

Project Step 5: Draft

D&D Availability Matching

Group 67

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Website URL

<http://flip3.engr.oregonstate.edu:6735/signup>

<http://flip3.engr.oregonstate.edu:6735/login>

Table of Contents

Website URL	1
Table of Contents	2

Part 2 Submission Feedback	3
Feedback by Peer Reviewers	3
TA Feedback	3
Peer 1 Feedback	3
Peer 2 Feedback	4
Peer 3 Feedback	5
Peer 4 Feedback	6
Actions Based on Feedback	7
Part 3 Submission Feedback	8
Feedback by Peer Reviewers	8
TA Feedback	8
Peer 1 Feedback	8
Peer 2 Feedback	9
Peer 3 Feedback	11
Actions Based on Feedback	12
Version Upgrades	14
Upgrades to the Part 2 Draft Version	14
Upgrades to the Part 3 Draft Version	14
Website Overview	15
Assumptions	15
Database Outline	16
Many to Many Relationship	18
Web Pages	18
Notes on Attributes	19
ERD	20
Schema	21
Team Evaluation Form - Step 2	22
Team Evaluation Form - Step 3	24

Part 2 Submission Feedback

Feedback by Peer Reviewers

TA Feedback

Comments on Canvas

Great job on getting the project started. I really love D&D. Big fan myself. I'm very interested in seeing how this project turns out. Your overview is fantastic, and a model for others to follow. Unfortunately, you did not specify any relationships in your bulleted list under DB Outline and lost points. See my rubric comments for more details. If you need assistance getting this resolved, I hold office hours Wednesdays at 9am PST / 12pm EST. Other than that, keep up the great work and roll a natural 20 on this project!

Peer 1 Feedback

Does the overview describe what problem is to be solved by a website with DB back end?

Yes. The problem is very clear: there are many people who play D&D, but it is hard to find them at times. The website will allow players on the west coast to connect with each other.

Does the overview list specific facts?

Yes. There are 8000 active players on the west coast and D&D enthusiasts can be players or dungeon masters.

Are at least four entities described and does each one represent a single idea to be stored as a list?

Yes. There are a total of 5 entities described.

Does the outline of entity details describe the purpose of each, list attribute datatypes and constraints and describe relationships between entities? Does the outline clearly indicate which entities (tables) will be implemented and which team member is primarily assigned to the associated page(s)?

Yes. The entities include descriptions, attributes, and relationships with other entities.

Yes. One of the considered entities will not be included in the implementation. The work is not divided up and assigned yet to team members yet.

Are 1:M relationships correctly formulated? Is there at least one M:M relationship?

1:M relationships aren't clearly defined. Looking at the ERD, it appears Users has a 0:M relationship with availability. Does this mean a user can have multiple entries into availability? A M:M relationship is included between users and campaigns.

Is there consistency in a) naming between overview and entity/attributes b) entities plural, attributes singular c) use of capitalization for naming?

Entities are capital and plural. Attributes tend to be lower case, snake case, and singular. Mentions of foreign keys attributes in the M:M Campaign Player Roster entity reference the other entities they'll be referencing and not the specific attribute of that entity (e.g. Character instead of char_id).

Peer 2 Feedback

Does the overview describe what problem is to be solved by a website with DB back end?

Yes, the problem is clear and the use of the database is presented with an example of how it would operate.

Does the overview list specific facts?

Yes, the army of D&D players that need help coordinating on the west coast is used to help illustrate the need for the database.

Are at least four entities described and does each one represent a single idea to be stored as a list?

Yes, there are 6 with 5 being implemented per the overview.

Does the outline of entity details describe the purpose of each, list attribute datatypes and constraints and describe relationships between entities? Does the outline clearly indicate which entities (tables) will be implemented and which team member is primarily assigned to the associated page(s)?

The overview lists each entity and its purpose along with all of their respective attributes however I could only find 2 descriptions of relationships in the bullet point list with more description listed in a paragraph below. This approach seemed disjointed to me but this may just be preference on my part.

Are 1:M relationships correctly formulated? Is there at least one M:M relationship?

It appears so, the relationship between users and Campaign Player Roster took a minute to comprehend its use at first. And there is at least 1 M:M.

Is there consistency in a) naming between overview and entity/attributes b) entities plural, attributes singular c) use of capitalization for naming?

Yes, lowercase is used for all attributes and the Schema lists all attributes correctly according to the overview.

Peer 3 Feedback

Does the overview describe what problem is to be solved by a website with DB back end?

Yes, as a “forever-DM” myself, I can personally attest to how difficult finding a D&D group is as a player!!

Does the overview list specific facts?

Yes! I appreciated the bulleted list of assumptions as well.

