

Accessa Internishp Project

Documentation

The project runs on 3 main Data Tables:

1. The user Data Table which handles all the user information, such as login credentials and number of tokens. The table is defined as:

```
CREATE TABLE [dbo].[Users] (  
    [UserID]    INT NOT NULL,  
    [FirstName] TEXT NOT NULL,  
    [LastName]  TEXT NOT NULL,  
    [Email]     TEXT NOT NULL,  
    [Username]  TEXT NOT NULL,  
    [Password]  TEXT NOT NULL,  
    [Tokens]    INT DEFAULT ((0)) NOT NULL,  
    [TotalTokens] INT DEFAULT ((0)) NOT NULL,  
    PRIMARY KEY CLUSTERED ([UserID] ASC)  
);
```

2. The quest table is responsible for holding the data relating to tasks, as well as the quest giver and reward. This is the table definition:

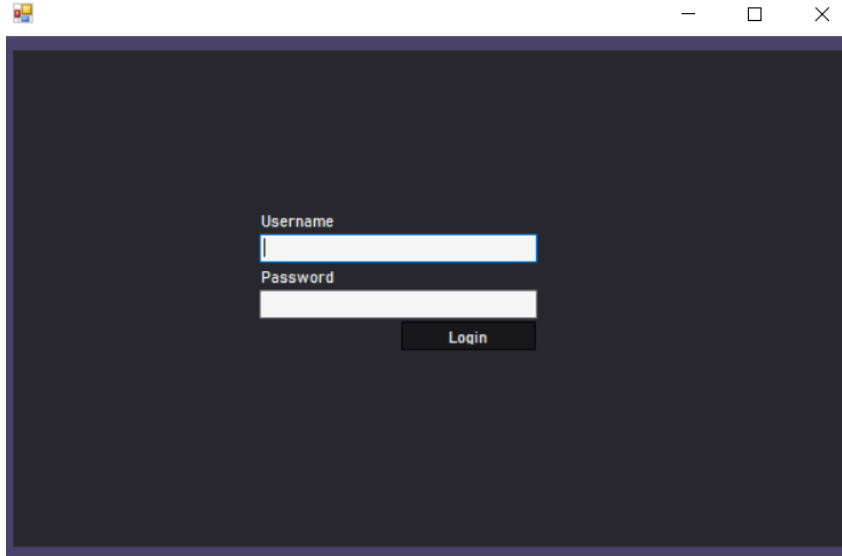
```
CREATE TABLE [dbo].[Quests] (  
    [Id]        INT IDENTITY (1, 1) NOT NULL,  
    [QuestTitle] TEXT NOT NULL,  
    [QuestDesc] TEXT NULL,  
    [Task]      TEXT NOT NULL,  
    [QuestReward] INT DEFAULT ((0)) NULL,  
    [UserID]    INT NOT NULL,
```

```
PRIMARY KEY CLUSTERED ([Id] ASC),  
CONSTRAINT [FK_Quests_ToUsers] FOREIGN KEY ([UserID]) REFERENCES [dbo].[Users]  
([UserID])  
);
```

3.The solution table which holds the user's response to a task, the id of the user who posted the solution, the quest id, and the original user id for easier access. The table is defined as:

```
CREATE TABLE [dbo].[Solution] (  
[Id] INT IDENTITY (1, 1) NOT NULL,  
[SolutionDesc] TEXT NULL,  
[Solution] TEXT NOT NULL,  
[UserID] INT NOT NULL,  
[QuestID] INT NOT NULL,  
[OwnerID] INT NOT NULL,  
PRIMARY KEY CLUSTERED ([Id] ASC),  
CONSTRAINT [UserID] FOREIGN KEY ([UserID]) REFERENCES [dbo].[Users] ([UserID]),  
CONSTRAINT [QuestID] FOREIGN KEY ([QuestID]) REFERENCES [dbo].[Quests] ([Id]),  
CONSTRAINT [OwnerID] FOREIGN KEY ([OwnerID]) REFERENCES [dbo].[Users] ([UserID])  
);
```

On start the user is faced with a login interface:



A screenshot of a login window. The window has a dark blue background. In the center, there are two white input fields. The top field is labeled "Username" and the bottom field is labeled "Password". Below the password field is a black button with the word "Login" in white text. The window has standard Windows window controls (minimize, maximize, close) in the top right corner.

