

About the web application

Acquiring a new language can be a challenging endeavour that often leads to individuals quitting part-way through the process of learning one. To make language-learning less daunting, this work aims to develop a fun and engaging story-writing web-game, *WriteIt*, that supports players in learning English.

In the game, users piece together stories both collectively and incrementally; that is, each user contributes one sentence at a time, building from where a story had been previously left off by other users. In addition, users are given a specific word that they must incorporate in each sentence that they contribute. In this way, as a by-product of playing the game, users are able to foster better writing skills, build their vocabulary, and ultimately hone their mastery of English.

Web application structure

This web application is a React application running on a Node.js server.

Web application link

The link is writeit2.herokuapp.com.

Instructions for running the application

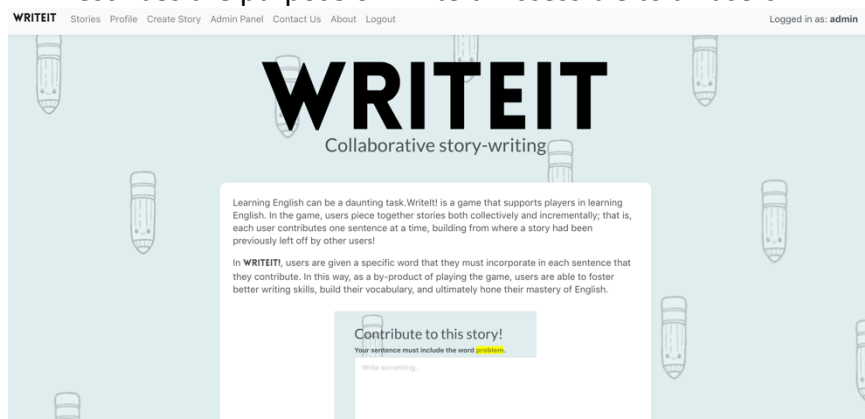
1. cd into the '/team15' directory.
2. Run 'npm install' to install the required modules for the web application.
3. Run 'npm run build'.
4. Run 'npm start' to launch the web application. Once launched, the application should be running on localhost:3000.
5. To login as regular player, credentials are (**username: user, password: user**). To login as an admin, credentials are (**username: admin, password: admin**).

User interactions

Below describe the use cases for each of our three user types: guest (i.e., a user who has not yet authenticated), regular player, and admin.

1) About page (

- Describes the purpose of WriteIt. Accessible to all users.



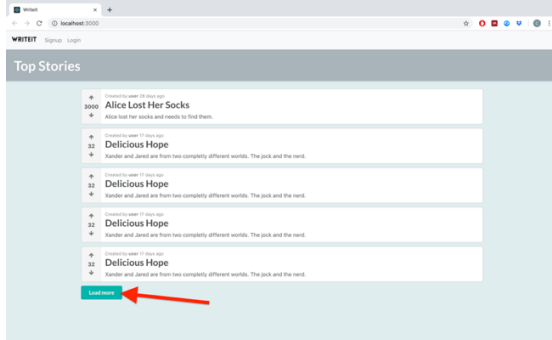
2) Navigation bar (Note: navigation bar items are different depending on the user type)

- Access the about page by clicking on 'WRITEIT'/'About' (guests, regular players, admins)
- Sign in or authenticate (guests)
- Access personal profile page (regular players, admins)
- Created a new story (regular players, admins)
- Access the admin dashboard (admins)

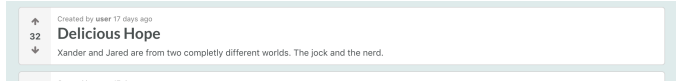
- Send bugs and suggestions to the admins (guests, regular players, admins)

3) Landing page

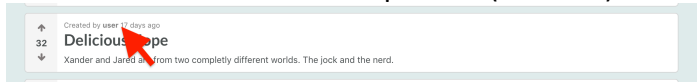
- View all stories on the landing page, order based on decreasing upvote count. Users may click on the 'Load more' button to view more stories (all users):