Are at least four entities described and does each one represent a single idea to be stored as a list?

Yes - there are five planned entities for implementation, and one eliminated sixth entity.

Does the outline of entity details describe the purpose of each, list attribute data types and constraints and describe relationships between entities? Does the outline clearly indicate which entities (tables) will be implemented and which team member is primarily assigned to the associated page(s)?

The outline describes the purpose of each entity and lists the attribute data types and constraints well. The outline details only the many-to-many relationships between the entities. The outline clearly states that one of the six originally planned entities will be implemented. No attempt has been made to assign work to the team members, although it is mentioned that will be done during the “planning phase.”

Are 1:M relationships correctly formulated?

Is there at least one M:M relationship? There is a correctly formulated many-to-many relationship. While one-to-many relationships exist, they are not called out in the outline.

Is there consistency in a) naming between overview and entity/attributes b) entities plural, attributes singular c) use of capitalization for naming?

The entity names are all capitalized, and although the Campaign Player Roster attribute names are capitalized in the outline, they are lowercase in the Schema, which is consistent with the other attribute names for the other entities. The entity names are almost all plural, with the exception of “Availability”. The attribute names are all singular.

Peer 4 Feedback

Does the overview describe what problem is to be solved by a website with DB back end?

Yes, it very clearly states the issue and the DB will solve it

Does the overview list specific facts?

Yes, the assumptions go over any specific information that is required for setting up the database, or rather, why they set up the database in the way they did. However, I think there is one thing that needs to be decided upon before moving forward. A player can have multiple characters, but is a character tied to a campaign? I know some allow it, and others don't, but if someone joins someone else's campaign with a level 15 characters, while the rest of the party is level 3, it wouldn't be too enjoyable. As such, it might be wise to tie a character to a campaign.

Are at least four entities described and does each one represent a single idea to be stored as a list?

Yes, there are 5 total: Users, Availability, characters, campaigns, Campaign Player Roster, with the Campaign Player Roster entity responsible for the M:M relationship, it would appear.

Does the outline of entity details describe the purpose of each, list attribute datatypes and constraints and describe relationships between entities? Does the outline clearly indicate which entities (tables) will be implemented and which team member is primarily assigned to the associated page(s)?

The outline adequately describes much of the entities purpose and constraints, but I think some improvement could be made. As stated above, availability is vague with its description. Perhaps clearly stating what each entry in the table represents may clear things up. The only true question I have comes with the Campaign Player Roster entity, as I think more work could be used here to, at the very least, help explain it. Perhaps this is just my misunderstanding, but as of right now, I'm struggling to comprehend it. It has a PK, but is also an associative table which doesn't particularly need it, from what I read from the week's readings. It is then connected to a campaignID, a user, and the user's character. I feel some of this is redundant. The character is already associated with the user elsewhere, as such I don't think character_id is needed under Campaign Player Roster. You can simplify it, by just associating a campaign to its characters. If the user is needed for some reason, you already have the character_id, so it will be easy enough to locate.

Further, which tables will be implemented is clearly stated.

As for each members work, I didn't see that listed anywhere, but that can quite easily be added later.

Are 1:M relationships correctly formulated? Is there at least one M:M relationship?

There are multiple correctly formed 1:M relationships and there is a single M:M relationship between campaigns and its players, as a campaign can have many players, and a players can be in many campaigns.

Is there consistency in a) naming between overview and entity/attributes b) entities plural, attributes singular c) use of capitalization for naming?

There are a few instances of this that I noticed, but I believe everyone else already stated the one's I saw. I will note that the schema didn't correctly line up FK to a PK from another table, and it also used ERD connections, which I don't believe is correct schema notation. Otherwise though, it looks great.

Actions Based on Feedback

Fixes from TA

- Relationships were added and clearly specified in the Database Outline section for each entity. This was a miss on our part and not as clearly articulated as it could have been.

Fixes from Peer 1

- 1:M Relationships were clearly specified in the Database Outline section as a result of addressing TA feedback. Peer 1 had the same feedback as well.
- User and Availability relationship updated to 1:1 both directions. Peer 1 called out this error.
- Attributes were updated to lower case to be consistent across all tables.
- Foreign Keys were updated to Entities rather than specific attribute names. Peer 1 called this out in our Schema.

Fixes from Peer 2

- Relationships were clearly specified in the Database Outline section as a result of addressing TA feedback. Peer 2 identified this gap as well.

Fixes from Peer 3

- M:M Relationships were clearly specified in the Database Outline section as a result of addressing TA feedback. Peer 3 also identified this as well.
- Attribute names case and plurality updated to be consistent as a result of addressing TA feedback. Peer 3 identified this as well.

