LiT – Graph Model

Storyline entities

Notes:

- If the player is on an **end of story** page, the following page will be the route map view. After having visited this page the story can not be edited anymore, it is **finished**

- When the timer ends, the editing components will be blocked and a message Time expired is shown. The user then needs to manually choose a transition in order to continue

- As soon as the player visits a page with a Storyline entity assigned, the player is locked into that Storyline (entry point page)

- Predefined set of style rules(CSS). At Storyline level, the editor can select from a set of predefined themes

- If multiple transitions are available the editor needs to set the priority/order of the transitions. Used to provide auto transition functionality for timer expiration

- Page Transition buttons will automatically be rendered at the end of the page, depending on availability

- Exercise inputs are always saved into notebook

- If no button text is defined the dialog is shown immediately on page visit

- Considered solved on reply Mail is sent by the system on page visit in the background

- Attachments of response mail should also be saved into notebook (filtered by filetype)

- RIch Text:
  - Inine images, Links, Formatiing
  - Placeholders: (FirstName, LastName, Salutation)

- RIch Text:
  - Font family, font size, text color, background color, bold, italic, underline, alignment
  - Placeholders: FirstName, LastName, Mail, Virtual Story Time, Left, PageTimeLimit, MoneyBalance.
  - Links, Tooltips

- Resource elements are managed sparely and can be (re-)used globally by different components

Entities and relationships:

Module
- title
- icon
- isActive

StoryLine
- title
- icon
- virtualTimeLimit
- isActive

VisualTheme

Page **ENTRY_POINT_FOR 0:1** StoryLine **THEMED** VisualTheme

Page
- title
- isActive
- continueRandomly
- timeLimit(TImer)
- isTImerVisible
- isEndOfStory
- notebookVisibility
- autoTransitionOnTimerExpiration

Page **STARTS_AT** Module

Page **BELONGS_TO 0:1** Chapter

Chapter
- title
- icon

Page **SETS_TIME 0:1** VirtualTime
- time
- absolute/relative

Page **SETS_MONEY 0:1** Money
- time
- absolute/relative

Page **CREATES 0:n** -createAt[enter, exit] → Notebook entry

Component
- x
- y
- width
- heigText

Page **FROM** / **TO** PageTransition

PageTransition
- **buttonText**(empty if DialogResponse choice)

PageTransition **DEPENDS_ON 0:n** -criteria [visited, notVisited, timeExpiration]

PageTransition **CHARGES 0:1** Money
- time
- absolute/relative

PageTransition **CHARGES 0:1** VirtualTime
- time
- absolute/relative

Component **DEPENDS_ON 0:n** -criteria [correct_input, incorrect_input, no_input] → PageTransition

Component **USE_TRANSITION 0:1** PageTransition

Exercise

TextEx
- minLength
- maxLength
- placeholderText
- defaultText
- rowHieght

TextEx **SOLVED_IF 0:n** TextSolution
- Use FuzzyComparison
- mode [containts, fullMatch]

CheckboxEx
- minSelection
- maxSelection

CheckboxEx **HAS_OPTION 1:n** Option

RadioButtonEx **HAS_OPTION 1:n** Option

DateEx
- isMandatorty
- placeholderText

DateEx **EXPECTS 0:n** DateSolution

UploadEx
- isMandatorty
- fileTypes

UploadEx **SERVES_AS** Delivery

DialogEx
- buttonText

DialogEx **SAYS** DialogSpeech

DialogEx **SPEAKER** Character

Character
- salutation
- firstName
- lastName
- mailAddress

Character **PORTRAYED_BY** Image

DialogSpeech **CONTINUES_WITH 0:1** DialogResponse

DialogResponse **PROVIDES** DialogSpeech

DialogResponse **CREATES 0:1** DialogNotebookEntry

DialogResponse **REPLY_TO_ADDRESS** Character

MailEx
- subject
- body
- createNotebookEntries

MailEx **CREATES 0:1** MailNotebookEntry

InfoMail
- subject
- body
- createNotebookEntries

InfoMail **CREATES 0:1** MailNotebookEntry

TexCmp **HOSTS 0:n** TextTooltip

LinkCmp
- forceDownload

LinkCmp **LINK_TO 0:1** URL

LinkCmp **REQUIRES 0:1** UniversityAccess

LinkCmp **LINK_TO 0:1** Resource

PdfCmp **HOSTS** PDF

DOCX

ImageCmp
- viewRectange
- zoomable

ImageCmp **HOSTS** Image