

Executive Overview

The proposed web-application titled “Ember-Dex” will allow users to keep track of their favorite characters from the video game *Dark Souls*. Users will be able to view the catalog of information surrounding each character such that they will have a better understanding of their interactions with them while they play their game. The data items that will be tracked for each character will include their:

- Picture (in game screenshot) [image]
- Name (who they are called) [text]
- History (the lore behind them) [text]
- Souls (in game currency they drop when they die) [number]
- Location (where they can initially be found in the world) [ordinal]
- Covenant (what allegiance they follow in the world) [ordinal]
- Items (what items they give to the player or drop when they die) [text]
- Is merchant (whether they can exchange souls for specific items) [boolean]
- Quest (steps to complete the character’s quest) [text]
- Personal notes (anything the user wishes to keep a note about) [text]

These data items aim to provide the users with a comprehensive set of information for each character they come across. Each game in the series *Dark Souls* has many characters that each have their own associated quest line. In order to accomplish these quests, the player must first find the character and then complete a very specific set of actions required for completion. In addition to this, each character may sell or drop rare items that the player may wish to obtain. Using this web-application provides a repository for users to keep close attention for everything they need in order to experience the games to their fullest.

Motivations:

- It is very difficult for a player to track every single character and their quest in the *Dark Souls* universe.
- Players can greatly benefit from a condensed, personalized interface for viewing important information.
- Many items can be missed if players do not know ahead of time what actions to take for each character.
- Due to the fragmented story telling of the series, community members often enjoy reading the history behind characters, and theorizing how some of the untold story may have happened

Features:

- Save personal notes for every single character
- Favorite any character for quicker access on the home page

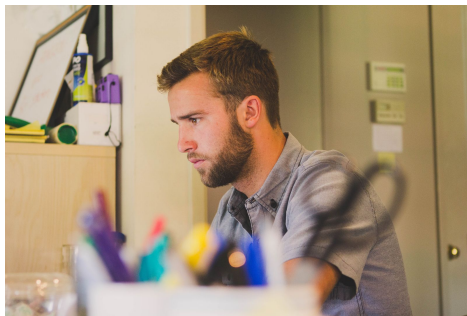
- Use the search bar to swiftly find a specific character
- Easily learn all the necessary steps to receive all the rare items each character gives

Our app will closely follow the CRUD pattern in order to satisfy these features and motivations. This means our application will respond to user's actions such that user's may create, read, update, and delete specific content in addition to the app-provided information.

User Thinking

In this section we provide a few user personas that we believe represent the general population that can be expected to use our web-application.

1. Completionist Coby



Age: 23

Location: California

Occupation: Software Engineer

Quote: "I want to make sure I see and experience everything every game has to offer!"

Goals: Complete every game he has to 100% and have fun.

Frustrations: Finishing his goal will take a long time, so he knows he needs a lot of help or else he might have to give up.

Bio: Koby works as a software engineer for a small startup in California. He still feels new to his job, and has great ambitions for bigger and better things when he has more experience. Nonetheless he is in no hurry, and wants to have a fun life. Once he's home from work, he enjoys spending his free time playing video games. He has plenty of time and always sometimes has to go to the internet for help and research on how to accomplish everything.

2. Busy Student Stacy



Age: 20

Location: Illinois

Occupation: College Student

Quote: "I'm so busy with school, I only have a little free time to play games, so I better make sure I have some information ahead of time and know what to do."

Goals: Finish school, take fun breaks from studying and school work

Frustrations: Finishing school is tough work, and often takes too much of her time

Bio: Stacy goes to college in Illinois and wants to become a nurse when she finishes. She is often overwhelmed with all the course-work she receives, but knows how

important a good education is. She makes a lot of effort to balance work with fun, so she strives to make the most of her free time. She's found that keeping track of information for the games she plays helps her make the most of her time and lets her focus on the fun parts she enjoys.