Fixes from Peer 4

- Table descriptions have been updated to add clarity. They made sense to us but upon further review they were not as explicit as they should have been for a new reader.
- Campaign Player Roster entity description in particular updated to be more clear. This was a gap.
- Updated the Schema to use the proper connecting arrows (not ERD connectors). Peer 4 identified this inconsistency with the prescribed ERD/Schema method for the class.

Part 3 Submission Feedback

Feedback by Peer Reviewers

TA Feedback

This is looking really good! Well done, your PDF is super organized and I wish all students would use yours as a model. I see you got the relationships in there now, which is awesome. The way you break down fixes by peer is SUPERB! Well done. Your page looks really good. Just be sure to have at least 3 rows for each entity of sample data since that is a project requirement. No marks on this. I noticed on Created Campaigns there were only two. Keep up the good work team. Can't wait to watch this project level up!

Peer 1 Feedback

- ✓ I see explicit or implied SELECT functionality for Users, Characters, User Availability and Campaigns.
- ✓ ./available-campaigns.html uses a search to populate properties for Campaigns meeting your schedule.
- ✓ There are options to INSERT into Users, Characters, and Campaigns.
- ✓ It is implied that each INSERT will also update FK attributes, but it is not explicitly shown.
- ✗ I am not seeing functionality to DELETE from any of the pages.
- ✓ There is UPDATE functionality for User Availability.
- ✗ Because the Schema shows all FKs as NOT NULL, it is not clear if there is a nullable relationship.
- ✓ I would recommend making your edit/update buttons on ./characters and /create-campaign larger and more obvious, I didn't see them the first time through your website.

Peer 2 Feedback

I really like the concept you both created regarding a LFG for D&D. Having played D&D since the 2nd edition, I'm a fan. Your website & database structure has promise, there were a few areas that I just wasn't tracking 100% but we are only in a partial build stage so it may have been me.

Does the UI utilize a SELECT for every table in the schema? In other words, data from each table in the schema should be displayed on the UI. Note: it is generally not acceptable for just a single query to join all tables and displays them.

There appears to be a UI Select for Characters, Campaigns (this I assume is Available campaigns on the webpage?), Campaign Player Roster (Create Campaign on the webpage?), User Availability (My availability on the webpage), account (Users on the webpage)

For this review it would have been nice if the ERD and the pages had matched one to one. Example Campaign Player Roster

Does at least one SELECT utilize a search/filter with a dynamically populated list of properties?

Characters, create campaign, my availability, available campaigns - the pages at the top of D&D LFG indicate the intent well.

Does the UI implement an INSERT for every table in the schema? In other words, there should be UI input fields that correspond to each table and attribute in that table.

Based on the cool icons you have in the bottom right corner, I see where as a user I could insert new data into the tables

Does each INSERT also add the corresponding FK attributes, including at least one M:M relationship? In other words if there is a M:M relationship between Orders and Products, INSERTing a new Order (e.g. orderID, customerID, date, total), should also INSERT row(s) in the intersection table, e.g. OrderDetails (orderID, productID, qty, price and line_total).

Looking at your ERD, I don't see a M:M relationship. I see on page 9 of your outline that you deleted the Players and Campaign. On Page 10 you talk some about an individual availability table- in the ERD that shows a one and only one relationship to the users.

Is there at least one DELETE and does at least one DELETE remove things from a M:M relationship? In other words, if an order is deleted from the Orders table, it should also delete the corresponding rows from the OrderDetails table, BUT it should not delete any Products or Customers.

Based on the ERD I really wasn't clear where a M:M relationship would be. For the purposes of the assignment, perhaps include one. You could have an Entity "Dungeon Master" who could have many players, and many players/users could have multiple dungeon masters. This would then allow for the functionality that is listed in this section (where you could delete a dungeon master and that would impact the players/users).

You could add a delete for characters- right now I just see create [DND LFC \(oregonstate.edu\)](https://dnd.lfc.oregonstate.edu) in the bottom right corner.

Is there at least one UPDATE for any one entity? In other words, in the case of Products, can productName, listPrice, qtyOnHand, e.g. be updated for a single ProductID record?

Is the intent on [DND LFC \(oregonstate.edu\)](https://dnd.lfc.oregonstate.edu) - availability - to do an update for my availability - such that when I visit the page I can select Thursdays and deselect Saturdays if I had previously selected them? In this case the intent for Update is there.

It would be super nice to have an update on my characters page. Draug, my wood elf ranger might get permanently shape shifted into a gnome and I'd like to reflect that in current characters- so perhaps add an edit there? [DND LFC \(oregonstate.edu\)](https://dnd.lfc.oregonstate.edu) - characters page

Is at least one relationship NULLable? In other words, there should be at least one optional relationship, e.g. having an Employee might be optional for any Order. Thus it should be feasible to edit an Order and change the value of Employee to be empty.

