Project documentation.

# Mafia app (https://github.com/pawelkrol-98/MafiaApp.git)

1. Login screen

After footing the application show a login screen with a form that retrieves login and password and handles errors (attempt to send incorrect data, no data in inputs).
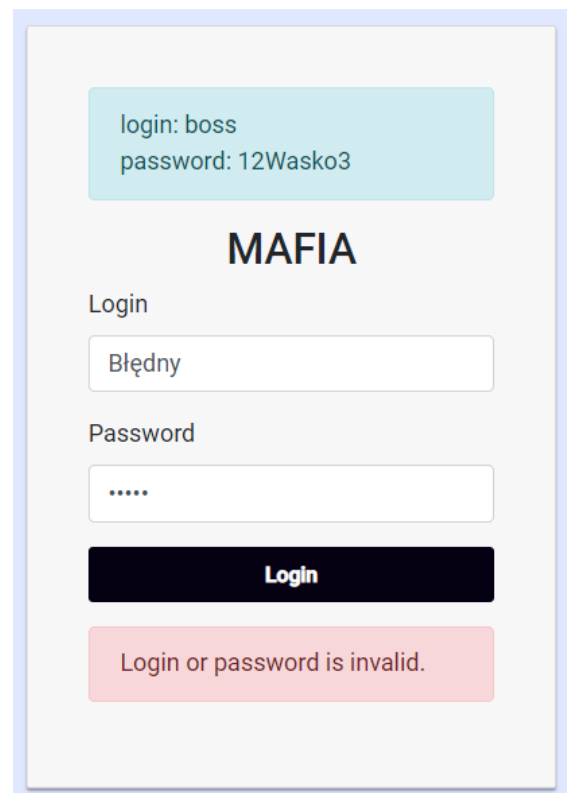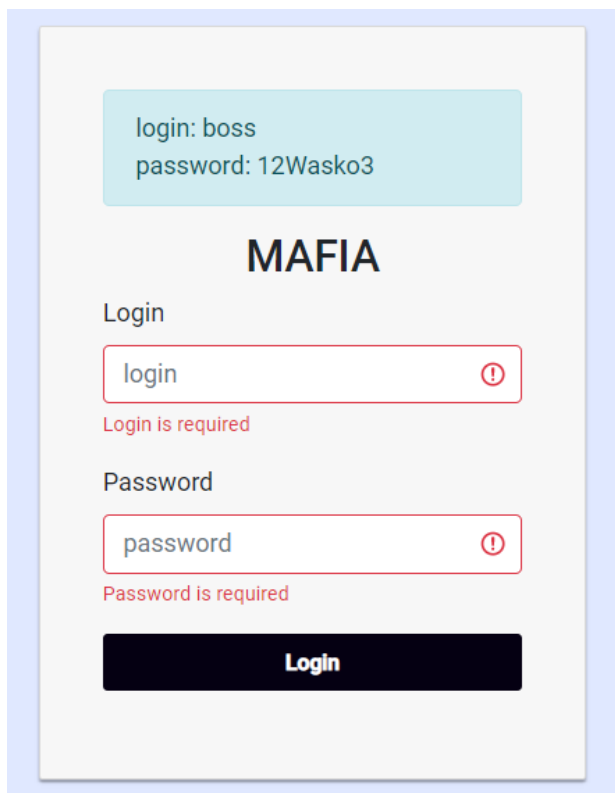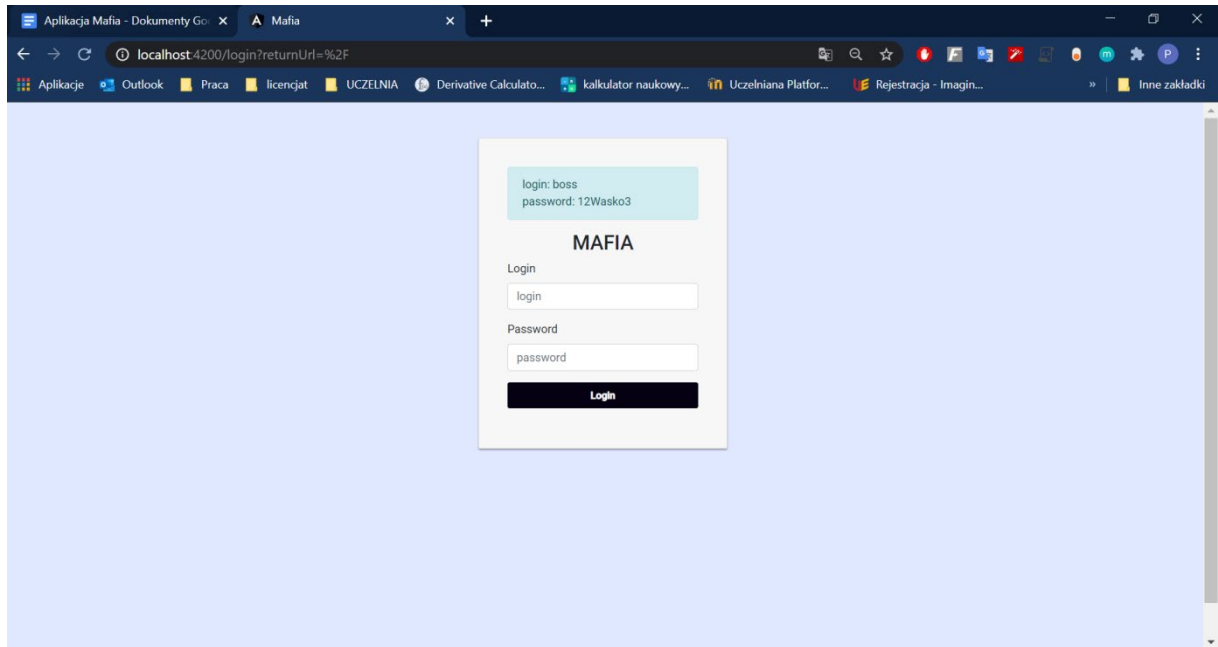
2. Dashboard