3. Casual Gamer Gary



Age: 57

Location: Florida

Occupation: Retired

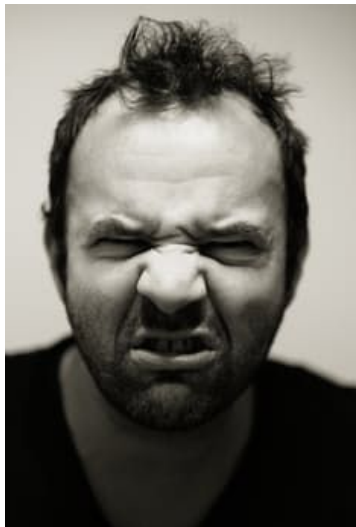
Quote: "It's just a game so I don't mind looking at some spoilers for fun."

Goals: Relax and enjoy the rest of his life. Don't take anything too seriously.

Frustrations: He tries to be happy and enjoy life as much as he can, staying frustrated at anything isn't worth his time.

Bio: Gary has lived a satisfying life and has finally retired from his job. He has plenty of free time now that he no longer needs to work. He enjoys plenty of hobbies, and likes to play some games when he's in the mood, and just wants them to be fun and relaxing activity. Using some applications and guides to make them easier for him improves his experience and let's him not think or try too hard on being the best.

4. Competitive Gamer Gabe



Age: 32

Location: Nevada

Occupation: Business Manager

Quote: "I like to know as much information about the games I play as possible, that way I have an advantage over everyone else."

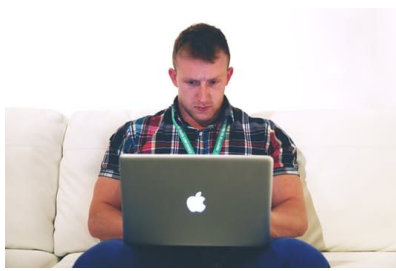
Goals: Be the best he can be, always strive to win.

Frustrations: He wants to do the best, and sometimes that can be a difficult task with so much competition.

Bio: Gabe grew up always wanting to win. He went to business school with aspiration of some day becoming the CEO of a big business. He's currently working as a business manager and always makes plans to get ahead in life. Even when he is home from work doing something he finds fun, he still wants to be the best at it. When he plays a video game his first goal is to find out everything he can on how to win. He is constantly reading articles

and taking notes to improve everything he does. If he finds something he believes will help him win, he won't hesitate to try it out.

5. Speed Runner Randy



Age: 26

Location: Washington

Occupation: Accountant

Quote: "I want to set records beating games as fast as possible, so I better know exactly where everything is and what to do!"

Goals: Set as many records he can playing video games.

Frustrations: He has an ambitious goal, and he knows it will

take hours of practice to accomplish. Therefore he can sometimes get frustrated if he is missing some important information that will help him in his goal.

Bio: Randy grew up with a competitive spirit, and always liked to beat previous records. As a kid, he took meticulous notes of himself and his heroes in sports. He enjoyed pouring over these notes everyday looking for ways he can better himself inch by inch. When he grew up, he found he enjoyed accounting as a job that suited him. Although he feels he can no longer compete in his favorite physical activities, he still enjoys streaming himself playing games for his fans. Once he's determined to set a record, he pours over all the information he can find until he's confident he knows what to do. Then he sits down and lets all his fans watch as he becomes the fastest to beat his new game.

6. Community Member Meagan



Age: 26

Location: Oregon

Occupation: Public Relations

Quote: "I like discussing the lore and story behind games with other people. It's nice to have quick access to information so I can talk about it with everyone else."

Goals: Have fun socializing with other people, talking and discussing opinions and theories.

Frustrations: Knowing as much information as available is key for her to feel relevant in a

discussion, otherwise she feels she can't contribute as much as she wants.

Bio: Megan grew up always loving to talk to other people. When she was little, her parents were amazed how much time she could spend chatting with strangers anywhere she went. Even at home, she still loves logging onto her favorite forums and chat sites to talk about any topic that catches her interest. Anytime she picks up a game to play, she enjoys reading every detail she can find about the storyline. When something catches her eye, she won't hesitate to discuss it with anyone who will listen.