Consider updating your schema to better match the intent of your ERD. The ERD shows the intent that users could have 0 or many Campaign Player Roster. I would assume that this could mean that we could have no Campaign Player Roster, this could be null (I'm thinking this is your intent?)- so in this case you just update the Schema by deleting the "Not Null" in the connection and you are good.

Based on my reading of your ERD- I think the intent may have been multiple optional relationships (where there could be 0 connections) Users and Campaigns, Campaigns and Campaign Player Roster, Campaign Player Roster and Characters and Users and Characters for example?

Do you have any other suggestions for the team to help with their HTML UI?

The bottom right corner gear is cool - [DND LFC \(oregonstate.edu\)](https://dnd.lfc.oregonstate.edu) - however - I wasn't sure what it was at first. Perhaps some text could indicate edit account- or just moving the gear up the page. Bottom right my eye doesn't naturally go there unfortunately.

Same comment for [DND LFC \(oregonstate.edu\)](https://dnd.lfc.oregonstate.edu) - I think the icon is cool - but until I got used to the website I didn't look at the bottom for it. Adding some edit functionality would be super cool

Peer 3 Feedback

Does the UI utilize a SELECT for every table in the schema?In other words, data from each table in the schema should be displayed on the UI. Note: it is generally not acceptable for just a single query to join all tables and displays them.

Based on the project overview a SELECT is used for every table.

Does at least one SELECT utilize a search/filter with a dynamically populated list of properties?

Several of the pages use a search/filter, such as the available campaigns

Does the UI implement an INSERT for every table in the schema?In other words, there should be UI input fields that correspond to each table and attribute in that table.

The UI does use an insert for every table in the schema, such as the create character and create campaign pages.

Does each INSERT also add the corresponding FK attributes, including at least one M:M relationship?In other words if there is a M:M relationship between Orders and Products, INSERTing a new Order (e.g. orderID, customerID, date, total), should also INSERT row(s) in the intersection table, e.g. OrderDetails (orderID, productID, qty, price and line_total).

Each insert adds a corresponding FK attribute, such as the characters and Campaign Player Roster tables. The Campaign Player Roster table likewise has a M:M relationship

Is there at least one DELETE and does at least one DELETE remove things from a M:M relationship?In other words, if an order is deleted from the Orders table, it should also delete the corresponding rows from the OrderDetails table, BUT it should not delete any Products or Customers.

There does not appear to be a DELETE functionality present in the draft website.

Is there at least one UPDATE for any one entity?In other words, in the case of Products, can productName, listPrice, qtyOnHand, e.g. be updated for a single ProductID record?

The draft is also missing UPDATE functionality from what I've seen.

Is at least one relationship NULLable?In other words, there should be at least one optional relationship, e.g. having an Employee might be optional for any Order. Thus it should be feasible to edit an Order and change the value of Employee to be empty.

There appear to be a few nullable relationships. Such as desired history and playstyle in the campaigns table.

Do you have any other suggestions for the team to help with their HTML UI?

As mentioned above, adding a button to delete or edit a player/campaign would improve the user experience. The update button could lead to a separate update page where the user can edit details of their player or campaign

Actions Based on Feedback

Fixes from TA

- Thank you for the compliment on the template! We are planning on migrating this to a much more professional OSU themed template by the end of the project. You'll know once you see it, and you're welcome to use it as an example template for future classes.
- Example data across all static pages beefed up to include at least 3 'rows' / examples. Exception being the 'Joined Campaigns' table on the 'My Availability' page. This is only 2 because it matches the campaigns signed up for examples on the 'Available Campaigns' page. We also thought it was unrealistic to be running 3 different campaigns simultaneously.
- *Note: Some of the pages have an alert() popup that displays a message when you click a button. This is just a placeholder to show the TA what will happen here, and show that we have *most button click event-listeners in place. These alerts will not be part of the final product, they are unique to the Part 3 Final submission.*

Fixes from Peer 1

- DELETE functionality added to Characters page. We evaluated other pages and determined this was the only place that we could add in delete functionality based on how we wanted the site function.
- Updated the Characters relationship on the Campaign Player Roster table to be nullable.

