

Project Team Assignment

Andi Doty, Harrison Allen, John Houston, Trent Smith, Seth Cruz

Dr. Abdullah Arslan

CSCI 359-01E

October 25, 2022

Project Charter

Project Name: No Name Story

Expected Completion: December 1, 2022

Budget: Up to \$250 (if any)

Project Purpose: A social interactive web-based RPG for teens and young adults.

- Socialization and interaction between Players.
- A low-effort game people can play in the background.
- A fun place to hang out and kill time with!

Project Name:

No Name Story - Interactive RPG Website

Project Purpose:

A web-based RPG targeted toward teens and young adults, where they can collect companions, socialize with other players, and participate in many events and activities.

Should include all functions needed to create, login, and edit user accounts; to store user data; to manage user's companions, inventories, and forum posts; to participate in exploring, crafting, and battling activities; to manage a web forum for staff announcements, user-created content, and socializing; and to manage and update a web server that maintains all needed data.

Anticipated Completion:

December 1, 2022 (5 Months)

Budget:

Up to \$250 (if any)

Key Participants:

Name	Role	Primary Tasks
Andi Doty	Lead / Head Programmer	Concept development and organization, front-end and back-end programming, goes over and edits Harrison's programs if needed.
Trent Smith	Market Research / Organization, Additional PHP Programmer	Collecting examples, references, and design features, as well as information around similar products; creates schedules and maintaining time management; additional PHP programming as needed.
John Houston	Design / Quality Assurance	Front-end design, documentation, error testing and quality assurance, additional market research if needed.
Harrison Allen	Programming / Editing	Front-end and back-end programming, goes over and edits Andi's programs if needed.
Seth Cruz	CSS / Design Programming	Front-end programming, especially CSS, but also helps with PHP and HTML as needed.

Project Charter

Key Participants:

- Andi Doty
 - Lead / Head Programmer
- Trent Smith
 - Market Research / Organization Lead
 - Additional PHP Programmer
- John Houston
 - Front-End Design
 - Quality Assurance
 - Playtesting
- Harrison Allen
 - Programming / Editing
 - Database Design
- Seth Cruz
 - CSS / HTML Programmer
 - Additional Back-End Help

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Seth Cruz	CSS / Design Programming	Front-end programming, especially CSS, but also helps with PHP and HTML as needed.

Scope Document

Main Features:

- Collect and trade Items and Companions.
- Companions can be used and interacted with, as well as used to participate in Events and Activities.
- Player can interact with other Users and Non-Playable Characters (NPCs).
- A Forum page to socialize, contact Administration, and participate in Events and Activities.

Project Scope Document			
Project Name	No Name Story - Interactive Website	Expected Completion	December 2022
Project Description	An interactive web-based RPG targeted toward teens and young adults, where they can collect companions and items, socialize with other players, and participate in site events and activities.		
Project Purpose	No Name Story is a recreational site made primarily for teens and young adults. Its main focus is socialization and interaction between players, with its more “game-y” features to take up a little free time. It’s more of a passive game, as opposed to other titles that require your full attention to progress, No Name Story is meant to be something you can leave in the background and only need to check on here or there to still make progress.		
Main Features	<ul style="list-style-type: none">- Collect, create, and trade items, tools, and companions, which can be used in-game or sold for profit!- Companions can be used to complete quests, participate in events, gather and refine materials or craft items, and even battle monsters.- Can give and receive help from other players, as well as non-playable characters.- A forum page where players can socialize amongst themselves, contact administrators if needed, and participate in various forum-based activities or events.		
High-Level Requirements	<ul style="list-style-type: none">- User accounts, which includes account registration and login capabilities.- Administrators will have access to functions that allow them to fix bugs on the site, mediate user conflicts, moderate the forum, or punish poor user behavior if needed.- An inventory system in which users, non-playable characters, and companions can have and use items.- A game log for the forum and items, so actions on the site can be tracked and referenced by administrators in the case of bugs (such as lost items or rewards), user scamming, or punishable user behaviors. This is also used to hold administrators accountable if ever needed.		

Scope Document

High-Level Requirements:

- User accounts with Registration and Login capabilities.
- Administrative functions for bug fixing, mediating conflict, moderating the Forum, and User punishment.
- Inventory system which Users, NPCs, and Companions can use.
- Game Log for the Forum and Items, so actions can be tracked and referenced by Administration.