7. Busy Adult Adam



Age: 41

Location: Texas

Occupation: Sales Director

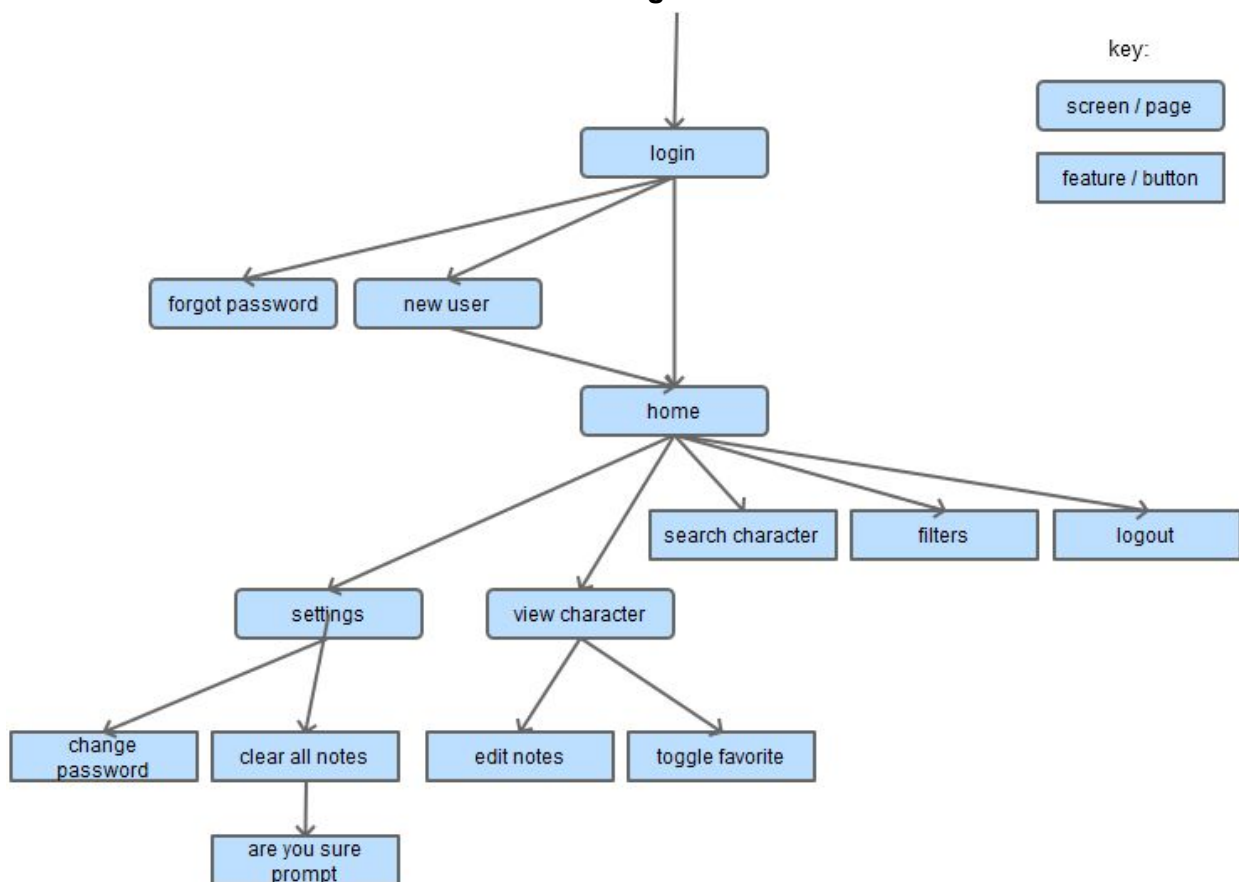
Quote: "I have work and kids to take care of, so I don't want to spend my free time playing games without any idea what to do!"

Goals: Balance his work, kids, and personal time to the best of his ability.

Frustrations: He has a lot to deal with in his busy life, so if he feels he can't progress with something then he'll quickly stop it and switch to something else.