Fixes from Peer 2

- We couldn't make the website page names and database entity names match 1:1. This is just the nature of how we needed to model the database vs. how we display this information in the front end. The course instructions asking us to do this I felt were to help provide structure for students that are brand new to databases. I've worked with them a little in the workforce and feel that our website design and database structure are correct.
- The M:M relationship is in the Campaign Player Roster entity.
- Added a Characters DELETE functionality based on Peer 1 feedback.
- We are adding Edit (UPDATE) functionality on the My Characters page. Adding this functionality to the Account page as well.
- "Update the schema to match the intent of your ERD": We reviewed our ERD and ended up renaming a table to hopefully make the database structure/intent more clear. The "Campaign Players" table was renamed to "Campaign Player Roster". This should make it more clear that this table is storing the Players that signed up for each Campaign.
 - *All instances of "Campaign Players" in this document have been replaced with "Campaign Player Roster" as well, even for old Part 2 Feedback. This is to eliminate any confusion as to which tables are being referred to.*
- "Icon in the bottom right corner does not catch this user's eye". We hear this loud and clear. Ultimately the group member that is responsible for this button kept it as-is. However, we feel this feedback is really valid and if time allows during the later stages of the project, we will tweak this button on all pages. We are exploring ideas to make it 'pop' more or to re-implement it to be present on all rows/objects instead of in the bottom right corner.

Fixes from Peer 3

- DELETE functionality placed on the Characters page (as noted above)
- UPDATE functionality placed on the Characters and Account pages (as noted above). This functionality was always present on the My Availability page.
- We are not going to include the ability to explicitly delete a campaign. If the campaign DM wants to remove the campaign from being publicly available, they can 'close' it. This will remove it from public view, whether or not the campaign has a full roster. This is update functionality.

Part 4 Submission Feedback

TA Feedback

Part 3 Final Rubric - TA Comments

Overall

Team, overall a great job. This project is coming along nicely. Template is mostly good, and appears to be up-to-date. You took all your feedback seriously and made a great attempt at bringing your page in-line with those recommendations. There are a few comments in the rubric that you should review. Beyond that, keep up the good work and watch out for the high DC on some of these more tricky things like the M:M trap.

Update Outline, DB, ERD & Schema

* I'm unclear if you have a NULLable relationship. I think you do because in Campaign Player Roster, you could have a User and a Campaign without a Player (Could be NULL?). But the Relationship for this entity says (type=Player). I envision this could be NULLable if you had Users in Campaigns that didn't have Characters (DM/GM?)

* If the above is True, make sure you add the constraint 'not NULL' to CampaignPlayerRoster.campaign_id and player_id to enforce that at least those two must exist and not be NULL.

HTML Pages Quality

* The compass in the bottom right of Create Campaign screen is not intuitive for creating a new campaign, I almost missed it. Rethink this UI decision. Same applies to the scroll at the bottom right for Characters.

* I did not see a way to leave a campaign which would be required for your DELETE since you must be able to DELETE a M:M relationship without affecting its related entries. I did see a close button on each campaign, but not entirely sure if that is meant as a method to leave a campaign.

* I also did not see a SELECT for Campaign Roster Player. I should be able to see a table or some representation of that entity. Perhaps a listing of all campaigns each with a list of players and their associated characters and the GM for the Campaign. Need to be able to SELECT/INSERT and DELETE from this relationship.

Version Upgrades

Upgrades to the Part 2 Draft Version

The Campaigns table was updated to include attributes to capture the desired day(s) that the campaign can be played on. These were int columns (will be 1 or 0) that correspond the days of the week.

Minor updates were made to add clarity and fix diagrams as a result of TA and Peer feedback. Updates fell into the categories of: Clarity in verbiage, database outline, table descriptions, attribute naming methodology, and correcting diagrams. No foundational changes were made to the scope, goal, functionality, or design of the project.

Upgrades to the Part 3 Draft Version

See [Fixes Based on Peer Feedback](#).

Website Overview

D&D (Dungeons and Dragons) is a popular role-playing game across the world. Our website and database connects players who want to play. This will allow people to connect with others who may not be in their network or immediate circle of friends.

We have decided to focus on connecting players on the US West coast; PST time zone. After reviewing other D&D resources, there are approximately 8,000 active players on the west coast. This number is much higher than the number of people any one D&D player is connected to, and thus we have the opportunity to connect more players with each other.

The website will allow people to sign up as either a Player or a Dungeon Master. Dungeon Masters (DM) are the 'referee' of a game. DMs can create a new Campaign on the website that Players can sign up for. The DM is responsible for filling out some basic information on what the campaign is looking for, and the preferred day(s) this campaign will take place. Players can then view campaigns that match their own availability, and sign up to play.

Once the campaign has a full roster, the DM can 'start' the campaign on our website. This will send an email out to the group, make the Campaign inactive on the website, as the players are now connected and can start playing!

