Module 1 - Final App Proposal

Chitchat Dynamo Dynamic Website

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# Objective

This is the original project proposal for Chitchat Dynamo; a dynamic website created by an introvert for introverts. For those who can’t think of conversation starters, Chitchat Dynamo will generate them for you!

The document outlines the Chitchat Dynamo high level requirements in User Story format, Design Patterns, and Relevant Technologies intended for the project.

# Epic User Stories

## Theme 1: Phrase Generation

### Generate Whole Phrase

Story Card:

As a user, I need the application to generate phrases for me so I can view them.

Acceptance Criteria:

* Given: I (user) am on the main page of the website,
  + So: I can get a phrase,
* When: I click on the get a phrase button,
* Then: the server shall generate a phrase and return it to me for display on a webpage.

### Generation Phrase by Part

Story Card:

As a user, I need to select parts of a phrase so the server can generate the rest for me.

Acceptance Criteria:

* Given: I (user) am on the main page of the website,
  + And: Have entered part of the phrase,
  + So: I can complete the phrase.
* When: I click on the get a phrase button,
* Then: the server shall complete the phrase and return it to me for display on a webpage.

## Theme 2: User Account Management

### Register New Account

Story Card:

As a user, I need to register my own account to save and review phrases.

Acceptance Criteria:

* Given: I (user) am on the website,
  + So: I can create an account,
* When: I click the Register Account button,
  + And: create a username and password,
  + And: submit my credentials,
* Then: the server shall register my new account into the system if the username is available.

### Login

Story Card:

As a user, I need to login to my account so I can to save and review phrases.

Acceptance Criteria:

* Given: I (user) am on the website,
  + So: I can login,
* When: I click the Login button,
  + And: enter my username and password,
* Then: the server shall authenticate my credentials and display my account information.

### Change Username

Story Card:

As a user, I need to change my username to address issues I may have with it.

Acceptance Criteria:

* Given: I (user) am on the website,
  + And: am logged in,
  + So: I can access the system,
* When: I click the change username button,
  + And: enter my new username
  + And: re-enter my password,
* Then: the server shall authenticate my credentials, confirm my changes, and display my updated account information.

### Change Password

Story Card:

As a user, I need to change my password to address issues I may have with it.

* Given: I (user) am on the website,
  + And: am logged in,
  + So: I can access the system,
* When: I click the change password button,
  + And: enter my username
  + And: re-enter my old password,
  + And: enter my new password,
* Then: the server shall authenticate my credentials and confirm my changes.

## Theme 3: Phrase Management

### Save Phrase

Story Card:

As a user, I need to save my phrases so I can refer to them later.

Acceptance Criteria:

* Given: I (user) am on the website,
  + And: am logged in,
  + So: I can access the system,
* When: I click the view saved phrases button,
* Then: the server shall display all of my old phrases for me to review.

### Edit Phrase

Story Card:

Acceptance Criteria:

* Given: I (user) am on the website,
  + And: am logged in,
  + And: am view my saved phrases,
  + So: I can make changes,
* When: I click the Edit button next to a phrase,
* Then: the website shall put the phrase into edit mode for me to make changes.
* When: I am finished with my changes,
  + And: click the submit button next to the phrase,
* Then: the server will save changes to my phrase and display them back to me as read-only.

### Delete Phrase

Story Card:

Acceptance Criteria:

* Given: I (user) am on the website,
  + And: am logged in,
  + And: am view my saved phrases,
  + So: I can make changes,
* When: I click the Delete button next to a phrase,
* Then: the server shall delete my phrase from my account and display my remaining phrases as confirmation.

# Design Patterns

## Functional Programming

While utilizing Javascript, I anticipate using a variety of customized functions to fit my needs. While Javascript is versatile and I will be likely using some Object-Oriented principles as well, I foresee utilizing functions more extensively to maintain the simplicity of the application.

## Client Server

I will be utilizing a standard simple website hosting architecture taking advantage of TCP/IP communications.

*Note: A real website hosted over WAN would have this website accessible via browser from a remote machine. For the purposes of this class, this project will be hosted on a single local host, where the “server” will be the main application code running Node.js, and the “client” will be connecting to the website via browser on the same machine.*

## Server Side Scripting

While there may be a small amount of script running on the client side, I plan to have a majority of the processing being performed on the server side.

# Relevant Technologies

## Javascript

This will be used as the main programming language.

## HTML

This will be used for website display.

## CSS

This will be used to style and format HTML website for display.

## Flexbox

This will be used for creating scalable website design to fit a variety of screen sizes.

## Node.js

This will be used for hosting website locally.

## MongoDB

This will be used for storing custom user data.

# References

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