Design

Our system has two key parts:
1. The Student Community – Which allows students to communicate and interact with each other
2. Interactivity – Which are the "interactions" themselves that students can perform.

We also planned to build a:

1. User Profile Page – Which allows users to view and share their wellbeing status / scores and rank
2. Shop Page – Which allows users to spend their resources (gained from every interaction activities) to get randomized loot.
3. Login Page – Where the users can input their username and password and, if correct, takes them straight to their profile
4. Registration Page – Where prospective users can input their personal details to set up an account, after which they will be logged in and sent to their profile page

All these features are controlled by a main page, and will be explained below:

- Student Community:
  We have decided to build a chat room system and a forum system to allow students to communicate with each other. Students can either participate in live chats in chat room or posting threads in the forum. As with any fledgling web app, it can be difficult to grow and garner a user base. This feature could help to attract initial users. This is because the forum will be divided into different colleges / courses, allowing user to find relevant resources quickly. However, users will not be limited their own college / course, instead we will allow users access to other forums that they aren't automatically assigned to making it possible for a user to ask for help in another college's forum. Say you were a computer science student who needed help with the graphical aspect of a program you are making, you could join an art forum and ask for help there. This is one thing that makes our web app attractive – it allows users to connect with individuals whom they would not normally have any contact with. The forum also allows user to post study notes/resources, with these threads then being ranked based on the number of views / upvotes (how many people 'like' the content or found it useful).
- Interactivity:
  We plan to build a competitive card game between 2 users, as a 1v1 PvP game. The goal of this being to reduce your opponent's life point to 0. To achieve this, you spend resources to cast the effects of the cards. The difference between this game and other online digital card game is that each time a player attempts to

use a card, they will need to answer a question related to that card. These questions are pre-set upon creation of the card. Get the question wrong and the user will be unable to use that card during the current round.

- Shop:
  Every time a user finishes an activity (or game), they will receive some points (a form of currency) which can then be spent in the shop. For a certain number of points, the user will be able to choose 1 of 12 cards, each of which have been assigned a random reward. Reward can be either avatars, avatar accessories, cards or collectible items.

- User Profile:
  The user profile contains the basic information of a user (user tier, name, college etc.), the achievement a user got, the team a user is currently in. From this page they will also be able to view their own inventory and credit, and is able to update their profile.

- Login:
  This page will be very simple. The user will simply have to enter their username and password. Should the combination be correct, and the user is registered in the database, then they will be taken straight to their profile page.

- Registration:
  Like the login page, except this will require some more personal information from the user (such as their name and email). This information is required to register the user with the system. As a failsafe, to ensure the user hasn't misspelt their password, the user will be asked to enter their password twice – eliminating the risk of typos. Upon a successful registration the user will be logged in and take to their profile page.