Assumptions

- There is no marketing for our website, as all 8,000 players have knowledge of it
- Every user is either a Player or a DM, not both.
- Users cannot change between being a Player and a DM on the website.
- Availability is done in days; Tuesday would infer they are available on Tuesday evenings.
- People know the rules and attributes of D&D and D&D classes.
- The maximum number of players allowed in any campaign is 8.
- Every DM is only running 1 active campaign at a time.
- All Users are from the US West coast, PST time zone.
- D&D games will be played online since we are in a global pandemic. The website does not contain functionality to host or support the actual playing.
- Only users of type 'Player' can have characters on the website.
- Players can have multiple Characters
- When a DM creates a campaign, they can only make that Campaign available 1 day per week (All players meet once a week to play).

Database Outline

Users

Users who have signed up on the website.

Relationships

- Users can have 1:1 User Availability
- Users can have 0:M Campaigns (Only User type=DM)
- Users can have 0:M Characters (Only User type=Player)
- Users can have 0:M Campaign Player Roster

Attributes

- PK: user_id (int, not NULL)
- username (varchar(25), not NULL)
- password (varchar(255), not NULL)
- email (varchar(255), not NULL)
- name (varchar(50), not NULL)
- player_type (ENUM('dm', 'player'))
- playstyle (varchar(255)) (Role Play, Combat)
- campaign_history: (manual user entry) (varchar(255))

User Availability

To compare to others to find compatible days to play

Relationships

- A User Availability can have 1:1 Users

Attributes

- PK: availability_id (varchar(255), not NULL)
- FK: Users Entity
- monday (int)
- tuesday (int)
- wednesday (int)
- thursday (int)
- friday (int)
- saturday (int)
- sunday (int)

Availability Overlap

DB script that runs nightly and finds overlap of Players and Campaigns based on availability
(Associative Entity → M:M)

****Did not implement this table****

- PK: ID: (auto-incremented id) (varchar(255), not NULL)
- FK: Campaigns Entity
- FK: Users Entity

Campaigns

A D&D Campaign that players can sign up for and ultimately play with other users

Relationships

- Campaigns have 0:M Campaign Player Roster ([Users] of type=Player)
- Campaigns have 1:1 Users (Users of type=DM)

Attributes

- PK: campaign_id (varchar(255), not NULL)
- campaign_name (varchar(60), not NULL)
- FK: dm int(11) NOT NULL,
- ~~FK: Campaigns Entity~~
- num_players (int)
- plays_on tinyint,
- desired_history (enum)
- status (ENUM('open','closed'))
- playstyle (enum)
- created date format 'dd.mm.yyyy'
- closed date format 'dd.mm.yyyy'

Characters

0:M to users Fantasy characters that Players have created to role-play within the game. Capture what Class their Character is which creates boundaries on their in-game capabilities.

Relationships

- Characters can have 1:1 Users
- Characters can have 0:M Campaign Player Roster (Users of type=Player)

Attributes

- PK: character_id (varchar(255), not NULL)
- FK: Users Entity
- character_name (varchar(60))
- character_class (varchar(50))
- character_traits (varchar(255))

Campaign Player Roster

Associative Entity -> M:M, Players that have signed up for Campaign(s)

Relationships

- Campaign Player Roster can have 1:1 Campaigns
- Campaign Player Roster can have 1:1 Users (type=Player)
- Campaign Player Roster can have 0:1 Characters (one per user per Campaign though)

Attributes

- PK: campaign_player_id; auto increment (int, not NULL)
- FK: Campaign Entity: campaign_player_roster.campaign_id -> campaign.campaign_id
- FK: Users Entity: campaign_player_roster.player_id -> users.user_id
- FK: Characters Entity: campaign_player_roster.character_id -> characters.char_id

Many to Many Relationship

We initially started out with two tables that had M:M relationships. We ultimately decided to implement one of these, the Individual Availability table. The Availability Overlap table was another M:M table that we ultimately did not end up implementing. Although this functionality can be handled by a DB script that runs nightly, it's overkill. The more appropriate way to handle this is by a simple query on the front end when user(s) are searching for campaigns that match their availability. This also eliminates any scheduling update discrepancies that exist if campaigns or players update their availability the same day they search (as the script would only update nightly and show availability from the previous day).

Web Pages

Code for web pages will be written by both team members. This has not been divided up yet, but will be during the planning meeting on 1/21. The many-to-many relationship will be handled by both team members. It's important to both understand conceptually and from an implementation perspective what this code is doing.

