

Andrew Golman

Roman Nikonov

Last edited: 04/19/2017

CARDKEEPER

1. USERS

Stores users' personal information.

- A. Telegram_id
- B. Nickname (telegram)
- C. Joined (Registration date)
- D. --General goal (Natural speech, technical language, tests)
- E. Time goal (Weekly activity goal)
- F. --'Learn' notifications (twice a day, daily, weekly, never)
- G. --Stats notifications (should be motivative) (daily, weekly, never)
- H. *Personal settings (might add sth else)*

2. GROUPS

Stores data on groups. Every group member gets the same list of tasks.

- A. Group_id
- B. Name
- C. Public (everybody can enter) / private (only invited)
- D. Owner_id (founder)

3. PACKS

Stores pack information.

- A. Pack_id
- B. Owner (user_id)
- C. Privacy (public – default, private – only users with permission can see)

4. CARDS

- A. Card_id

- B. Pack_id
- C. Front_side
- D. Back_side
- E. Usage comments (list of strings, always public)

5. ACCESS_RIGHTS

Stores data on users with a permission to access private packs.

Stores data on users with a permission to edit packs. Pack owner is added by default.

- A. Pack_id
- B. User_id
- C. Rights_type (inc. invited and applied)
 - i. query: Permit to USER_ID access to PACK_ID.
 - ii. query: Permit to USER_ID editing PACK_ID.

6. USERS_GROUPS

- A. User_id
- B. Group_id
- C. Status (owner, admin, participant)
 - i. query: Add USER_ID into GROUP_ID.
 - ii. query: Remove USER_ID from GROUP_ID.
 - iii. query: Change USER_ID status in GROUP_ID.

7. USER_PACKS

Stores actual data for each user. Notifications and progress information are formed based on this table.

- A. User_id
- B. Pack_id
- C. Status (in progress/done)
- D. Number of learned cards
- E. Last visited
- F. Urgency
 - i. Script: Add PACK_ID for USER_ID.

8. USER_CARDS

Mode exercises for each user are formed based on this table.

- A. User_id
- B. Card_id
- C. Times reviewed
- D. Correct answers
- E. Answer time
- F. Status (learned/in progress/deprecated)
- G. Private comment
 - i. Script: Update CARD_ID for USER_ID after it's used in an exercise.
 - ii. Script: Update CARD_ID for USER_ID due to user's request.

9. GROUPS_PACKS

- A. Group_id
- B. Pack_id
- C. Status (achieve, active, coming-up)