Tấn Đạt | Developer | * Designing database * Clarifying requirements * Preparing documents * Designing GUI * Creating test plan * Coding * Testing |
| **4** | Nguyễn Viết Hải | Developer | * Designing database * Clarifying requirements * Preparing documents * Designing GUI * Creating test plan * Coding * Testing |
| **5** | Trần Hà Trâm Anh | Developer | * Designing database * Clarifying requirements * Preparing documents * Designing GUI * Creating test plan * Coding * Testing |

Table - Role and Responsibilities

### Tools and Techniques

|  |  |
| --- | --- |
| **Tool/Technique** | **Name** |
| Front-end | HTML, CSS, JavaScript, jQuery, React Js |
| Back-end | ASP.NET Core 2.1, Entity Framework, Spring Boot |
| IDE | IntelliJ 2019.1.3 |
| DBMS | SQL Server, Amazon AWS |
| Source Control | Github, Sourcetree |
| Modeling tool | StarUML |

Table - Tools and Techniques

**3. Project Management Plan**

**3.1. Product Backlog**

|  |  |  |  |
| --- | --- | --- | --- |
| **ID** | **Feature** | **User Story** | **Sprint** |
| 1 | Manage users’ account | As an admin, I can manage user account in the system in order to control the content of information they published to the website, report the account that provide bad content on website | 1 |
| 2 | Manage users’ stories | As a user, I can manage my stories, which help to create, publish, update the meaningful stories with interaction to the readers | 1 |
| 3 | Search stories | As a user I can search stories to read so that I can enhance knowledge, find relaxation, play games. | 2 |
| 4 | Collect data from questionnaires | As a Timer, it can collect data from users’ interests for later purpose | 3 |
| 5 | Clean collected data | As a Timer, it can clean collected data into predefined data structure which is suitable for analysis | 3 |
| 6 | Create stories’ suggestions | As a Timer, It can create suggestions based on users’ interested topics and the similarities among users’ historical read stories | 4 |

**3.2. All Meeting Minutes**