Page	Description	Author
Sign Up	Create account	Ethan
Log In	Login	Spencer
Create Campaign	A DM can: <ul style="list-style-type: none"> • Create Campaign • View all [their] campaigns • Change Campaign Status [Open->Closed] 	Ethan
Create Campaign (Player Invalid)	Players cannot access this page. Serve up different static page with this message.	Spencer
Available Campaigns	Players can view/sign up DMs can view all [open].	Ethan

Characters	A Player can create characters, view characters, edit, and delete	Ethan
Characters (DM Invalid)	Characters page w/ an invalid message that DMs cannot access.	Spencer
Update Availability	Players can update their availability, view campaigns they are signed up for	Spencer
Account	Users can see and edit their account information. <i>*Some account information is read-only.</i>	Spencer
Backend (Server)	Author the back-end code to support the web page	Spencer
404 Page Not Found	Page that displays a message to please log in to view the page	Spencer

Notes on Attributes

Campaigns

- desired_history (enum)
 - This attribute will store only the follow values:
 - All players welcome
 - New players only
 - Some experience
 - Experienced players only

Users / Campaigns

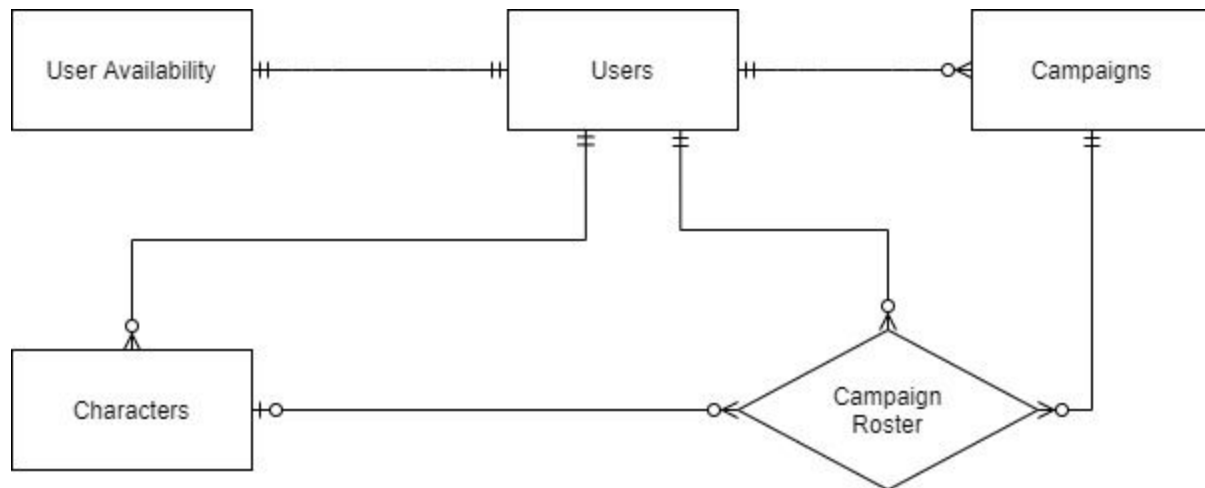
- playstyle (enum)
 - This attribute will store only the follow values:
 - By the book
 - UA allowed
 - UA and homebrew
 - Defer to DM

