Terraria equipment databse

IT&C 350 database design project

Winter 2024

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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.

Data we would like to see:

* Crafting trees
* View items
* Items have conditions, such as where you can get them and what section of the game you need to be.

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

Q: Why do you like Terraria?

A: Lots of bosses and lots of fun equipment. You can even 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

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## Schema Diagram

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## Business Rules

# Database Documentation

# API Documentation

# Front-End Documentation

# Appendix 1: Low-fidelity paper prototypes

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# Appendix 2: High-Fidelity Paper Prototypes

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