Requirements: NovelWriter

A Web-App to inspire, plan, write and publish Novels and Books

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1 Introduction

- Provide an introductory section that briefly describes the purpose and scope of the software

also man kann halt mindmaps oder notizen aufschreiben und paar ordner mit bildern haben zum ideen sammeln

aber das ist halt nicht geordnet oder übersichtlich und alles an anderen Orten

wenn man das in einem hat, dabei irgendwie verlinkt hat und markieren kann auf gewisse weise, auch zeitlich einordnen, bisschen auf nem zeitstrahl events vorausplanen wenn man ideen hat und wenn man die dann umsetzt in kapitel das zuordnen und dann kann man später immer direkt nachschauen wann was war

oder überblick über die zeit in der Story haben, so ein event was irgendwann war kannst du nachgucken und direkt sagen "das war 3 jahre und 5 monate her" vor dem wo du bist

also so dass man auch für die geschichte sich ein zeitsystem ausdenken kann

jetzt nicht wie im weltraum mit mehreren zeitsystemen je nachdem auf welchem planet das ist zu komplex

aber man kann wie bei star wars sagen dass man zählt in jahren vor und nach der schlacht von javin oder sowas

oder wenn das fantasy ist und auf einem planeten 30h oder 5 tage nur sind pro woche dass man das eingeben kann und das berüchtigt wird

Und so Übersicht seiten mit allen characteren dass man niemanden vergisst und sich die relationships zwischen denen merken kann oder auch wie die sich verändern und man einfach direkt hat "wie hieß nochmal der zweite schulfreund oder die oma von dem und dem" wenn man dann bei buch 3 ist

da wäre generell ne suche praktisch wenn man ein wort benutzt und dann nachschlagen kann wo das vorkam und angezeigt bekommt was da an infos außenrum sind (wobei das eher für leser praktisch ist als den autor)

oder wenn man halt als Inspiration bilder gespeichert hat kann man die in clustern sortieren und dann kann man danach beschreiben wie bestimmte orte aussehen und hat die auch immer noch später

kann als überschrift dazu schreiben was es war und wenn man später nochmal von dem

ort schreibt kann man durch die suche das direkt in dem cluster finden und sich anschauen was man da für vorstellungen hatte und ist wieder drin

oder du hast eine suche wo du alle vorkommen von bestimmten namen in dem buch nachschauen kannst, in wie vielen kapiteln jemand vorkam oder eher in welchem und dann kann man wieder nachschauen mit welchem character man den beschrieben hatte (oder macht das direkt auf die character steckbrief seite)

2 Overview

- Offer a high-level overview of the software, explaining its key features and functionalities. **Objectives and Goals:** - Clearly state the goals and objectives the software aims to achieve. What problems will it solve?

3 Use Cases

- Describe the target audience for your software (user personas). - Explain the primary use cases and scenarios the software will address.

4 Functional Requirements

- List all the features and functionalities the software should have. - Prioritize these features based on their importance.

Text Editor   Not tested   **F1**
Implements:

- Text Editor for Writing Novels

- Templates

    – Author, Translator, Editor

    – System Messages

    – Character Info, Status, Attributes

    – Overview Page that can be opened, scrolled through, edited, dragged/copypasted into the Text

    – History, Graphs for how Template was filled in over the Chapters (how stats increase over time)

- Saving as Chapters with additional Metadata

    – Model-Timestamps (named) inside Chapter

    – Which Notes and Plans this Chapter implements

Sidebar   Not tested   **F2**
Implements:

- Quick Sidebar with Symbols that link to different Features

- Sidebar on mouseover with Name of the Features

- Highlighted which Feature is currently on main Screen

Reader   Not tested   **F3**
Implements:

- Simple Text Reader to read written Chapters

- Different Styles of Integrated Reader

    – Webnovel Style

    – Book Style

    – Ebook Style

Main Page   Not tested   **F4**
Implements:

- Overview of which Novels the User has Created

- Button to create a new Novel/Project

- Create a Series (Projects) to order multiple Novels together as one Story

- Overview of all written Chapters of a Novel with Title, Description, colored Tags

Notes   Not tested   **F5**
Implements:

- prezi style Mindmap

    – add Notes and Text

    – add Images (inspiration)

    – order and group Elements

    – color-code Elements

    – zooming in and out, moving the screen around (scroll wheel)

    – frame (named) different parts of Ideas as shortcuts to Zoom to

    – List of all frames to click on

    – add lines and arrows

    – change background

- Create Links to other Features

- Drawing Editor to draw quick sketches and add them

- Create/Generate Name-Lists through AI for specific theme, age, nationality or access country most popular names and add them

Character Page   Not tested   **F6**
Implements:

- Create a window for characters with character sheet, picture, character Information

- Set timestamps to document the change of the character-information over time, linked to timeline

- order characters in family trees and relationship diagrams

- timeline bar to change the timestamp and change all character information to show the correlating one

Novel Wiki   Not tested   **F7**
Implements:

- Collect Information of Characters, Places, Plants, Animals, Skills, Ranks, Organisations, Sects, etc.