Users

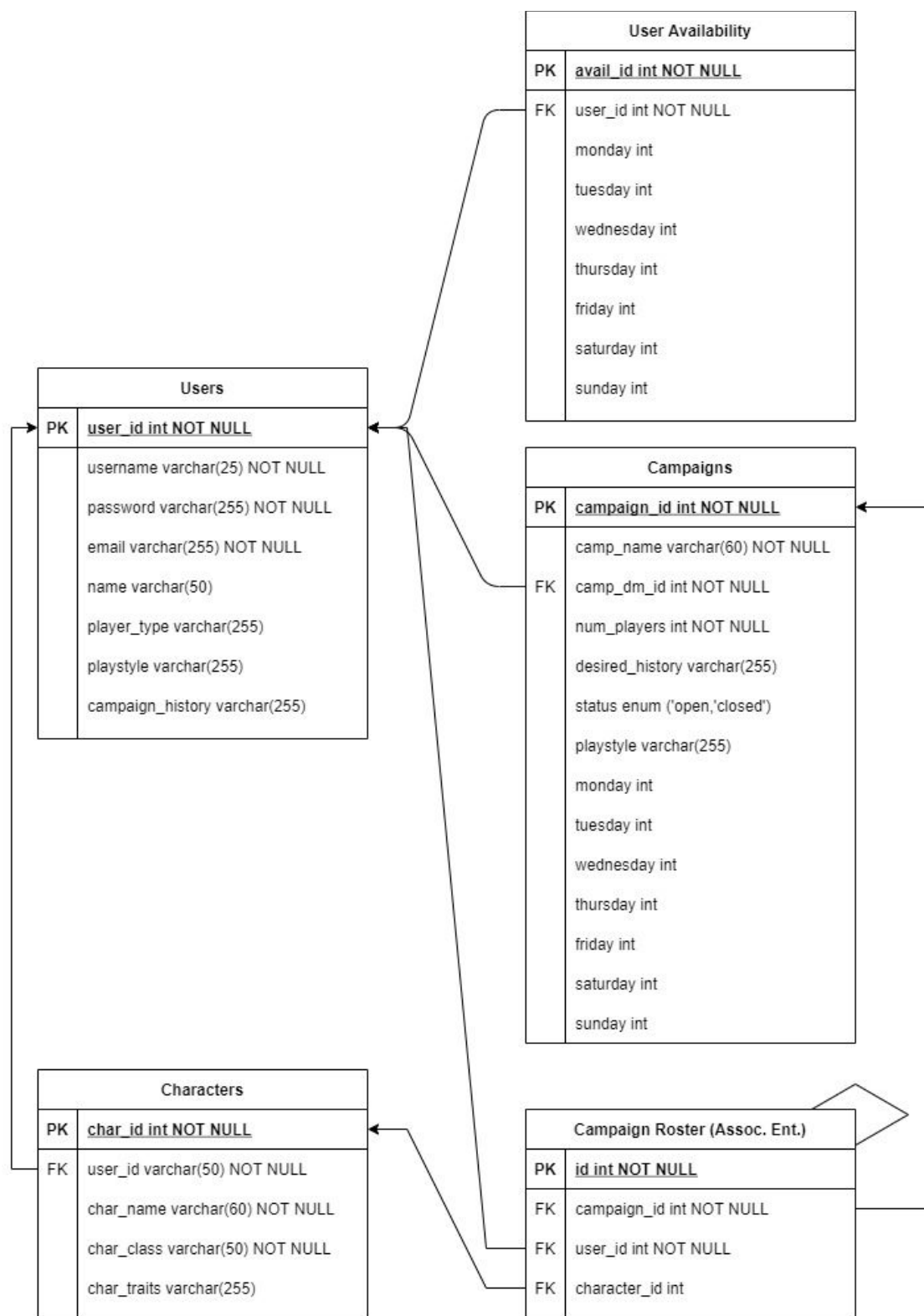
- Player_type (ENUM('player', 'dm'))

- This attribute will store values for:
 - Player
 - DM

ERD



Schema



Team Evaluation Form - Step 2

1 = Strongly Disagree 2 = Disagree 3 = Agree 4 = Strongly Agree

Group number	67		
Name of Group Team Members	Spencer Neukam, Ethan Hunter		
SCALE AND COMMENTS	Rating -Spencer	Rating -Ethan	ADDITIONAL COMMENTS
How Prepared was your team? Research, reading, and assignment complete	3	4	In fairness one of the members has experience doing this, as for the other they felt prepared and were able to follow the process
How responsive & communicative were you both as a team? Responded to requests and assignment modifications needed. Initiated and responded appropriately via email, Slack etc.	3	3	We got together when we scheduled a meeting but we need to meet more often or message more.
Did both group members Participate equally? Contributed best academic ability	3	3	It is no debate that 1 of us is doing more, but not because they are forced to but because they just are. The other member would love to make themselves equal.

<p>Did you both follow the initial team contract?</p> <p>Were both team members both positive and productive?</p>	3	4	We stuck by our rules, and did the work ahead of time and had good time doing it
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Are there any suggestions for improvement for your team and what are your goals moving forward?

- A good goal moving forward is to more efficiently split up & delegate work to make progress outside of team meetings. Our current mode of operation is mainly borne from the type of work we have to do thus far; i.e. - project creation, documentation, and planning. Looking forward to seeing how we can grow our operation as we get into the thick of web development.
- We need to message each other more, just give short updates and keep the flow of communication going.

Team Evaluation Form - Step 3

1 = Strongly Disagree 2 = Disagree 3 = Agree 4 = Strongly Agree

Group number	67		
Name of Group Team Members	Spencer Neukam, Ethan Hunter		
SCALE AND COMMENTS	Rating -Spencer	Rating -Ethan	ADDITIONAL COMMENTS
How Prepared was your team? Research, reading, and assignment complete	3	3	
How responsive & communicative were you both as a team? Responded to requests and assignment modifications needed. Initiated and responded appropriately via email, Slack etc.	3	3	Ethan: I think we're getting better at messaging each other. We are meeting frequently enough.
Did both group members Participate equally? Contributed best academic ability.	3	3	Ethan: There was a small setback on one members part, but the other member was not forced to pick up that slack

Did you both follow the initial team contract? Were both team members both positive and productive?	3	3	
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Are there any suggestions for improvement for your team and what are your goals moving forward?

- Ethan: Sit down and look at the layout of the database vs the schema we made and see if they still fit, we have made edits over time and we should check that everything still makes sense