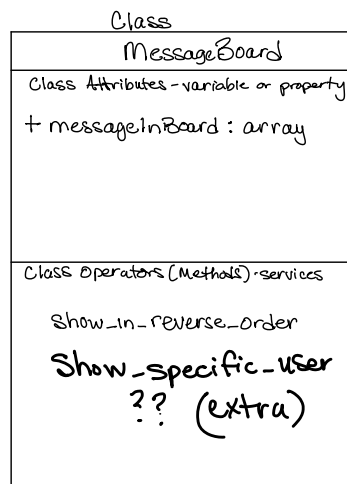
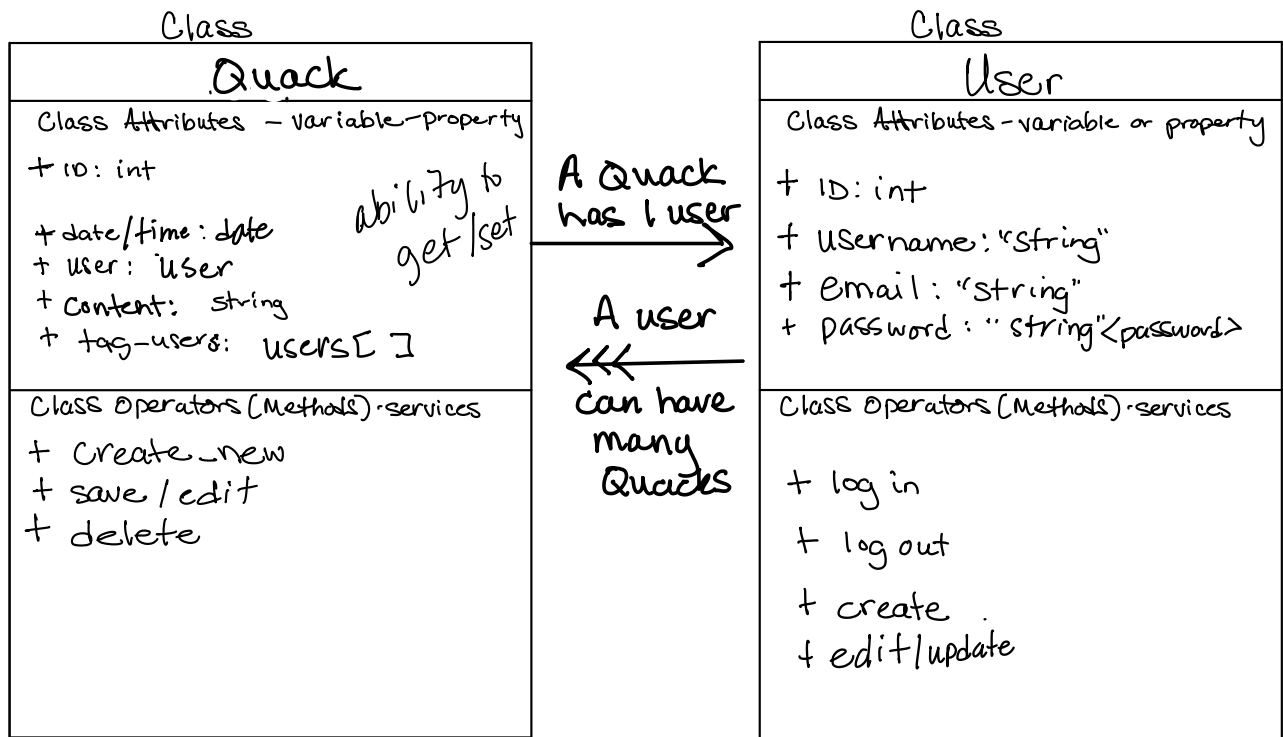


## User Stories - condensed

- AS A MAKER
- I want to post a message (Peep) to chitter
  - I want to see all peeps in reverse chronological order
  - I want to see the time at which it was made
  - I want to sign up for chitter
  - I want to log into chitter
  - I want to log out of chitter
  - I want to receive an email if I am tagged in a peep



??  
..

## Front End

www.myapp/welcome

Welcome  
to Ginny's  
Quacker

Please sign in or  
create a new  
account to create  
or view Quacks



www.myapp/login

Log In

email

password



www.myapp/create-account

Create a new account

user\_name

email

password

confirm password



www.myapp/peeps

Log Out


Welcome Ginnyamazed

See My Peeps Create a Peep

Current Peeps

JonAZ @ 24 Jan 21 @ 10:18am  
loving words

Dottie @ 24 Jan 21 @ 6:45am  
Sun is raising in Tucson,  
time to get started.




www.myapp/new-peep

@username

type your message

Tag others  
using @username

Post



USER

Database



Create new

username → unique  
email → unique  
password → password type  
so this does not show

inserts row into  
Users database

table. Also has

ID field →  
primary key  
filled when row  
is inserted.

