

## **Problem Definition and Design Overview**

The customer would like a big virtual Haus of places with stuff about stuff for people that want to know about stuff about stuff where the owners of the stuff can control stuff about all that stuff and other people can help organize all the meta-stuff in the Haus.

The platform acting as a solution to the customer's requests contains 4 major system components. These involve the user navigation, museum management, feedback system, and user management. User navigation deals with how a visitor can explore the platform. Museum management takes care of the creation of the addition of new museum entries and its contents. The feedback system allows comments to be made and manages entire comment sections. User management deals with how the system admin, the "owner," manages the curators on the platform.

## **User Stories**

1. As a visitor, I want to explore not only a single museum that I like, but be able to explore the museums that comprise it/ are under it because I am interested in the museum topic.
2. As a system admin, I want to be able to invite new curators to my platform because a diverse set of curators will attract more diverse visitors.
3. As a museum curator, I would like to add pictures and a description to my museum's page because I want to spread information on a certain museum entry to the visitors of my page.
4. As a museum curator, I want to be able to add new museum entries to contribute my interests to existing museum topics.
5. As a visitor, I want to be able to search for a museum by its title or key terms because then I can easily find the museum I am looking for.
6. As a visitor, I want to be able to see other museums that a museum curator I like has created (museum curator profile page) because I might like those other museums as well.
7. As a visitor, I would like the ability to comment on items in the museum because I would like to start a discussion with other visitors.
8. As a system admin, I would like the ability to choose if comments are available for certain posts or not because I want to prevent offensive statements from being said on posts covering sensitive issues.
9. As a system admin, I want to be able to remove curators who I do not want on my platform because I do not want them contributing content I do not like.
10. As a visitor, I want to visit the museum that the current museum I am viewing is part of because I have lost interest in the current museum but still have an interest in the general topic surrounding the current museum.

## **Use Case Descriptions(PAUL'S PART)**

### **Major System Components**

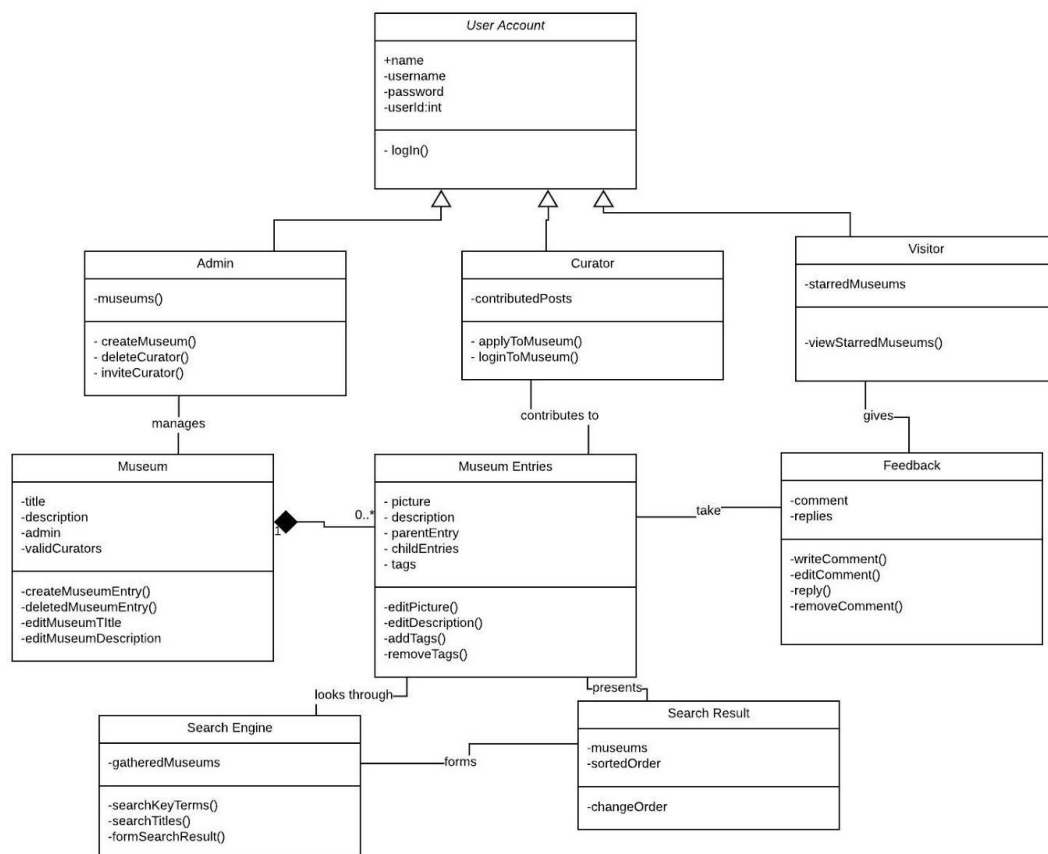
*User Navigation* - The user navigation system implements a method in which users can seamlessly explore museums by including features such as a search system, curator profile, and a museum hierarchy. Users are able to search for specific topics they are interested in (User story 5) while being able to continue exploring more specific (User story 1) or more broad museums/topics (User story 10) related to the current museum. In the event that the user takes particular interest in a specific curator, they have the ability to find their profile and explore all of the museums that curator has created (User story 6). Seamless user navigation is essential to the application because it will result in a positive experience for the user since finding interesting museums/topics will be efficient.

*Museum Management* - The museum management system incorporates the addition of museum entries (user story 4) and the addition of details to museum pages (user story 3). This system is integral to the functioning of the application because it provides insight into the creation of the content that will exist on this platform. Furthermore, the museum management system will be more hierarchy-driven, that is, museums will be added under other museums; the primary objective of this is that aspects of a museum entry are explored more in depth with other museum entries under it. For instance, a museum entry representing a car may have museum entries under it that detail different parts of the car and the history of the car.

