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Project Part 2

Conceptual Model:

Object: User

    Attributes: Age, name, gender, snark Level, list of past responses

    Relationships: A user has a list of antagonists (past and current)

    Actions on it:

- Initialize user
- Generate new response

    Actions on attributes:

- Get and set age, name, gender
- Increase, decrease, set snark level
- Add to, retrieve from list of past responses

    Actions on Relationships:

- Add to list of antagonists

Object: Antagonist

    Attributes: Age, name, gender, past phrases

    Relationships: Antagonists have no relationships with any other data types

    Actions on it:

- Initialize antagonist

    Actions on attributes:

- Get and set age, name, gender
- Add to past phrases

    Actions on Relationships: (none)
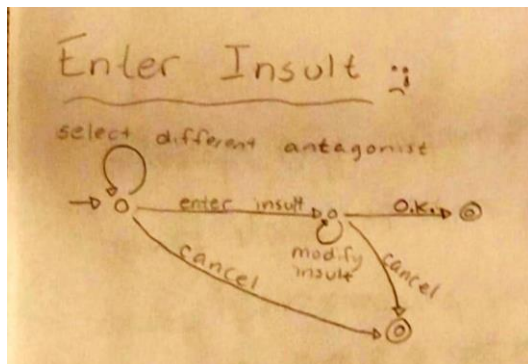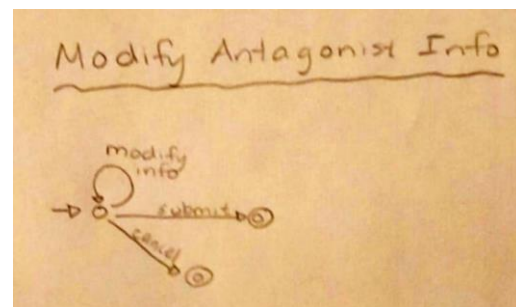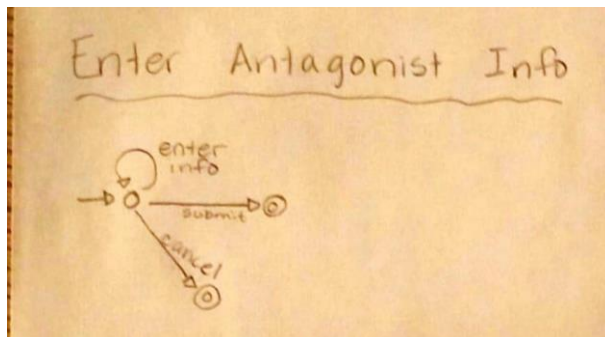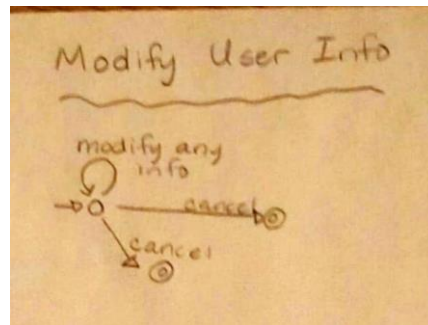
Semantic Level Design:

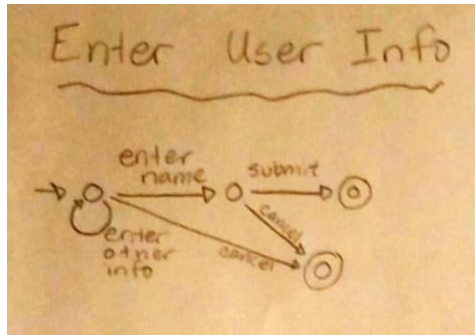| Function	Initialize Profile
Parameters (explicit, implicit)	Age, Name (required), Gender, Snark Level
Description	A new user is created containing all information supplied by the user, most of which is not required. This information is stored in the system as the user's profile. After entering this information and creating their profile, a user can modify or redo their profile from scratch.
Feedback	If a user chooses to cancel, no profile will be created and the responses generated by the system will be generic as in they won't add personal details at all. If the user chooses to save their profile, responses generated by the system will be personalized using information given where appropriate depending on the response.
Error Conditions	• No name was given. Remain on the same page until a name is given. • Name is too long. The name will be cut off and saved.

Function	Input an insult & generate a response
Parameters (explicit, implicit)	Insult as a string. Implicit: User profile data and saved Antagonist data
Description	An insult is given to a user by an antagonist. The app is intended for one user at a time, but many different antagonists can be used. Whatever the "Active" antagonist is at the time will be used when this insult is entered, so the user doesn't have to select the antagonist every time they use the application (to save time). After giving the system an insult, the user should get a suggested response back.
Feedback	If a user chooses to cancel, they will be taken back to the main page. If they submit a string, the string will be saved in the system under the list of things the antagonist has said already on the antagonist's profile. The function should output a response for the user to make. Responses given will be personalized based on user data, antagonist data, and the original insult.
Error Conditions	• No insulting string was given. Remain on the same page until a string is given. • String is too long. The user will be asked to shorten it or take our irrelevant pieces.

Function	Initialize antagonist
Parameters (explicit, implicit)	Age, Name, Gender
Description	A new antagonist is created containing all information supplied by the user, all of which is not required. This is because there can be an antagonist that the user knows nothing about. This information is stored in the system as the antagonist's profile. After entering this information and creating their profile, a user can modify or redo the antagonist's profile from scratch. They can also delete an antagonist from the application which would also get rid of any records of what they have said.

Feedback	If a user chooses to cancel, no profile will be created and the responses generated by the system will be generic as in they won't add personal details at all. If the user chooses to save their profile, responses generated by the system will be personalized using information given where appropriate depending on the response.
Error Conditions	• No name was given. Remain on the same page until a name is given. • Name is too long. The name will be cut off and saved.

Syntactic Level Design:

Enter User Info

enter name · submit · cancel · enter other info

Modify User Info

modify any info · cancel · cancel

Enter Antagonist Info

enter info · submit · cancel

Modify Antagonist Info

modify info · submit · cancel

Enter Insult :;

select different antagonist · enter insult · O.K. · modify insult · cancel · cancel

Lexical Level Design:

Enter User Info: Open application -> click on value in name field to modify -> Type a value -> Do the same for other values (optional) -> select "submit"

Modify User Info: Hover over username in bottom of application -> Click on username -> click on value in a field to modify (optional) -> Type a value (optional) -> Do the same for other values (optional) -> select "submit"

Enter Antagonist Info: Select "New Antagonist" towards top of application -> click on value in name field to modify (optional) -> Type a value (optional) -> do the same for other values (optional) -> select "submit"

Modify Antagonist Info: Hover over antagonist name in bottom of application -> Click on antagonist name -> click on value in a field to modify (optional) -> Type a value (optional) -> Do the same for other values (optional) -> select "submit"

Enter Insult: Open app -> hover over field for entering insult -> type -> click "submit" -> read the output and say it to your antagonist.