RoyaleMiniatures

Travis Jepson Final Project

PARENT:

User

ATTRIBUTES:

userLastName - string
username - string
userPassword - string - BCRYPT
userRepeatPassword - string - BCRYPT
userEmail - string - EMAL
userDateOfBirth - java.util.date
userDateStartedPainted - java.util.date - YEAR INT
userProfileImage - JPG, PNG
patientDateAdded - DEFAULT
patientDateUpdated - DEFAULT

RELATIONSHIPS:

userMiniature - User => Miniature userSquad - User => Squad userArmy - User => Army userPost- User => Post userUserMessage - User => Message userComment - User => Comment

NOTES:

User can make an account and password to simply view, but cannot post unless email is setup.

If possible, all images will be watermarked if user email not registerd. If null no option displayed.

CHILD:

Miniature

ATTRIBUTES:

miniatureName - string miniatureName - IMG (JPG / PNG) miniatureBrand - ENUM - string[string] miniatureType - string miniatureGamesUsed - String[] checkBox

miniatureMetric - String[] ENUM - IN / MM miniatureHeight - int miniatureBaseSize - int miniatureModelNumber - int miniatureForSale - boolean miniatureForSalePrice - double miniatureDescription - string miniatureDateAdded - DEFAULT miniatureDateUpdated - DEFAULT

RELATIONSHIPS:

userMiniature - User => Miniature

Count(possible toggle per entry?)

OR allow a drop down part of squad (squadName?)

OR ADD each part and that then toggles a squad if(miniatureCount > 2)

CHILD:

Squad

ATTRIBUTES:

miniatureName - string miniatureName - IMG (JPG / PNG) miniatureBrand - ENUM - string[string] miniatureType - string miniatureGamesUsed - String[] checkBox

miniatureMetric - String[] ENUM - IN / MM miniatureHeight - int miniatureBaseSize - int miniatureModelNumber - int miniatureForSale - boolean miniatureForSalePrice - double

miniatureDescription - string miniatureDateAdded - DEFAULT miniatureDateUpdated - DEFAULT

RELATIONSHIPS:

userMiniature - User => Miniature

Count(possible toggle per entry?)

OR allow a drop down part of squad (squadName?)
OR ADD each part and that then toggles a squad

if(miniature)

DATA SORTING:

User:

sortByDateAdded - ASC / DESC sortByFirstNameAlphabetical - ASC / DESC sortByLastNameAlphabetical - ASC / DESC sortByMedicalIdentityNumber- ASC / DESC

Miniature:

sortByDateAdded - ASC / DESC sortByAlphabetical - ASC / DESC sortByCost - ASC / DESC

Squad

sortByDateAdded - ASC / DESC sortByAlphabetical - ASC / DESC

Army

USER LEVELS:

USER / VIEWER:

Can log in, see all posted minis.
Cannot like, comment or post any content until they register their email.

ADMIN:

All access, can edit all areas view all fields.

STRETCH GOALS:

Full React front end interface.

Add Users and Models to datebase with NPM Faker API and Gamesworkshop API.

Email popup, prepopulated template for User to User.

Concatinate excessive messages/posts.

Concatinate excessive photos.

Ability for Users to post messages and to comment. Likes for both.