

TERRARIA EQUIPMENT DATABASE

IT&C 350 DATABASE DESIGN PROJECT

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PROJECT OVERVIEW

PROJECT OBJECTIVE STATEMENT

Create an equipment preparation system for Terraria players that enables users to discover and create the best combination of equipment for their current in-game situation.

PROJECT STAKEHOLDERS

Who are the Stakeholders?

- Terraria players.
- Our creation team.

Who is going to be maintaining the site?

- We, the aforementioned four horsemen of this project, are the maintainers of the site.

A shortened interview with Mr. Sam, a Terraria expert.

Q: Why do you like Terraria?

A: Lots of bosses and lot of fun equipment. Kill things with yo-yo's

Q: What is the hardest thing about Terraria?

A: Acquiring stuff and getting ready for fights. Need to understand how to get ready.

Q: What would you envision an app of this type could do for you?

A: It could help me understand my options at where I am in the game.

Q: Limitations of current systems?

A: Terraria wiki exists, but you have to browse the wiki. Stats aren't shown in a concise form.

Q: What features would you like to see?

A: Understand boss difficulties, and crafting trees.

APP REQUIREMENTS

FUNCTIONAL REQUIREMENTS

Home Page Functionality

- Users can see a list of all items available for them to acquire and use under the condition that they have logged in and created a character profile.
- The list of available items changes based on the information provided by users about their Terraria Character.
- Users can view individual items with statistics about each item.
- Users can select an item to add to their list of equipped items.

Character Page Functionality

- Users can record what bosses their character has defeated so far.
- Users can record whether they have entered hard-mode or not.
- Users can record what biomes/regions they have discovered in their world so far.
- Users can see the current character statistics with the items they have equipped.

User page Functionality

- Users can create and select characters.
- Users can change their password.

NON-FUNCTIONAL REQUIREMENTS

Security

- Website protects against XSS.
- Website inputs will protect against SQL injections.
- Fail2ban (wish list)

Availability

- 95% uptime and availability.

Usability

- Mobile/Desktop application. (wish list)
- Dark mode.

DATABASE REQUIREMENTS

ER DIAGRAM IMAGES

[images]

SCHEMA DIAGRAM

[images]

BUSINESS RULES

DATABASE DOCUMENTATION

FRONT-END DOCUMENTATION

APPENDIX 1: LOW-FIDELITY PAPER PROTOTYPES

Hand-drawn paper prototypes for a user interface, showing two screens.

Screen 1: Login Screen

The screen is titled "Login". It contains two sections:

- Login Section:** Includes a "Login" title, a "Username" label with a text input field, a "Password" label with a text input field, a "Login" button, and a "Forgot password?" link.
- Register Section:** Includes a "Register" title, a "User name" label with a text input field, a "New Password" label with a text input field, a "Confirm Password" label with a text input field, and a "Register" button.

Screen 2: Account controls screen

The screen is titled "My Character" with a house icon. It contains two sections:

- Character Select Section:** Includes a "Character Select" title, a "Name" label with a text input field and an "Add Character" button, and three character entries, each with a "select" button and a "delete" button.
- Password Reset Section:** Includes a "Password Reset" title, a "New password" label with a text input field, a "Confirm pass" label with a text input field, and a "Submit" button.

An "Account" button is located in the top right corner of the screen.

Hand-drawn sketch of a "My Character" screen layout.

Header: A house icon, "My Character", and "Account".

Main Content:

- Name of Character** *modify*
- Armor:** Three input fields, each with a *Unequip* button.
- Accessories:** Seven input fields, each with a *Unequip* button.
- Weapon:** One input field with a *Unequip* button.
- Statistics:** A large empty box for displaying character stats.