Project Scope Document			
Project Name	No Name Story - Interactive Website	Expected Completion	December 2022
Project Description	An interactive web-based RPG targeted toward teens and young adults, where they can collect companions and items, socialize with other players, and participate in site events and activities.		
Project Purpose	No Name Story is a recreational site made primarily for teens and young adults. Its main focus is socialization and interaction between players, with its more “game-y” features to take up a little free time. It’s more of a passive game, as opposed to other titles that require your full attention to progress, No Name Story is meant to be something you can leave in the background and only need to check on here or there to still make progress.		
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Project Schedule

No Name Story - Project Schedule

Texas A&M University - Commerce

Andi Doty, Harrison Allen, John Houston, Trent Smith

Project start date: 3/1/2022

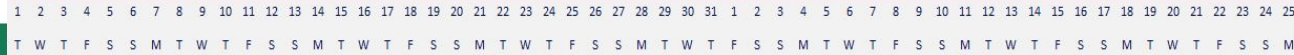
Milestone marker: 1



Scrolling increment: 1

March

April



Milestone description	Assigned to	Progress	Start	Days
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Project Planning

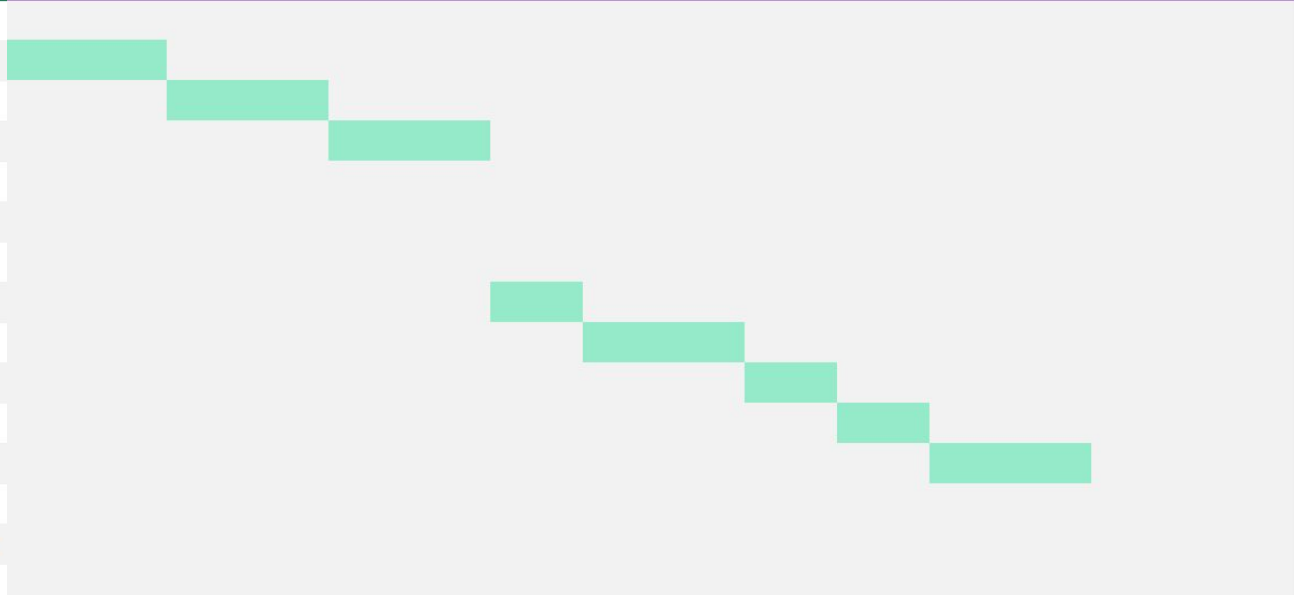
Project Charter	Andi	100%	3/1/2022	9
Project Scope Document	Andi + John	100%	3/8/2022	9
Project Schedule	Trent	100%	3/15/2022	9

Project Analysis

Use Case Documentation	John	100%	3/22/2022	6
Use Case Diagrams	John + Harisson	100%	3/26/2022	9
Domain Class Diagrams	Andi	100%	4/2/2022	6
Activity Diagrams	Andi	100%	4/6/2022	6
System Sequence Diagrams	Trent + John	100%	4/10/2022	9