After logging in, a view with a dashboard appears, which has a bar with the user's login and the option to log out. The dashboard consists of an editable ngx-widget-grid component.
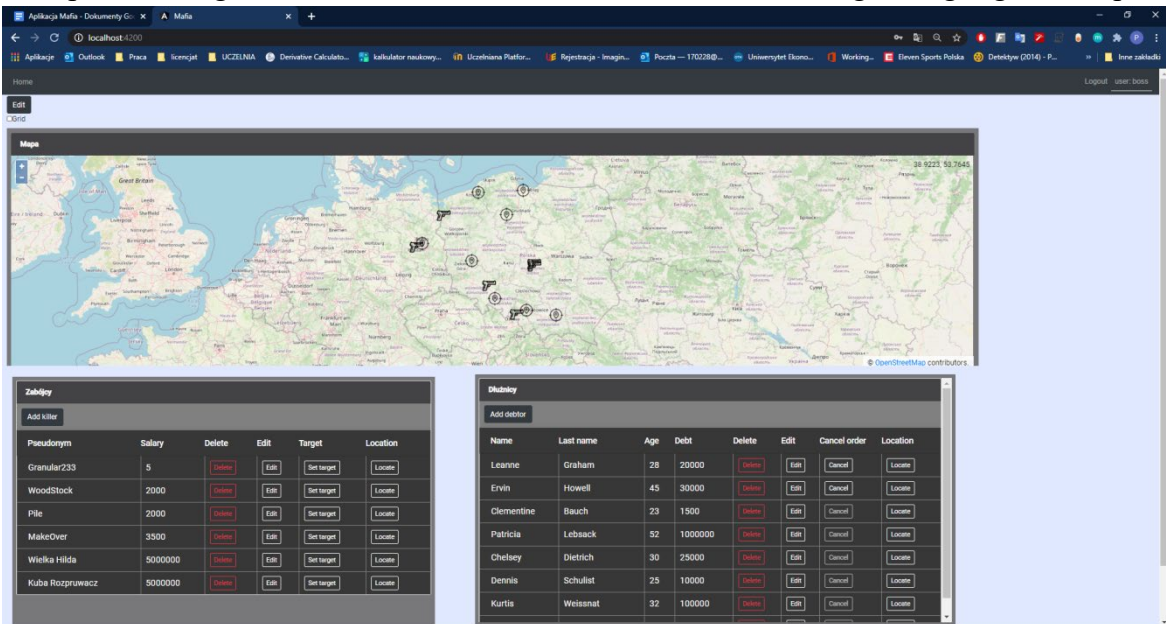
2.1. Edit menu

After enabling the edit mode, the user can change the size and arrangement of widgets and save the current state of the dashboard. In edit mode, it is also possible to enlarge or reduce the ngx-widget-grid component grid.
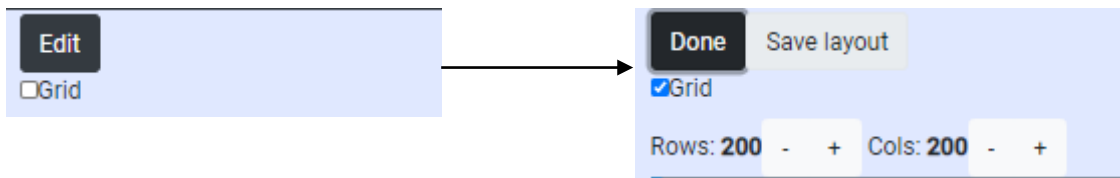
2.2. Map widget