Character Information Screen

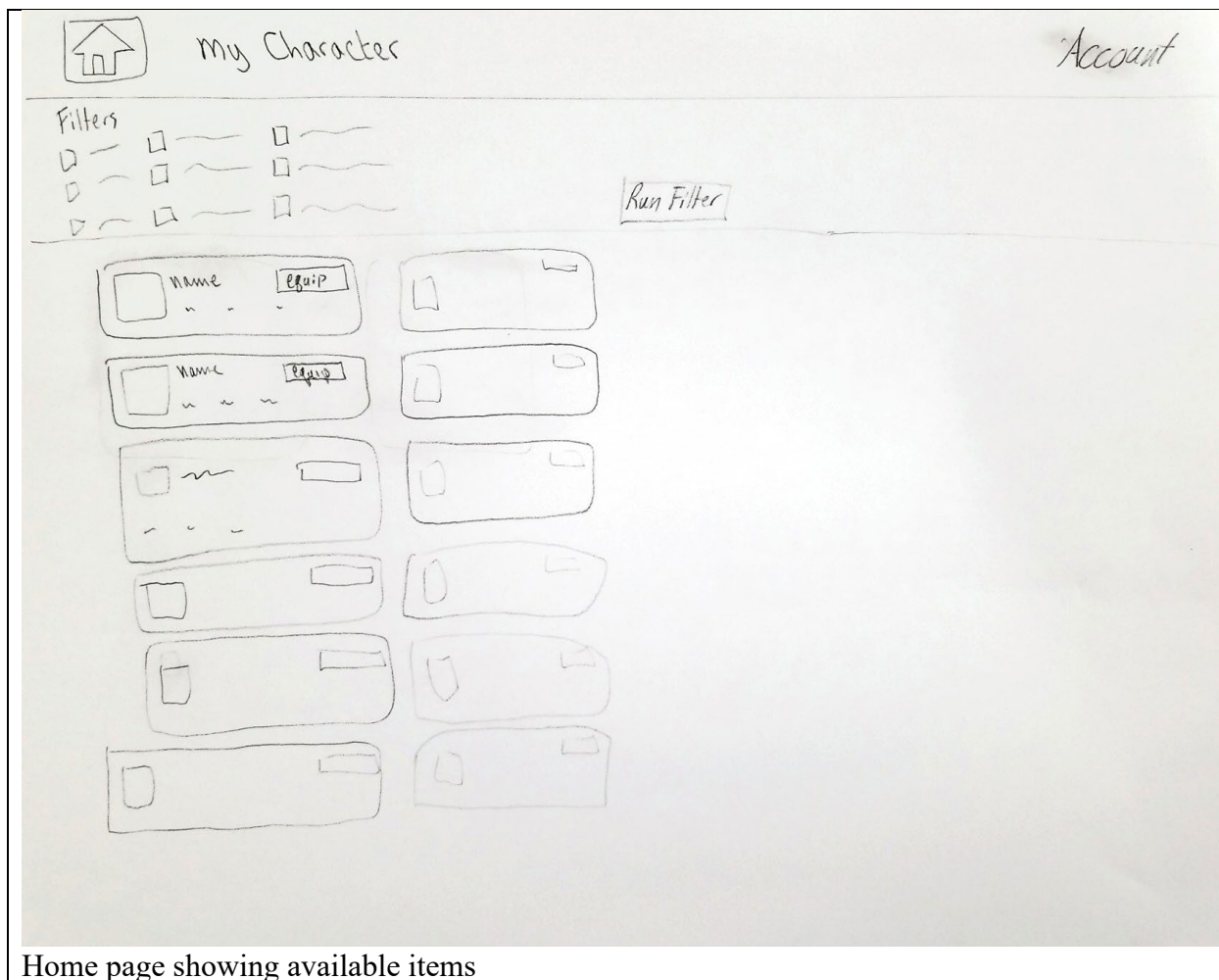
Hand-drawn sketch of an "Item detail" screen layout.

Header: "< back" and "Item detail".

Main Content:

- Item Name:** An input field.
- Statistics:** A large empty box for displaying item stats.
- equip:** A button.

Item Details Screen



APPENDIX 2: HIGH-FIDELITY PAPER PROTOTYPES

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