Implementation

Initial Coding and Testing	Andi	0%	8/29/2022	20
Playtesting	John		9/18/2022	14



Project Schedule

Design + Implementation

Intial Website Code	Andi	0%	8/29/2022	15
Database Setup + Testing	Harrison, Andi	0%	9/14/2022	15
Playtesting + Debugging	All	0%	8/29/2022	30
Changelog	Andi, Harrison	0%	9/30/2022	7
Tweaks	All	0%	10/1/2022	7

Support

User Manual Draft	John, Trent		11/3/2022	10
Proofreading	Harisson		11/5/2022	4
Grammer	Andi		11/5/2022	4
Final Draft	All		11/9/2022	10
Maintainence	Andi, Harisson		11/19/2022	10

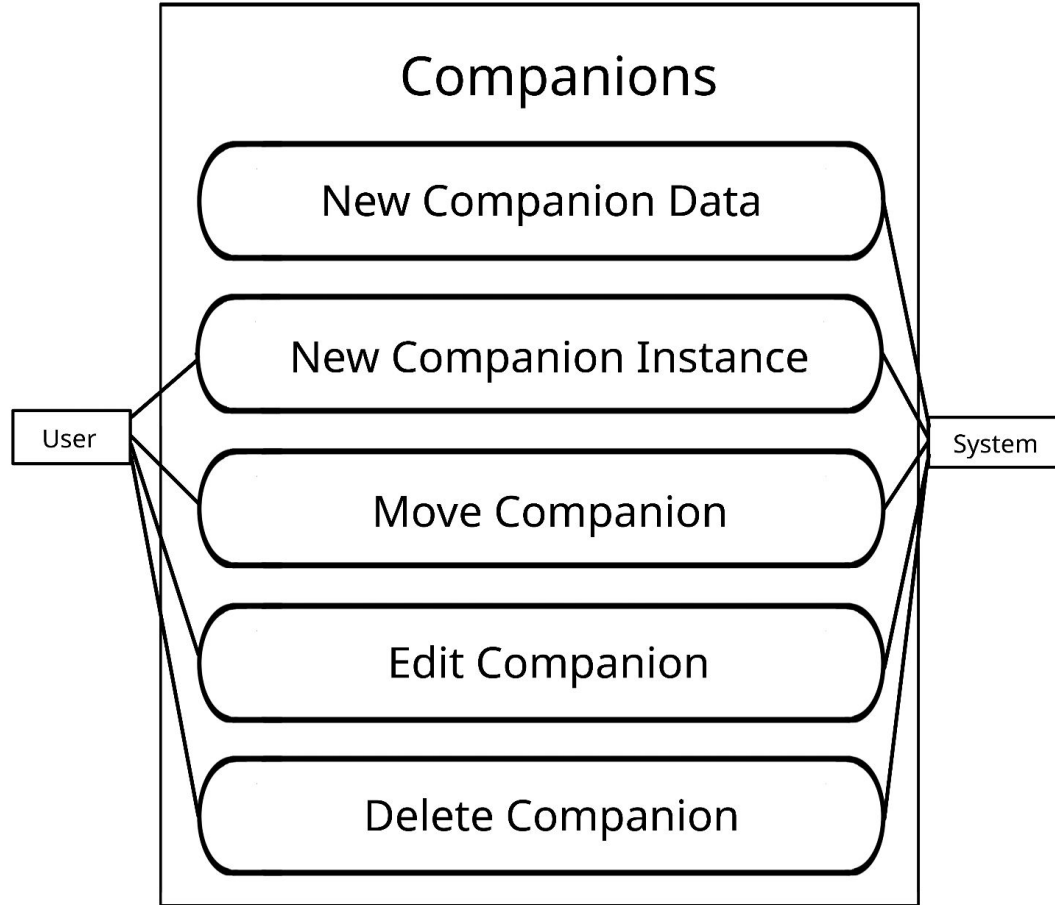
Project Presentation

Create Powerpoint	All		4/1/2022	30
Present Powerpoint	All		5/3/2022	1

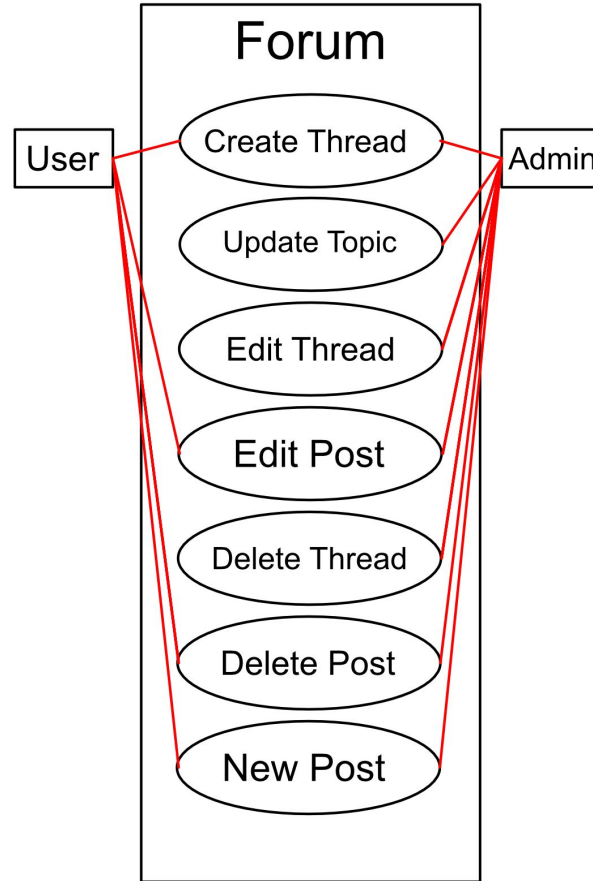
