

App Overview

A Glide-based web app built to allow Star Stable Online (SSO) players to browse, search, and manage their wishlist and owned lists of Generation 3 horses. This includes robust custom features for filtering, sorting, searching, and viewing the horse collection.

Current Structure

Tables:

- **horses** – Main data table for all Gen 3 horses.
- **users** – Stores user-specific settings like filter preferences, sorting, and view options.
- **sort_options** – Contains the sort criteria values used in choice components.

Columns in `users`:

Column Name	Type	Purpose
<code>user_id</code>	Row ID	Unique identifier for each user.
<code>user_sort_preference</code>	Text	Stores the selected sort type.
<code>search_haystack</code>	Text	User's search input.
<code>filter_breeds</code>	Text	Comma-separated list of selected breeds.
<code>filter_release_min</code>	Date	Lower bound of release date filter.
<code>filter_release_max</code>	Date	Upper bound of release date filter.
<code>filter_price_range</code>	Text	User-selected price range label.
<code>filter_locations</code>	Text	Comma-separated list of selected locations.
<code>filter_magic</code>	Boolean	Include/exclude magic horses.
<code>filter_availability</code>	Text	Comma-separated list of selected availability types.
<code>view_card_zoom</code>	Number	Sets card zoom scale.
<code>view_page_size</code>	Number	Limits number of horses shown per page.
<code>filtered_horse_count</code>	Number	Count of horses currently shown after filters/search.

Columns in `horses`:

Column Name	Type	Description
<code>id</code>	Row ID	Unique identifier for each horse.
<code>breed</code>	Text	Breed name.
<code>coat_name</code>	Text	Coat variation name.
<code>image_url</code>	URL	Image link.
<code>magic</code>	Boolean	Whether the horse is a magic horse.
<code>availability</code>	Text	Options include limited, permanent, rotation, etc.
<code>price</code>	Number	Cost in-game.
<code>release_date</code>	Date	When the coat was added to the game.
<code>location</code>	Text	Where to find the horse in-game.
<code>price_band</code>	Template	Logical label bucket based on price (e.g. low, mid, high).
<code>rel_user_profile</code>	Relation	Links each horse to current user row via <code>user_id</code> .
<code>user_sort_preference</code>	Lookup	Pulls value from related user row.
<code>sort_value</code>	Lookup	Synonym for <code>user_sort_preference</code> .
<code>sort_target</code>	If-Then-Else	Outputs correct column value based on <code>sort_value</code> .
<code>sort_order</code>	Template	Indicates asc/desc manually for now.
<code>sort_final</code>	Template	Merges <code>sort_target</code> and <code>sort_order</code> for clean sorting logic.
<code>search_match</code>	If-Then-Else	True if horse name/breed/coat matches <code>search_haystack</code> .
<code>user_sort_preference_value</code>	Lookup	Supporting column for sync with user selection modals.

Modal System Setup

Three buttons at the top of the Browse screen (`Filter`, `Sort`, `View`) open full-screen **Form pages**:

1. Browse: Filter (Form Page)

Purpose: Allow users to select filtering preferences.

Components: - Choice (multi-select): `filter_breeds`, `filter_locations`, `filter_availability` - Date Pickers: `filter_release_min`, `filter_release_max` - Chips: `filter_price_range`, `filter_magic`

Apply Button: - Action: "Set Column Values" targeting the user profile row

2. Browse: Sort (Form Page)

Purpose: Let users select how horses are sorted.

Component: - Choice chips: From `sort_options`, writes to `user_sort_preference`

Apply Button: - Action: Writes value to `user_sort_preference` in `users`

3. Browse: View (Form Page)

Purpose: Customize appearance of horse cards.

Components: - Choice: `view_page_size` - how many horses to show at once - Choice: `view_card_zoom` - determines card scaling

Custom Search

Search Bar (Text Entry): - Writes to `search_haystack`

Computed Column in `horses`: - If name, breed, or coat includes `search_haystack`, set `search_match = true`

Filter Applied in Collection Component: - Only include rows where `search_match = true`

Collection Filtering & Sorting

Filters: (Set in Collection → Options → Filter) - Apply logic based on user-specific columns: - Breed IN `filter_breeds` - Release Date BETWEEN `filter_release_min` AND `filter_release_max` - Price falls within selected `filter_price_range` - Location IN `filter_locations` - Magic matches `filter_magic` - Availability IN `filter_availability`

Sort: - Sort by `sort_final` column - Direction handled by sort options with A→Z or Z→A setting

Horse Count (e.g. “30 Horses Listed”)

Approach: - Create a relation from users → horses (filtered) - Use a **rollup column** to count that relation - Bind that value to the label shown above the collection

Status Checklist

- ☒ `user_sort_preference` logic connected
 - ☒ `sort_target` logic restructured for IF logic
 - ☒ Modal views created for Filter, Sort, View
 - ☒ Apply button correctly updates user-specific columns
 - ☒ Custom search logic planned
 - ☐ Collection filters still need to be connected to filter user preferences
 - ☐ Horse count logic needs implementation
 - ☐ Page size and zoom need to be applied
 - ☐ Final pass of columns/tables for any untracked computed values
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This document reflects the full backend and UI logic plan, ready for onboarding a new developer or resuming from scratch.

Let me know if you'd like this exported as a PDF or attached to your case study assets.