Project Proposal: Build Your Own Adventure

Describe your project in as much detail as possible:

The project is something called Build Your Own Adventure. The concept is simple, it is a platform where users can create Choose-Your-Own-Adventures, play them, and share them. There is a simple landing page where the user can check out Adventures created by other users, go to the Adventure Builder, or log in. To build and share adventures, a user must make an account, but an account is not needed to play other people’s adventures. If the user does not have an account, there is a register page where they can make an account. Lastly, each registered user has a profile page that shows the adventures that they have made.

What are all the ways the User will interact with your application on the client side?

The main way that users will interact with my application from the client side will be through playing adventures and through the adventure builder. (stretch goal) I would love to add a way to rate adventure and comment on them.

List out what React components you will create and which components will be a parent/child to another component:

Given the scope of this application, this is difficult question to answer this question completely at this point. The main components will be the LandingPage, Adventure, AdventureBuilder, Login, Register, and UserPage.

LandingPage -> FeaturedAdventures -> Adventure

Adventure -> Options -> Option

AdventureBuilder -> Paths -> Path / Locations -> Location

MainLogin -> Login/Register

UserProfile -> UserAdventures -> Adventure

Will you be using any external APIs? Please list them, and verify if you understand whether or not they require an API key and you are able to obtain it.

The basic MVP version of this project doesn’t rely on any external APIs. I may integrate ChatGTP API or a node-based React Library. Those are stretch goals.

As best as you can, list out what routes you will need to handle in your Express server, and what data each route will send back.

There will be a getOne, addOne for the user table, there will be a getAll, getOne, UpdateOne, DeleteOne, CreateOne for the Adventure section.

What tables will your database need, and what columns will be in each table?

There will be a user table used to store usernames and passwords and an Adventure Table to store the Adventures.