Final Presentation

Create Powerpoint	All		11/1/2022	30
Present Powerpoint	All		12/1/2022	1

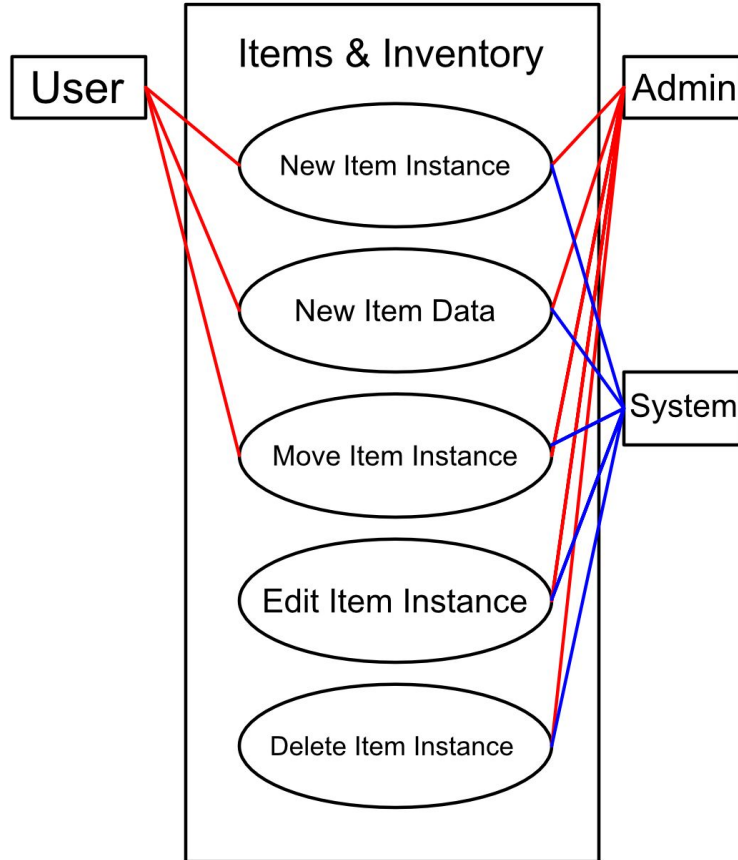
Companion Use Case Diagram



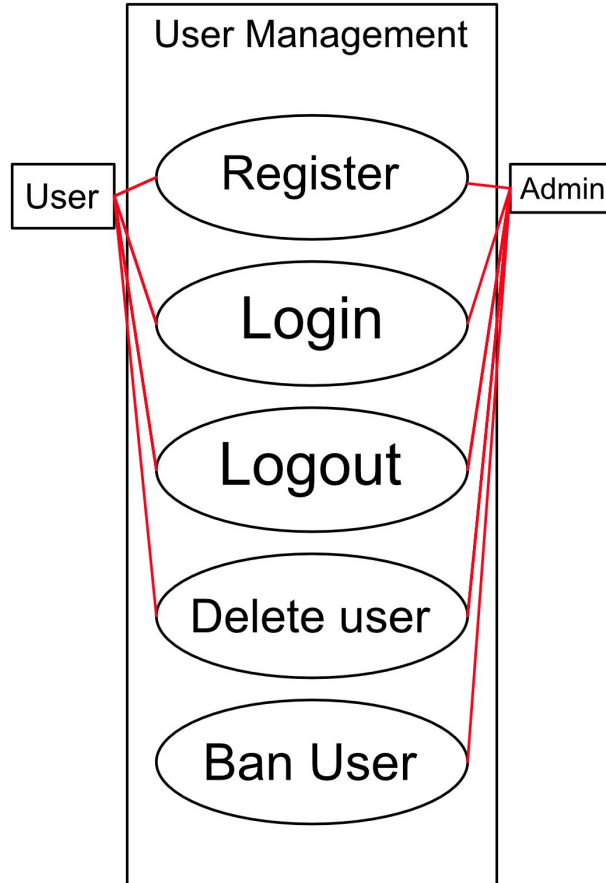
Forum Use Case Diagram



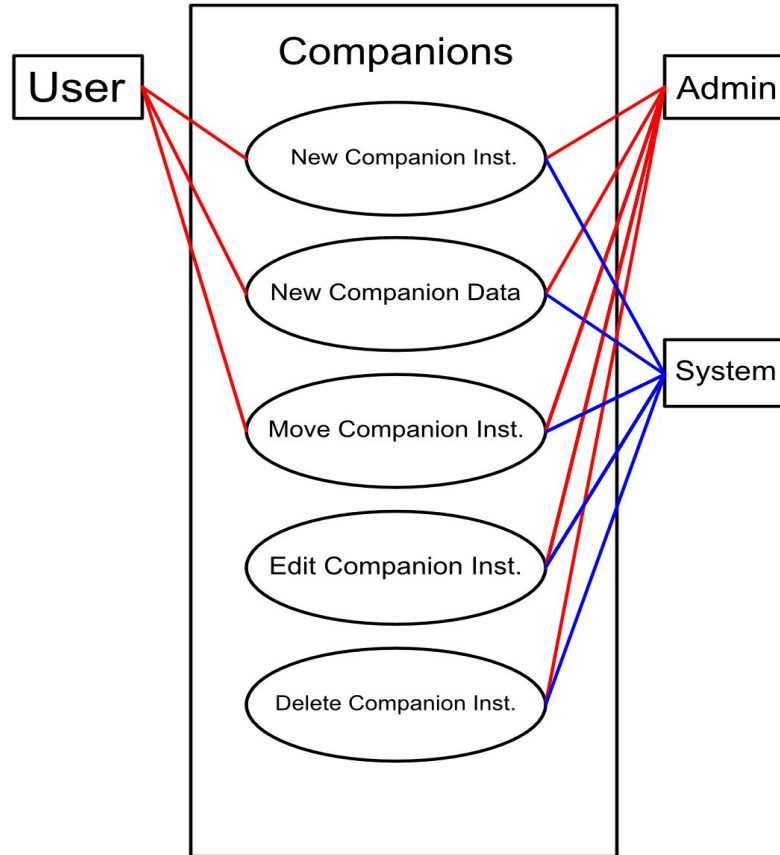
Item Use Case Diagram



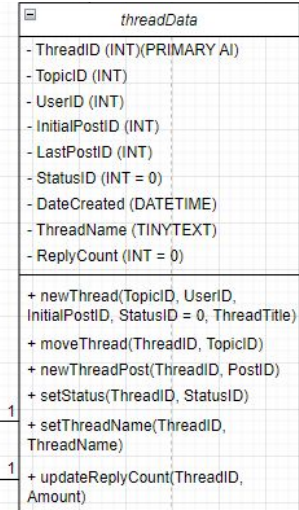