Bio: Adam is busy dealing with everything life throws at him. Growing up in Texas, Adam loved to stay busy doing jobs and having fun with his friends. Nonetheless he is introverted and likes to relax doing things on his own once in awhile. When he was older he found a nice girl and got married. After having kids, he found himself with even less time on his hands to get everything done. After a long day of work and family obligations, he likes to unwind with some video games. With only an hour before he needs to sleep, he'll quickly feel like he's wasting his time if he has to sit around thinking of how to solve a puzzle or where to go.

Flow diagram



Our flow diagram shows the simplicity and ease of use we aim for in our web-application. On opening our web-application, the user will be greeted with our login page, which will give the option to proceed to the home page, create a new account, or recover from a lost password. The home page will serve as the main hub of the web-application. From this page the user can logout, change settings, and search using keywords and filters for characters in the catalog. From here the user can click on the icon of the character they wish to view, and be taken to the view character page. On the view character page, the user can see all the given information of the character, edit their personal notes, and toggle whether to favorite the character such that they will be pinned to their home page for quicker access.

Wireframe diagrams

Login

The wireframe diagram illustrates a login page for a web application named "Ember-Dex". The page is enclosed in a blue border with a title bar at the top. The main content area is light gray. At the top center, there is a large white rectangular box labeled "logo image". Below the logo, there are two input fields: the first is labeled "user name" and the second is masked with asterisks. Both input fields have a small "X" icon in the top right corner. Below the password field, there is a checkbox labeled "remember me". Underneath the checkbox is a blue button labeled "login". At the bottom of the page, there are two links: "[forgot your password?](#)" and "[register new user!](#)".

New User

Ember-Dex

back to login

logo image

email

password

confirm password

☐ remember me

sign up

Forgot Password

Ember-Dex

back to login

logo image

email

send recovery email

If you have an account associated with the specified email, you'll receive steps to recover your password

Home Page

Ember-Dex

logo image

Q search

×

search

filter / settings / logout

☒

image of character

name of character

image of character

name of character

image of character

name of character

image of character

name of character

image of character

name of character

image of character

name of character

image of character

name of character

image of character

name of character

image of character

name of character

image of character

name of character

image of character

name of character

image of character

name of character

View Character

Ember-Dex

[back to home](#)

Name of character

☐ favorite

image of character

history of character

location

covenant

souls

items

☐ is a merchant

steps to complete quest-line

personal notes

[save notes](#)

Settings

Ember-Dex

back to home

Settings

Change password:

current password

new password

confirm password

change password

Clear all personal notes:

clear all personal notes

Notes on Strengths, Weakness, Risks, and Execution

1. Strengths

- User's personalize their catalog of characters with the ability to add notes and favorite characters
- Streamlined web-application with a clear focus, allowing for quick and efficient use
- A strong search and filter feature allows the user to easily find a specific character out of many

2. Weakness

- Users are required to create an account in order to proceed past the login page
- The existence of other websites and wikis containing similar information may turn away potential users
- Our web-application focuses solely on cataloging the characters of the *Dark Souls* series, and does not keep track of a very large amount of other data such as items

3. Risks

- Storage issues of letting every user have a custom, potentially large text field for every single character
- The requirement to make an account may turn away may potential users, therefore a guest account may prove useful
- There are so many different screen resolutions, it could prove challenging to support them all while still maintaining the same aesthetic quality and design.
- A user might delete some of their personal notes, but later on regret their decision and wish to see them again
- We must keep in mind that users will use the web-application in unexpected ways, such as hitting the browser's back button instead of our own button on a page

4. Execution

- Firebase will be used as the backend database for storing the catalog of characters and user account information
- HTML, CSS, and Javascript will be used in development of an aesthetically pleasing frontend
- The page layout of the web-application should be responsive in order to accommodate a variety of screen sizes
- User input must be designed with both desktop and mobile users in mind, such that both keyboard, mouse, and touch are supported
- We will develop with the principles covered in class, such as reducing page loading time as much as possible and understanding the importance of user satisfaction and usability
- Should we choose to add additional data for each character later into development, we should design our implementation such that it will be easy for use to include additional fields on our view character page and firebase database