- Click on anywhere on a story and enter its 'Story view' (all users):



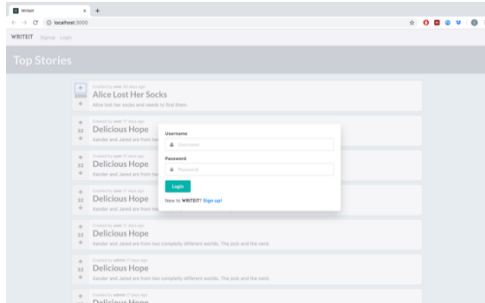
- Click on users and view their profiles (all users):



- Upvote or downvote a story (regular players and admins):

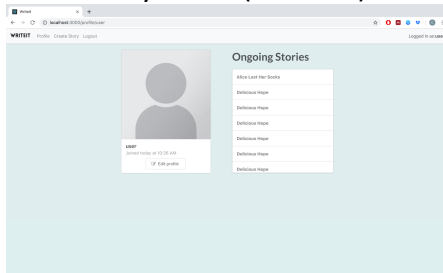


If guests attempt to do so, is login popup is shown requiring them to authenticate:

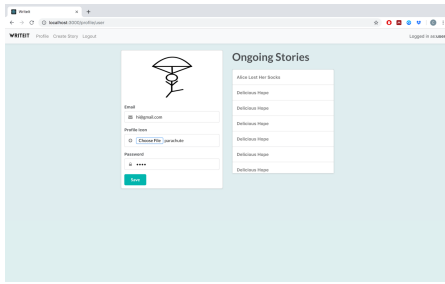


4) Profile Page

- View the profile page of users, click on stories they've contributed to (i.e., 'Ongoing Stories') and go to its 'Story View' (all users):

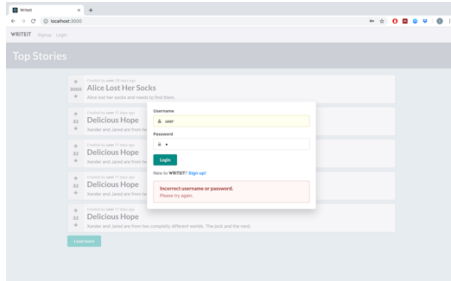


- Edit profiles (users viewing their own profile page and admins)



5) Login

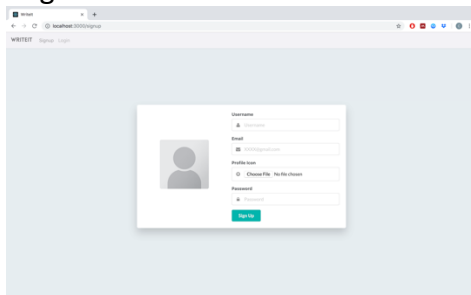
- Login to the web application or get redirected to the signup page. Users are notified if they entered incorrect credentials (guest):



- Login info such as username, user type and token are stored in local storage for future access.
- Login will refresh the page to landing and login option will be replaced by logout option.

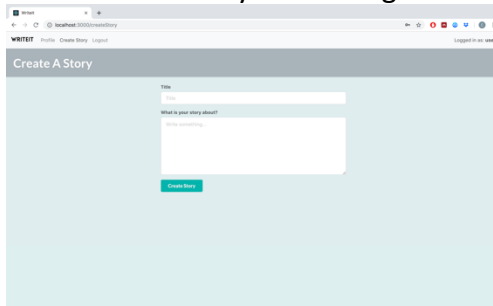
6) Signup

- Register for an account:

