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Features Implemented for Phase 1

- Feature 1.1: Create new user profile
- Feature 1.2: Log in
- Feature 1.3: Log out

Persistent Storage Design

Currently, our project holds user information in a SQLite database to persist data. Our database only has 1 table with user information as it pertains to their log in credentials, but later in our project user game play history and account balances will also persist in our database. Each user is randomly assigned an id that serves as a primary key.

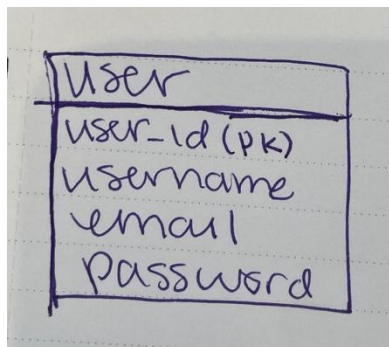


Figure 1 database schema.

Demonstration of the Features Implemented for Phase 1

For Phase 1, we implemented basic log in/log out and account creation features. We created a home page with buttons linked to a specific Django app which allows us to save user information in a SQLite database. The log out feature also loops back to our basic homepage without user account details.

Here is our homepage:

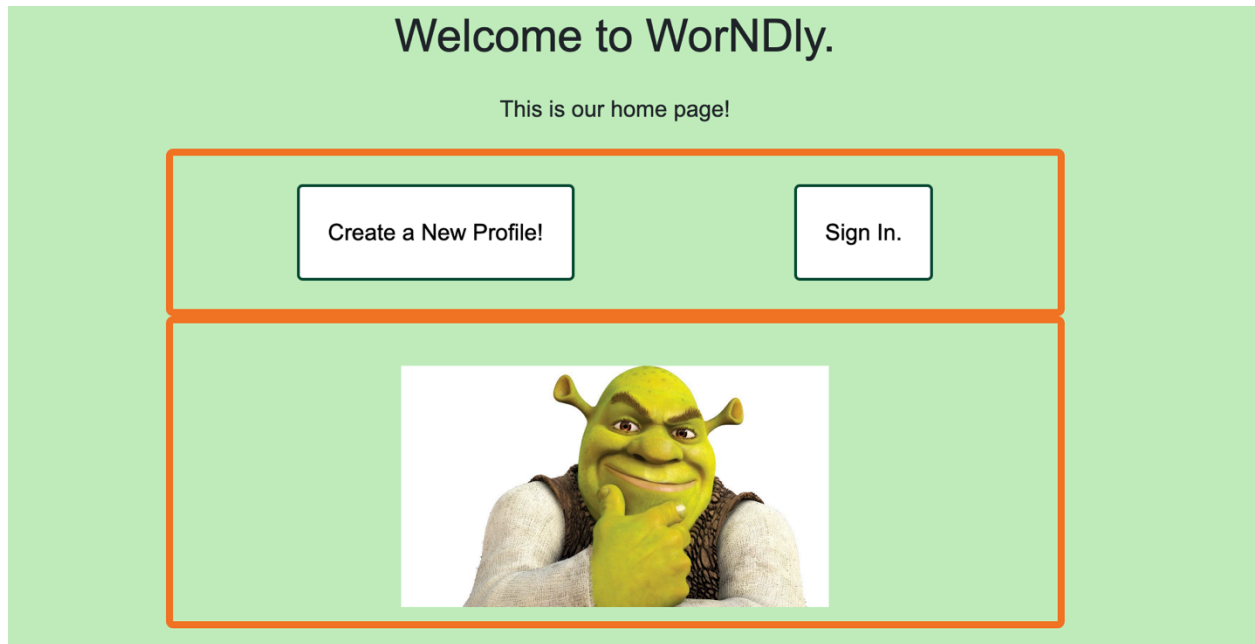


Figure 2 Screenshot our welcome/sign in home page.