The login credentials are given are only given by the company to new users. If the user inputs the correct login credentials they are met with the profile screen which displays their name and the number of tokens they currently have

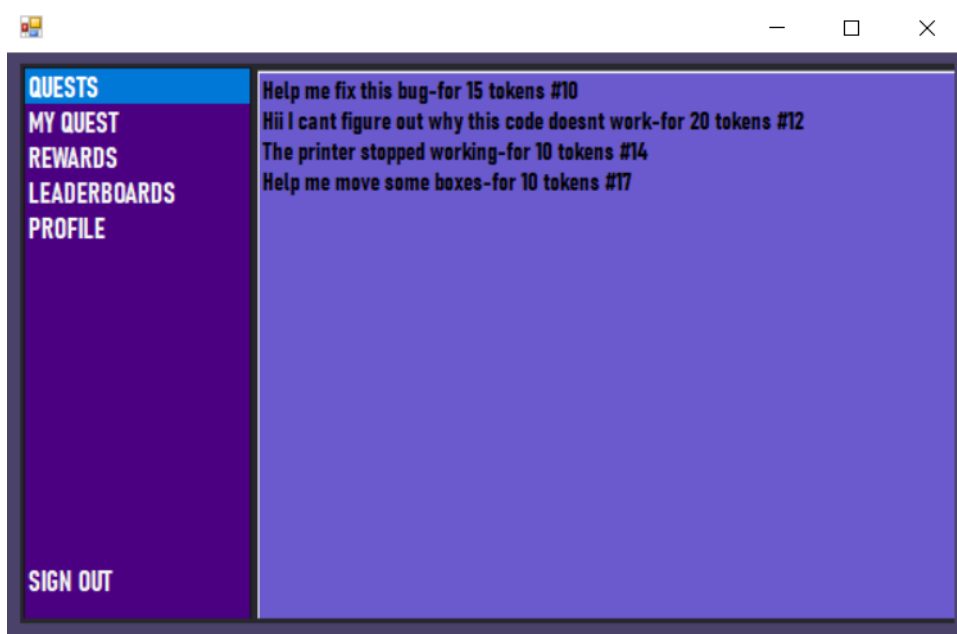


A screenshot of a user profile screen. The window has a dark blue background. On the left side, there is a purple sidebar with white text. The sidebar contains the following menu items: "QUESTS", "MY QUEST", "REWARDS", "LEADERBOARDS", "PROFILE", and "SIGN OUT". The "PROFILE" item is highlighted. In the main area of the window, the name "james.smith" is displayed in large white letters, with "James James" below it in smaller white letters. In the bottom right corner, the text "15 tokens/15 Total Tokens" is displayed in white.

On the left side of the interface is a sidebar with access to all relevant menus.

We will start by first going to the Quests tab

The Quests tab shows all posted quests with a brief description of them, the reward it offers and the quest id.



By clicking on any of the existing quests, we open a new window which shows more details about the quest and allows the user to give a message to the quest's owner, as well as solve the issue if it is a code related issue or any other theoretical issue.



The white textboxes can be edited

Form2

Hii I cant figure out why this code doesnt work

Message

Hii! I changed your code around a bit and it seems to work alright now

Task

sampleCorrectCode

Submit

Upon pressing submit the answer is stored on the Solution table.

On my quest, the interface changes if the user did or did not already post a quest, to avoid users spamming multiple requests.

If the user did not post any quests, or their quest was solved already, the user is met with the following option