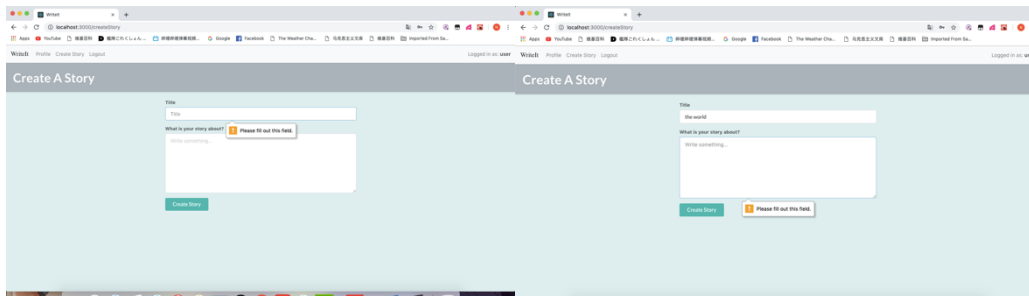


7) Create Story

- Create a new story and then get redirected to its 'Story View':

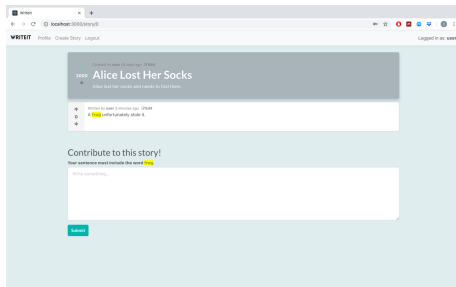


Will get warnings if don't fill in the title and content:

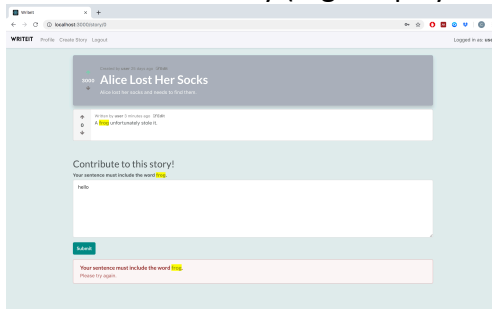


8) Story View

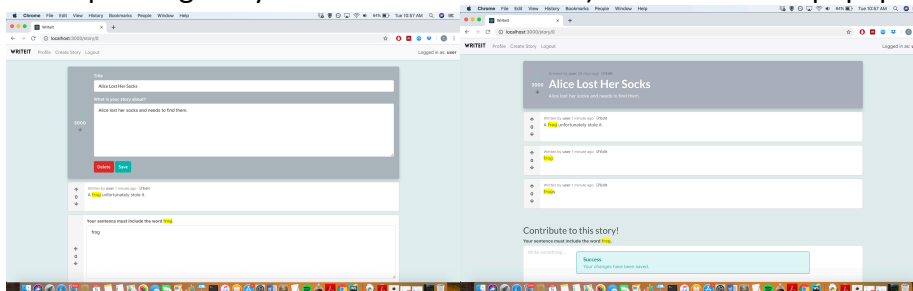
- View the sentences written for a story (all users):



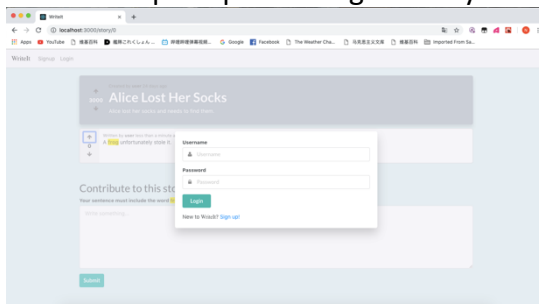
- Contribute to a story (regular players and admins):



- Upvote or downvote a story or sentence (regular players and admins)
- Edit stories and sentences or delete a story (regular players who are the authors of the corresponding story or sentence and admins). A confirmation popup is shown for any edits made:

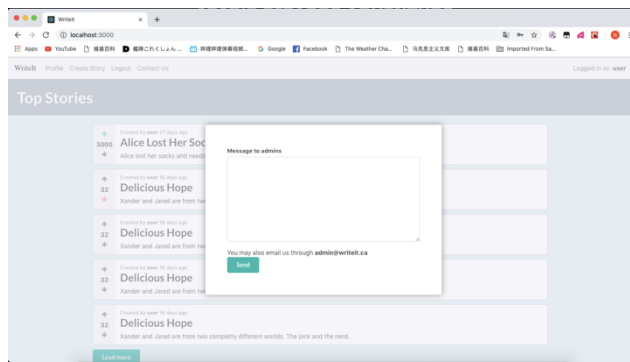


- Guests are prompted to login if they attempt to do anything unauthorized (a log-in window pop up).