Feature 1.1

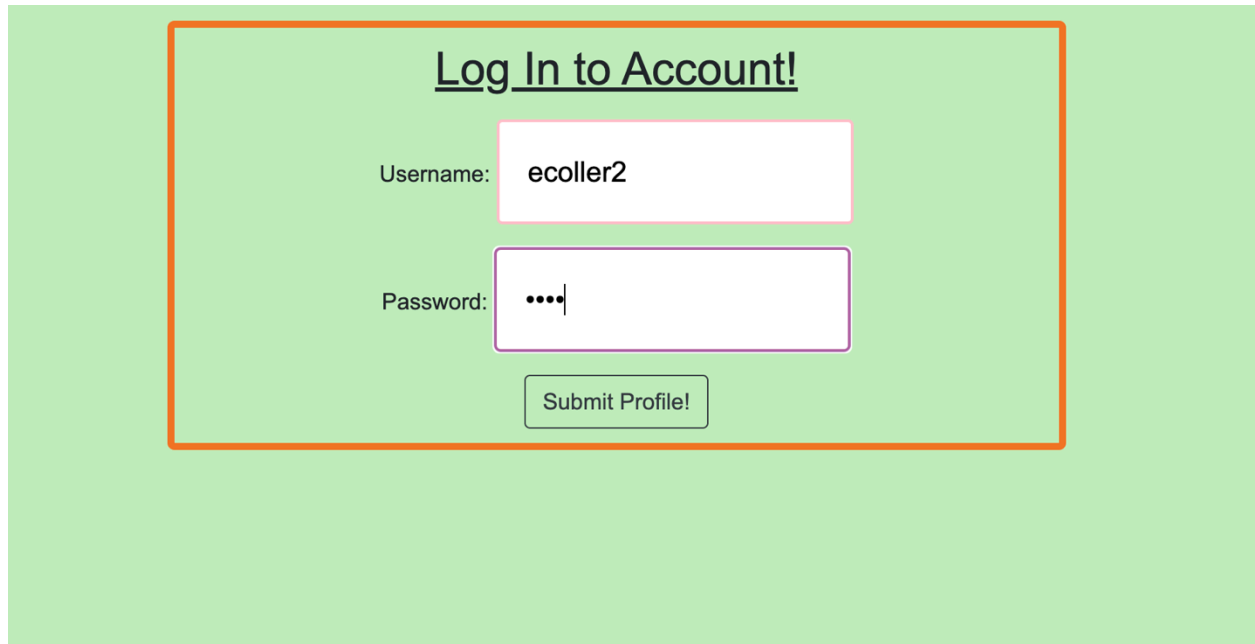
Figure 3 shows a screenshot for profile creation. It takes in a username, email and password. Upon clicking the “Submit Profile!” button the new profile information is sent to our project database and the user is sent back to our home screen.

A screenshot of a web application's profile creation form. The background is a solid light green. In the center, there is a large rectangular area outlined with a thick orange border. Inside this area, at the top, is the text "Create Profile!" in a bold, black, sans-serif font. Below this text are three input fields. The first field is labeled "Username:" and contains the text "ecoller2". The second field is labeled "Email:" and contains the text "ecoller2@nd.edu". The third field is labeled "Password:" and contains three dots, indicating a password field. Below these input fields is a green rectangular button with a black border, labeled "Submit Profile!".

Figure 3 Screenshot for feature 1.1 showing the account creation screen.

Feature B

Figure 4 shows a screenshot for our account log in interface. Once an account is created users can navigate to a log in page which accepts a username and password to allow them to play worNDly. For now, the “Submit Profile!” button just take the user to a page which welcomes the user by name, but later phases of the project will connect the user to our gameplay app.



Log In to Account!

Username:

Password:

Figure 4 screenshot for feature 1.2 showing the user log in screen.

Feature C

Figure 5 shows a screenshot of our user sign in page. Once a user logs in with an existing account and the correct credentials the website will personally greet them. From here they have the option to log out using our log out button. This action will send a user back to our default homepage which does not personally welcome them or display any user information.



Figure 5 screenshot for feature 1.3 showing the log out button. This takes the user back to our home page.