Read → done on log in to  
authenticate + set

Session user

Currently no plan for UD  
portion of this controller.

QUACK



quacks

ID - primary, serial  
user - foreign key  
users

date/time: date

Content: char

tagged users: [ ]  
users

Create new

user - based on logged in/session

Inserts row  
to DB table

date/time: date.now

Content: "string"

tagged users: [ ] users

Read

← from database

on message board page

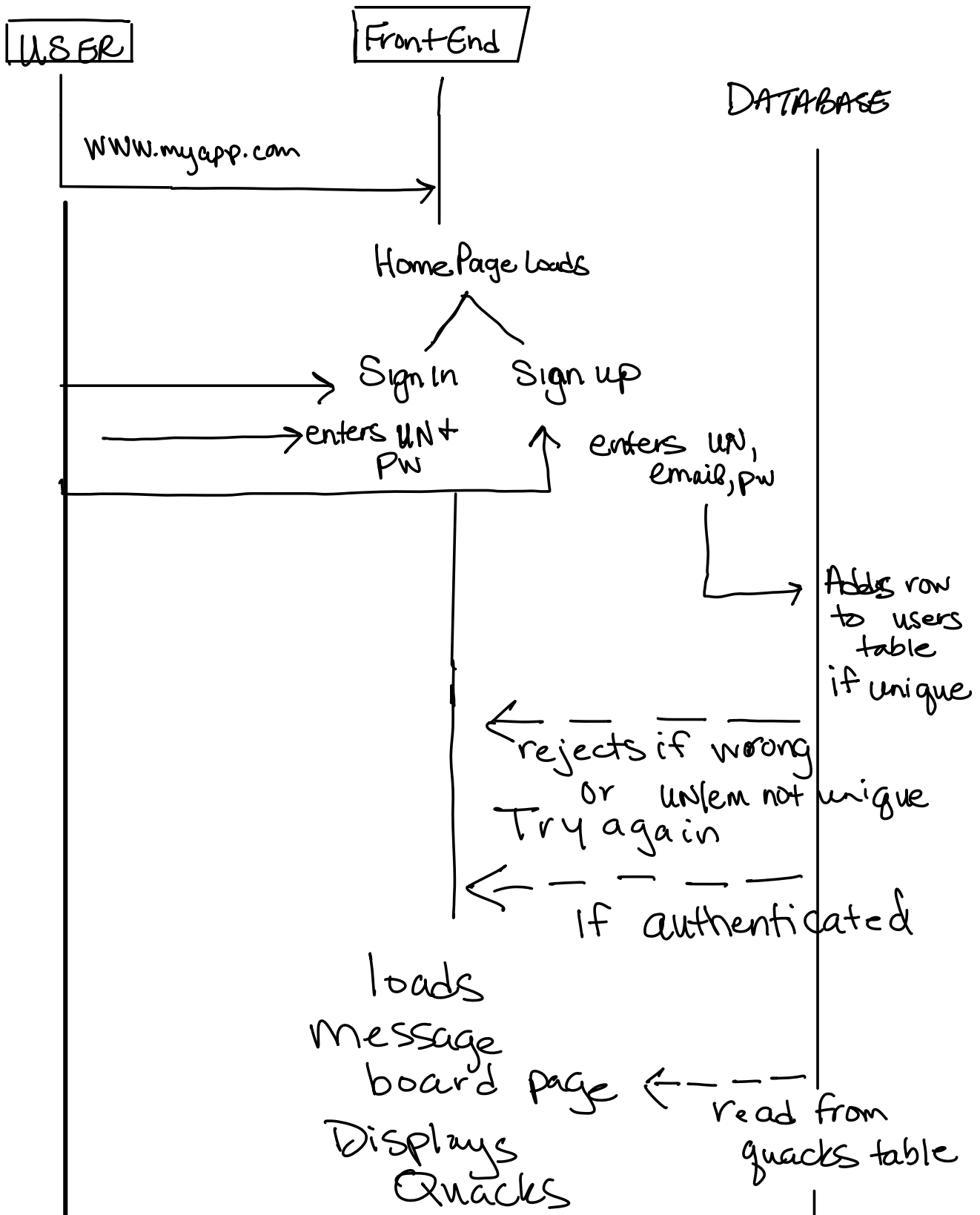
displayed in reverse chrono order

Stretch goal  
U + D.

Update: read from D.B.  
then set back to DB to change

Delete: read from D.B.  
desired quack to delete  
remove row from table

# Modified Flow Diagram



Also options to:

→ Create new Quack

View more Quacks (if only ~~X~~  
shows on page)

form loads  
on save →

new row  
added to  
quacks  
table