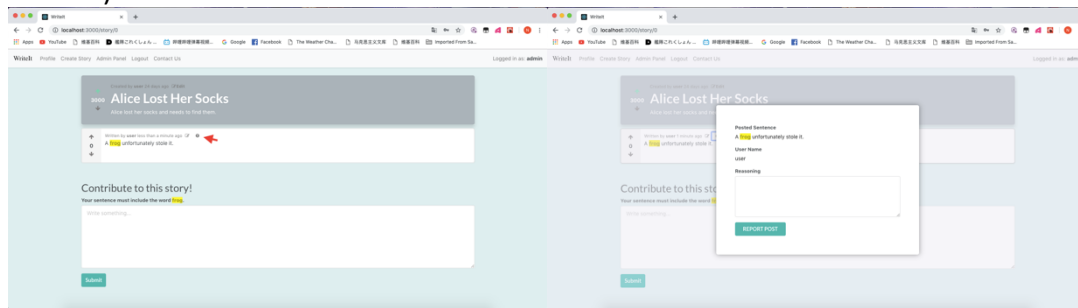


9) Report view

- Contact the admins (all users)

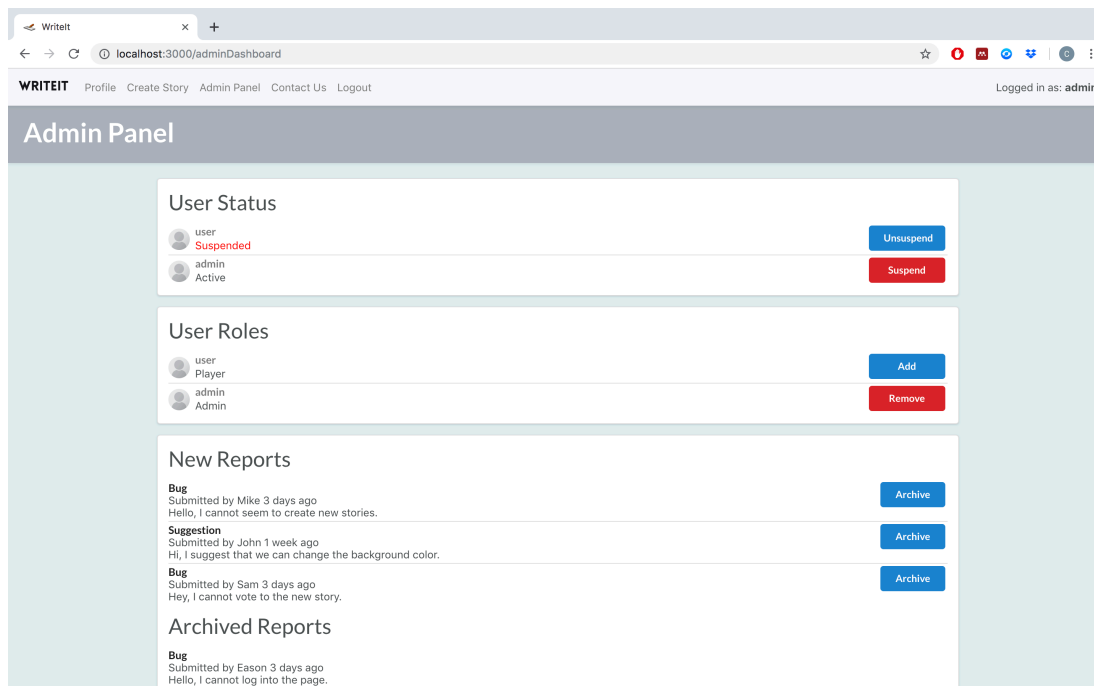


- Report any inappropriate sentences by clicking the small button beside edit (regular players and admins)