- Links to other wiki pages inside another

- Overview Page to Link to all Wiki sites in a tree-like structure

- Add Relationships to other Elements

- Overview Pages to Order Information, List them

Timeline   Not tested   **F8**
Implements:

- time arrow to order named events that are happening inside a novel

  - create own timing system (how many days a year has, from which event time is counted (zero))

- add timestamps in chapters to keep track of time, when something else happened

- Calculate how many days, years etc ago an event was from the current chapter (or just between different timestamps)

- Create different timelines for different uses (one for whole chapters, one for timestamps inside chapters, one for an early overview of planned events) and allow overlaying and merging them

- Color Coding sections or group together different parts as story-arcs

AI Integration   Not tested   **F9**
Implements:

- integrated Chat GPT to ask questions about novels, give creative Feedback or improve written paragraphs into a better or just different Style

  - directly as Chat

  - just Buttons for prewritten questions and output the answers

Map   Not tested   **F10**
Implements:

- Drawing Editor special for Creating Maps

  - Add Elements like Mountains, Forests, Cities, Towns, Villages, Text, Paths, Rivers, Sea and Land

  - Draw Contours of Countries, Continents

- Create Maps for Cities and Towns, Link them on the big Map

- Export Maps as Images

- Auto-generation of Maps algorithmically, maybe with height map and for given instructions from the author

Element Tags   Not tested   **F11**
Implements:

- Create Colored Tags with Name

- Add Tags to Elements (Notes, Wiki Pages, inspiration Images, Timeline Events)

- DONE Tag to track what is already used in written Chapters

Cover Generator   Not tested   **F12**
Implements:

- Add self-created Cover (image) to Novel and save it

- Automatically Generate Cover (image) with AI through tags and save it

- add Text, Effects and Logos on top

- create back side cover and add introduction text of the novel

Novel Overview   Not tested   **F13**
Implements:

- While inside a novel, first tab

- Show the Cover of the Novel and access the cover generator

- create hashtags and a description of the novel, category, general information

- Generated Stats Page to track what was created and how: Total words, total chapters, words per chapter (distribution/average), time spent for writing, storage used/available

- create Page that will be public for the novel with description and name

Search   Not tested   **F14**
Implements:

- Mark words and right-click on them, click field to initiate search

- search over wiki pages, notes, timeline, character page, map

- hierarchical importance of search results

- search for information related to that and show surrounding text for each as a list

- click on an occurrence in the list to open the page where that information is as a window on top, click again to directly go to the page it is in with it open

Translation   Not tested   **F15**
Implements:

- Page with Text Editor and Reader Side by Side

- Create Translations that are new instances of a Novel, track HEAD of new one with where that is inside the original

- Auto Translate Chapters through external Translators

Persistence and Backups   Not tested   **F16**
Implements:

- file format(s) and structure of folders for saving of all created data

- sort data by on which page it was created (how it is displayed in the app)

- separate File for all components, which get composed together (data should be transferred separately not as one)

- copy and paste elements in other novels, duplicating whole projects

- Offline Backup of data possible (download)

- Store Website Locally (cookies) to work on local backup even without internet

Export   Not tested   **F17**
Implements:

- export chapters, novels, notes, mindmaps, images

- export in different formats: PDF, JPEG, PNG, TXT, PUB

- publish ready format of chapters for web novels

- publishing of a whole novel in pub format (ebooks, books etc) with cover at the front and back, chapter list etc

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Revenue   Not tested   **F18**
Implements:

Needs Accounts to function.

- Use Google Ad Services to add a advertisement bar on the side

- Patreon Supporter to support development

- Introduce Perks (Themes, Discord Invite to give feedback and get information) for supporters

Themes   Not tested   **F19**
Implements:

For Revenue as a perk

- Standard Theme applied

- Different Themes for the appearance of the site

- Dark Mode, Light Mode, Low/High Contrast Mode

- Change Theme in Settings

- Theme Format to Create Own Ones

Accounts   Not tested   **F20**
Implements:

- Use Google Account to log in

- save all data of a user tied to that account

- save and transfer data encrypted

- User Profile (Name, published Novels, Picture, Joined Date, Level)

- Collaborate on Projects: Invite/remove other people and give them access rights to view/edit different parts of a novel project

- Managing-Page for a Novel and the Users that are on it, History of who did what and when

Help   Not tested   **F21**
Implements:

- A Button that opens a help page that offers tips on how to make a better story on that tab on screen

  - For Maps show Tutorials (e.g.: "How to Draw Fantasy Maps: Political Borders" "How to Draw Fantasy Maps: Political Borders"

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5 Non-Functional Requirements

- Specify non-functional aspects like performance, scalability, security, and usability. - Include any compliance or regulatory requirements.

usability requirements technical requirements (e.g. security, network, platform, integration, client) environmental requirements support requirements interaction requirements (e.g. how the product should work with other systems)

6 Development Process

Model - Define which development model will be used (Agile, Iterative, Document Driven)

7 System Architecture

System Architecture: - Provide a high-level overview of the software's architecture, including any third-party integrations. **Data Flow and Data Models:** - Illustrate how data will flow through the system and define data models and structures. **Dependencies:** - Identify any external systems, libraries, or tools your software will depend on.

8 Tests

- Describe the testing approach, including types of testing (e.g., unit, integration, user acceptance testing). - Define Integration Tests to use as acceptance criteria.

9 User Interface Design

User Interface (UI) Design: - Describe the UI design guidelines, including wireframes or mockups if available.

10 Risks and Mitigation

Risks and Mitigation Strategies: - Identify potential risks and provide strategies to mitigate them.

Exmatrikulation: Lose access to overleaf and gitlab

11 Resources

Budget and Resources: - Estimate the budget required for development, including personnel, hardware, and software resources.

Maybe Server cost to host, cost to have overleaf/gitlab accpunts software cost in general alone

12 Timeline

Milestones and Timelines: - Outline the project timeline with key milestones and deadlines.

Writing this document learning html, css learning javascript learning vue

13 Glossary