The widget presents the OpenLayers map, on which there are markers showing the locations of killers and debtors downloaded from the server. In the top right corner, the current cursor coordinates are shown.
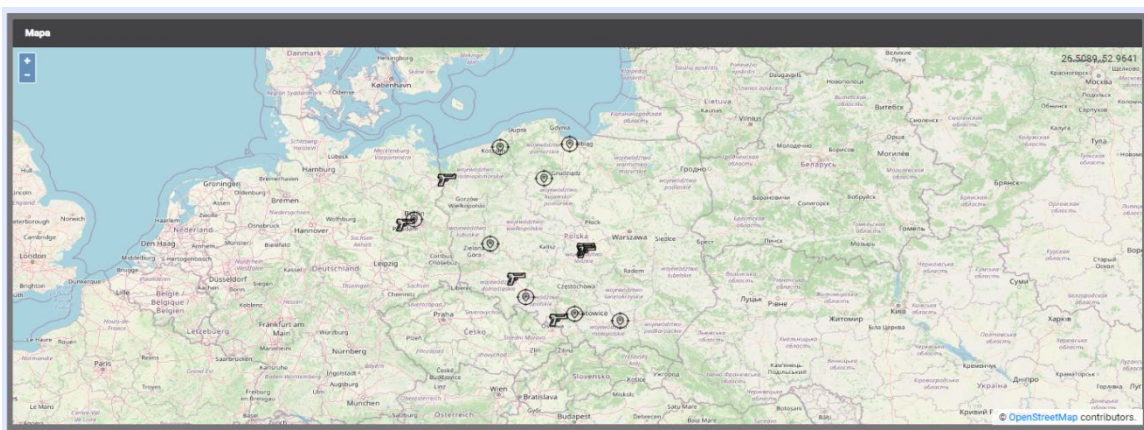
2.3. Killer list widget

The widget presents a list of all killers with information about the nickname and stake, and has the ability to sort the list by these values. Each record has options to delete, edit, order, and locate it on the map. The widget also has the function of adding a new killer by displaying a dialog with the form. When you add a killer, the list in the widget updates and a marker appears on the map widget to indicate its location. Records editing works similarly. When you choose to locate the killer on the map widget, the view moves and zooms in to the exact location of that killer. After selecting the order option, the user has the option to order a target for the killer or cancel the current order.

Pseudonym	Salary	Delete	Edit	Target	Location
Granular233	5	Delete	Edit	Set target	Locate
WoodStock	2000	Delete	Edit	Set target	Locate
Pile	2000	Delete	Edit	Set target	Locate
MakeOver	3500	Delete	Edit	Set target	Locate
Wielka Hilda	5000000	Delete	Edit	Set target	Locate
Kuba Rozpruwacz	5000000	Delete	Edit	Set target	Locate
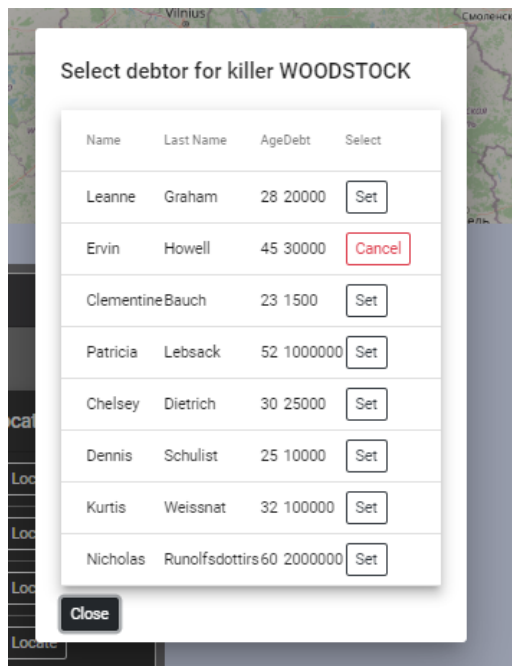
2.4. Debtor list widget

The widget presents a list of all debtors with information about their first name, surname, age, debt and location, and has the ability to sort the list by these values. Each record has options to delete, edit, forgive and locate it on the map. The widget also has the function of adding a new debtor by displaying a dialog with the form. After adding a debtor, the list in the widget updates, and a marker indicating its location appears on the map widget. Records editing works similarly. After selecting the debtor location option on the map widget, the view moves and zooms in to the exact location of the killer. The forgiveness option is only available to debtors who are currently active targets of killers. For other debtors, this option is not available (dimmed). After selecting the forgiveness option, the user will cancel the order for the given debtor, and in order to confirm the operation, an additional dialogue will be displayed with the option to perform the operation or cancel it.

2.5. To do:

At the moment, the only unfinished function of the application is determining the location when adding and editing debtors and killers through an additional dialogue with the OpenLayers map, in which the user would choose the location by clicking on a specific place on the map. In the current state of the application, you must enter the location manually in the adding / editing form.