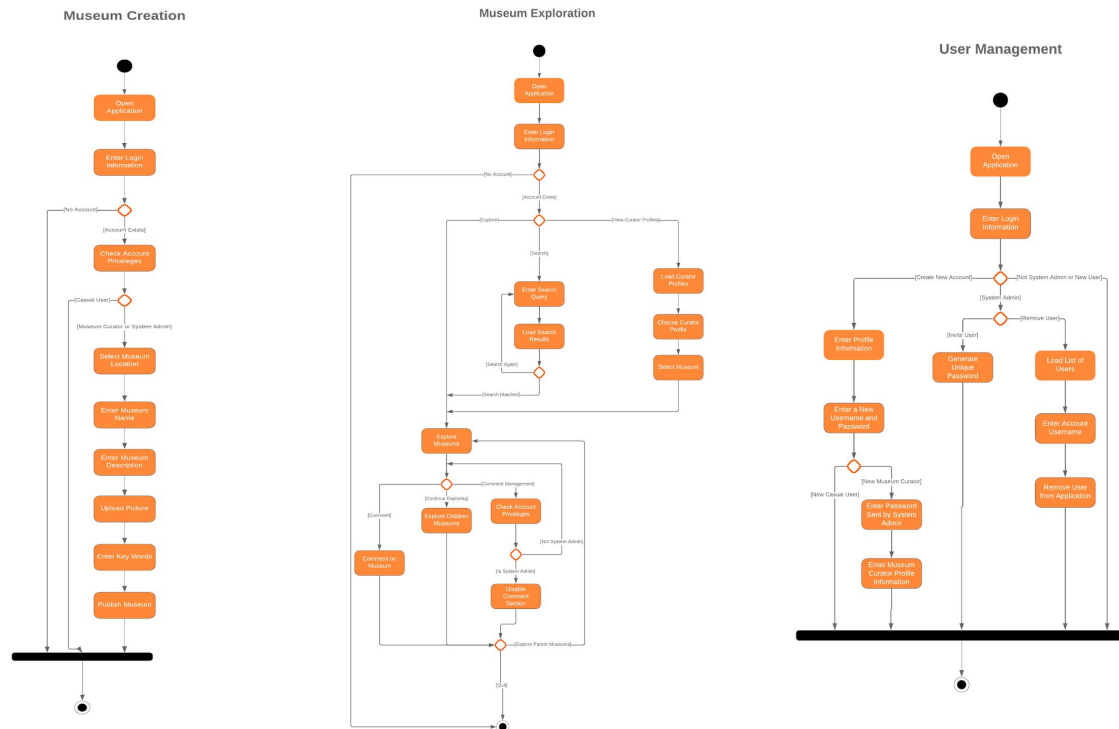
*Feedback System* - The feedback system allows users and museum curators to converse with each other through a comment section. Users and museum curators are able to contribute their ideas by posting comments on a specific museum (User story 7). System admins are also able to comment back on any user's comments, but they also have the ability to disable a specific museum's comment section in the case that there is a negative user or there are comments about sensitive topics (User story 8). Feedback systems help build a community with other people that like that particular museum and allows museum curators to gain feedback on their work.

*User Management* - The user management system allows the system admin complete control over which curators are allowed on his platform. The system admin can invite new curators to his platform (user story 2) and remove currently-active curators (user story 9) from the system. This is important because it means while curators have control over the flow of content in museum entries, system admins have a final say in what type of content/ what direction content is moving in the platform.

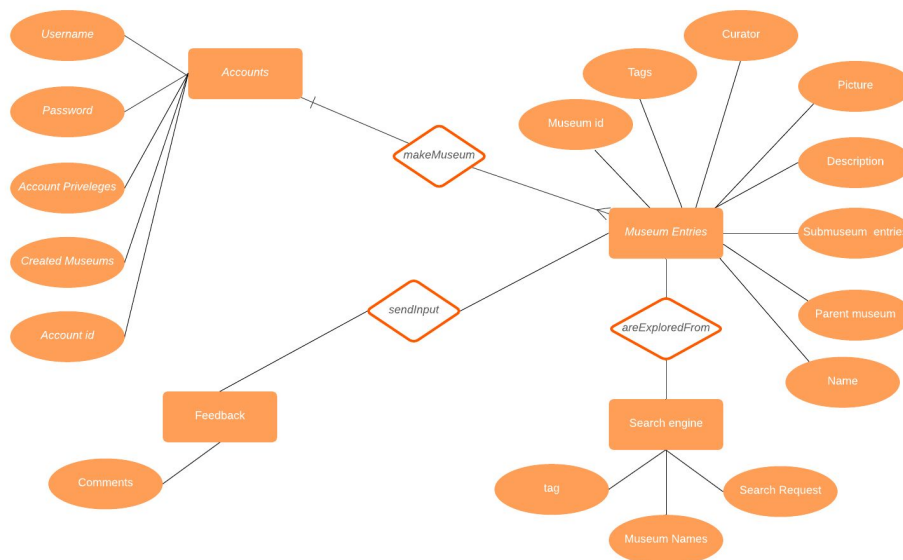
## Logical View



## Process View



### Entity-Relation Diagram



*Schema:*

accounts(username, accountID, password, accountPrivileges, createdMuseums)

makeMuseum(accountId, accountPriveleges, museumId)

museumEntries(name,parentMuseum,submuseumEntries,description, picture, curator, tag, museumID)

areExploredFrom(searchRequest, museumId)

searchEngine(tag,museumNames, searchRequest)

feedback(comments)

sendInput(comments, museumId)