QUESTS

MY QUEST

REWARDS

LEADERBOARDS

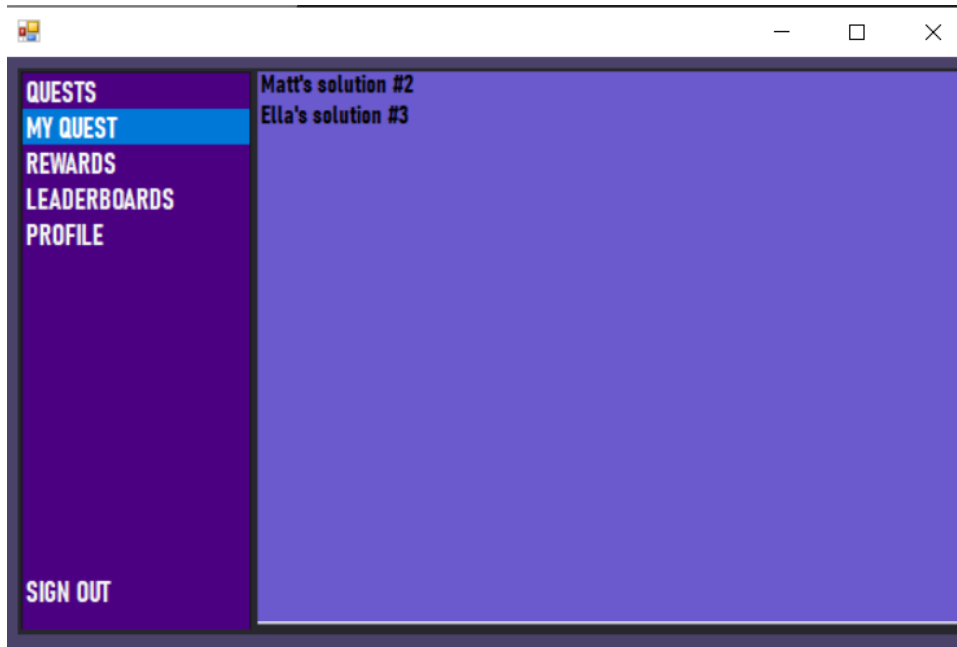
PROFILE

SIGN OUT

You dont have any posted quest

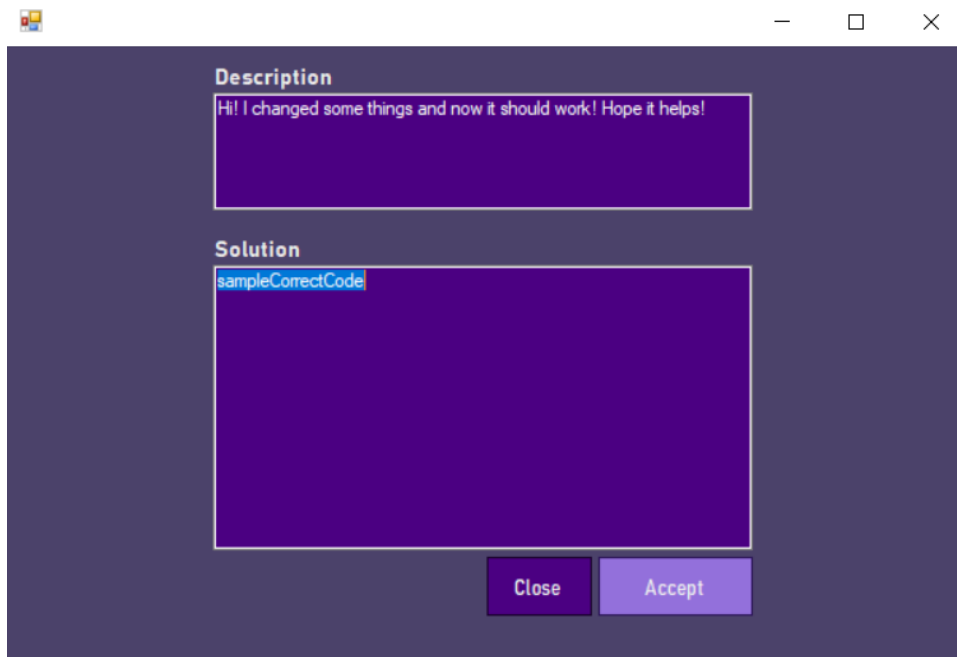
Create A Quest

If the user did post a quest however, the user would be met with this screen instead

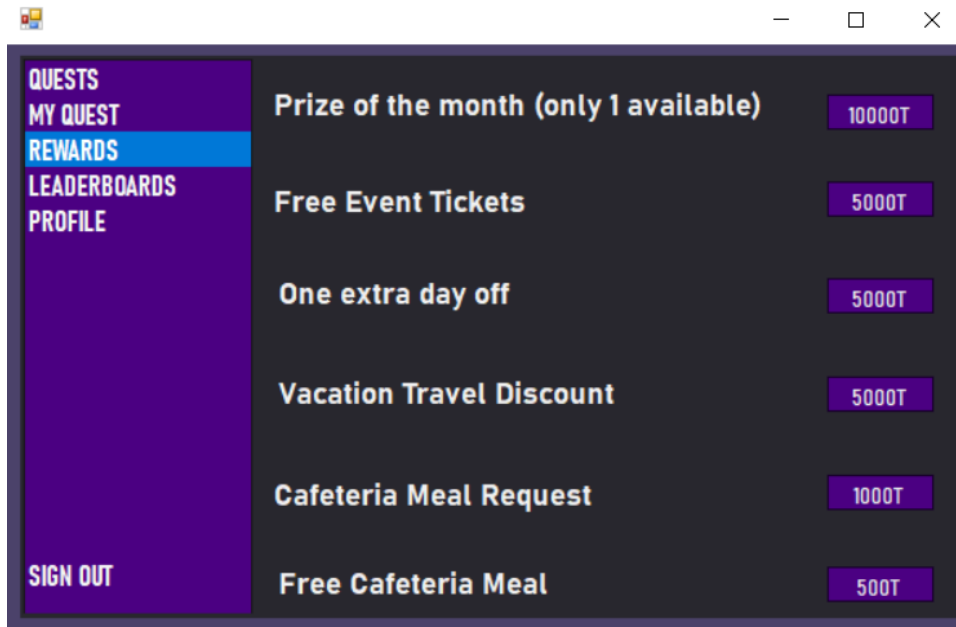


Which shows each user's attempt at solving the issue at hand. By clicking on any of the solutions we open a new screen where we can check the details of the solution and if the solution is good, the user can choose to give the reward to it.

The reward amount is deducted from the account when posting the quest.



Next up is the rewards tab which shows a few proposed ideas, that could be used to spend tokens on, the token price is a placeholder and does not have to reflect the value of each option



These options can change depending on the companies' sponsorships and/or partnership deals. The main ideas are as follows:

The biggest reward could change every month and there is a limited number available.

Things such as event tickets and vacation travel discounts would depend on availability as well, but it would change based on company deals and partnerships.

Since the tasks end up helping everyone at the office and making work faster, I thought that a day off for someone who helped a lot would also be welcomed by the staff.

And lastly if the office has a cafeteria, then a free meal or the opportunity to ask for your own favorite meal to be on the menu the next week could be a useful.

And the last interface the user can interact with is the leaderboard which shows the top 10 or less, if the company has fewer employees, users with the most total tokens for this month.

