Terraria equipment databse

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 crea 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 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

From the home page

* See all Items.
* Select Bosses you've defeated
* Hard mode or not
* Items will show attatched stats.
* Items show biomes required.
* Filter for what you've done/completed

From the user page

* Create user
* Edit current game status, biome, boss, hard mode or not.
* See current stats with equipped items.

## non-Functional Requirements

Security

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

Availability

* 95% uptime

Usability

* Mobile/Desktop (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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