

Bug Busters: Victor Casado, Ethan Sie, Marco Quintero, Qianjun Zhou

SoftDev

P00: Move Slowly and Fix Things

2024-10-28

TARGET SHIP DATE: 2024-11-11

Program Components

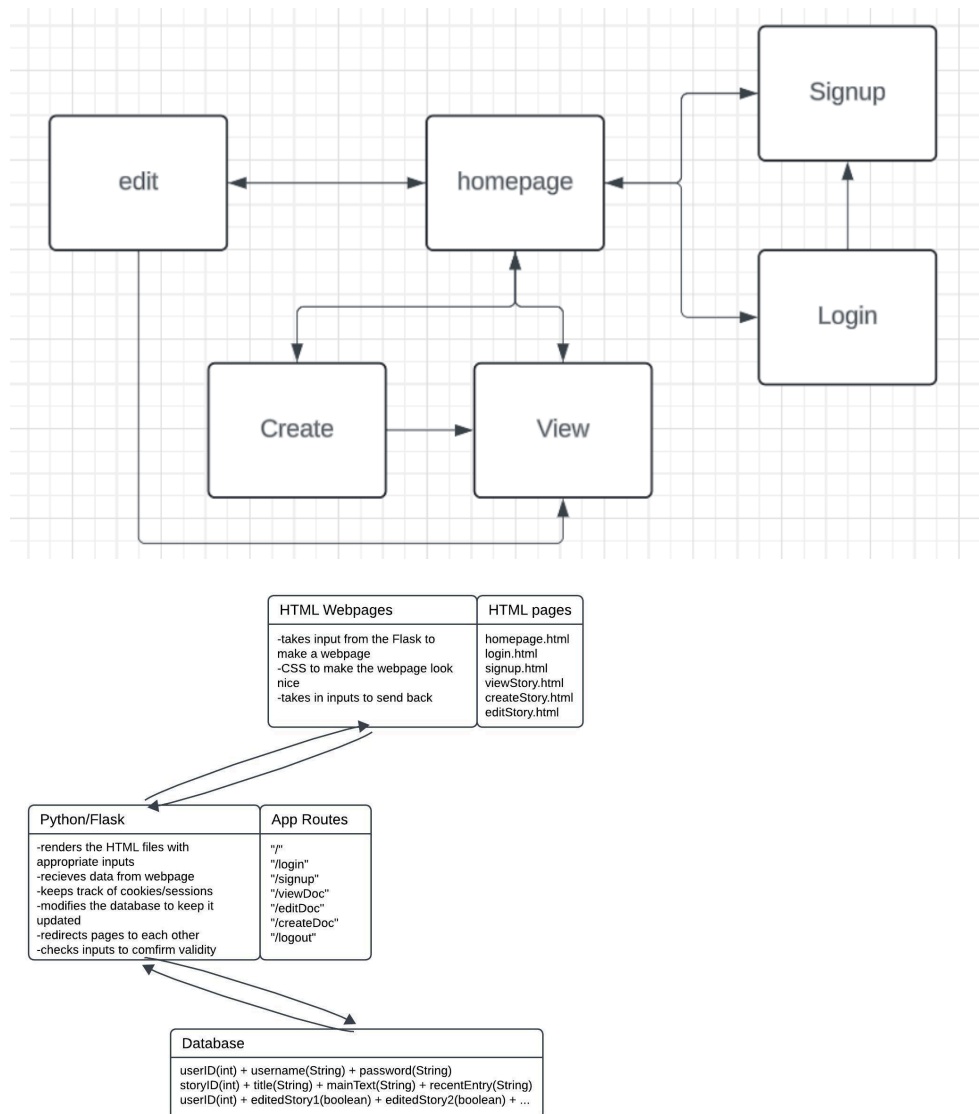
Frontend Components:

1. HTML
 - a. homepage.html — Displays a list of stories and provides navigation options.
 - b. login.html — Allows users to log into their account and contains a button to go to signup.
 - c. signup.html — Enables new users to create an account.
 - d. viewStory.html — Shows a story in its entirety, including the title and main text.
 - e. createStory.html — Provides a form for users to create a new story.
 - f. editStory.html — Allows users to edit a story once.

Backend Components:

1. Flask/Python - Stored session with username, password, and if we just signed in (a Boolean)
 - a. "/" (Root)
 - i. If no session found, redirect to login
 - ii. If session found, if we just did login, if user/password combo is correct, do not redirect
 - iii. If session found, if we just did login, if user/password combo is incorrect, redirect to login
 - iv. If session found, if we just did sign up, if user/password combo is unique, add user/password to db
 - v. If session found, if we just did sign up, if user/password combo is not unique, redirect to login
 - b. The remaining are described through their names
2. SQLite DBs
 - a. User Table: Userid (unique integer), username (unique string), password (string)
 - b. Stories Table: story id (unique integer), title (string), main text (string), most recent entry (string), creator (Userid from User table)
 - c. Stories Contributed To: user (Userid from User table), edited story1? (boolean), edited story2? (boolean), ... (each column represents one story)

Site and Component Maps:



Tasks:

HTML/CSS (makes website look cool and displays all vital information): Victor

Flask/Python session-based logic (allows you to log in and stay logged in): Ryan

Flask/Python other logic (connects HTML code with the SQL code so website has information): Ethan

SQLite (handles storing of data and creates simple data manipulation methods): Marco