10) Admin dashboard (only admins can interact with this view)

- Suspend/unsuspend user accounts
- Set user roles
- Archive user reports



Routes Overview

User Report Routes (located in '/routes/message.js')

- Route: '/message', method: POST
 - o Create a new user report
- Route: '/message', method: PUT

- Update a user report. Used by admins to archive reports
- Route: `'/message'`, method: GET
 - Get user reports. Used in the admin dashboard to display both archived and unarchived user reports (which admins can be specified using `req.query`)

Authentication Middleware (located in `'/routes/authentication.js'`)

- `authenticateUser`:
 - check if the current user is logged in and calls `next()` if so, and sends a 401 status code if not (used for interactions that requires users to be logged in)
- `authenticateAdmin`:
 - check if the current user is an admin and calls `next()` if so, and sends a 401 status code if not (used for interactions that require admin privileges)
- `authenticateCurUserOrAdmin`:
 - check if user is either the user specified in `req.body` or is an admin (used for interactions that involve changing user information, such as user profiles. User must be the owner of that information or an admin)

Sentence Routes (located in `'/routes/sentence.js'`)

- Route: `'/sentences/:storyId'`, Method: POST
 - Create a new sentence and add it to story with id *storyId*. Used to add sentences to a story
- Route: `'/sentences/:storyId/:sentence'`, method: PUT
 - Update the sentence with id *sentence* from story with id *storyId*. Used when admins want to edit a sentence or players want to edit their own sentences
- Route: `'/sentences/:storyId/:sentence'`, method: DELETE
 - Delete the sentence with id *sentence* from story with id *storyId*. Used when admins want to delete a sentence or players want to delete stories they have authored

Upvote Routes (located in `'/routes/upvote.js'`)

- Route: `'/upvote/:storyId'`, Method: POST
 - Upvote/downvote the story with id *storyId*. Used on the 'Landing' page and 'Story' view
- Route: `'/upvote/:storyId/:value'`, Method: DELETE
 - Delete the upvote/downvote for the story with id *storyId* and value *value*. Used on the 'Landing' page and 'Story' view
- Route: `'/upvote/:storyId/:sentence'`, Method: POST
 - Upvote/downvote the sentence with id *sentence* from the story with id *storyId*. Used on the 'Landing' page and 'Story' view
- Route: `'/upvote/:storyId/:sentence/:value'`, Method: DELETE
 - Delete the Upvote/downvote for the sentence with id *sentence* from the story with id *storyId* with value *value*. Used on the 'Landing' page and 'Story' view

Story Routes (located in `'/routes/story.js'`)

- Route: `'/storys'`, Method: POST
 - Create a new story. Used for users to create a new story
- Route: `'/storys/:storyId'`, Method: PUT
 - Update the story with id *storyId*. Used when admins want to update a story or players want to update their own stories
- Route: `'/oneStory/:storyId'`, Method: GET
 - Get the story with id *storyId*. Used for displaying a story in the 'Story' view
- Route: `'/storys'`, Method: GET

- Get a list of stories based on query specified in req.query. Used for showing a user's stories in his/her profile page
- Route: '/storys', Method: GET
 - Get a page of stories. Used on the 'Landing' page
- Route: '/storys/:id', Method: DELETE
 - Delete a story with id *id*. Used when admins want to delete a story or if players want to delete stories they have authored

User Routes (located in '/routes/user.js')

- Route: '/signup', Method: POST
 - Create a new user. Used for user signup
- Route: '/login', Method: POST
 - Login a user
- Route: '/logout', Method: DELETE
 - Logout the current user
- Route: '/user/:name', Method: GET
 - Get user with name *name*. Used for displaying user profiles
- Route: '/user', Method: GET
 - Get users based on the query specified in req.query. Used for the admin dashboard to listen lists of users