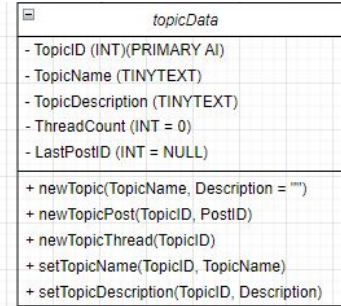
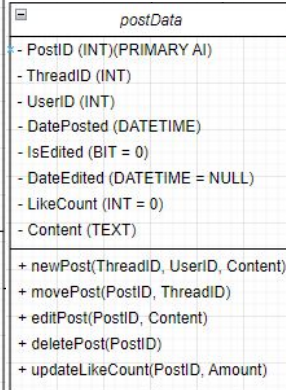
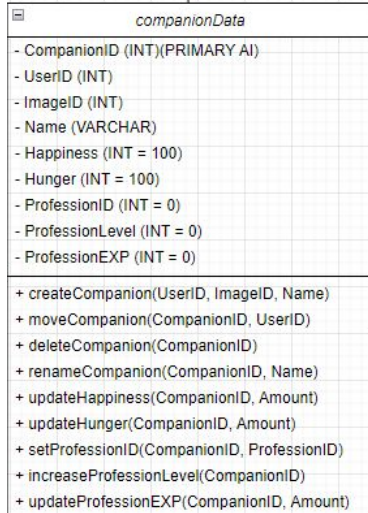
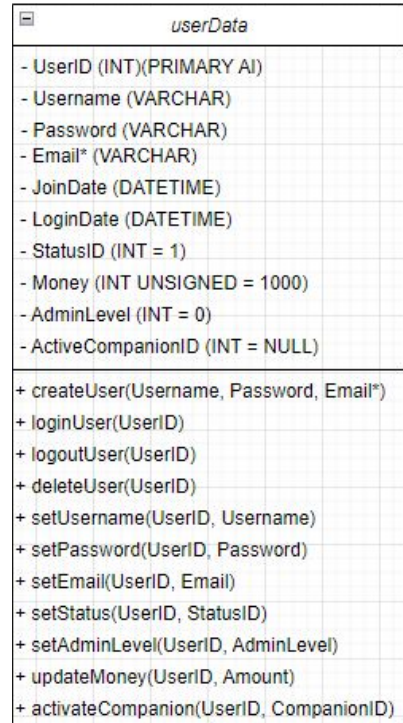
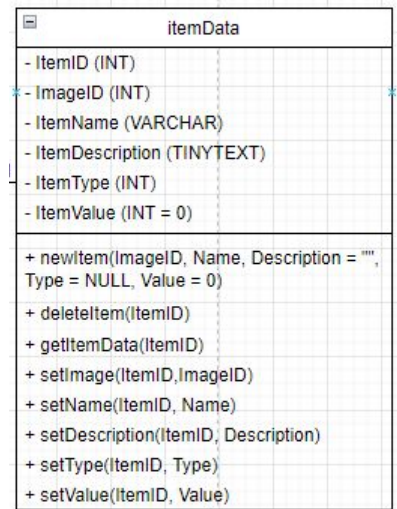
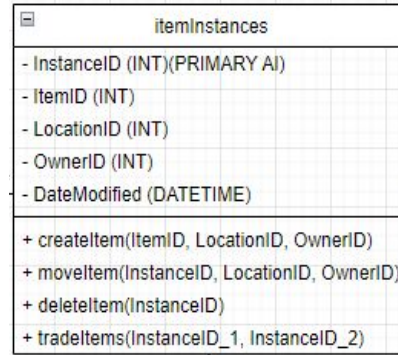
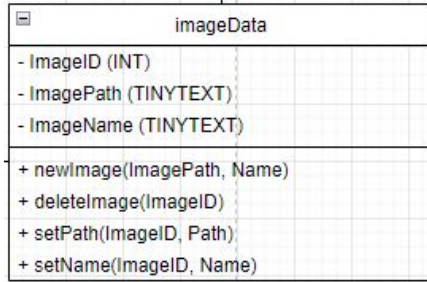
Users Use Case Diagram



Companion Use Case Diagram



Domain Class Diagram Cont.



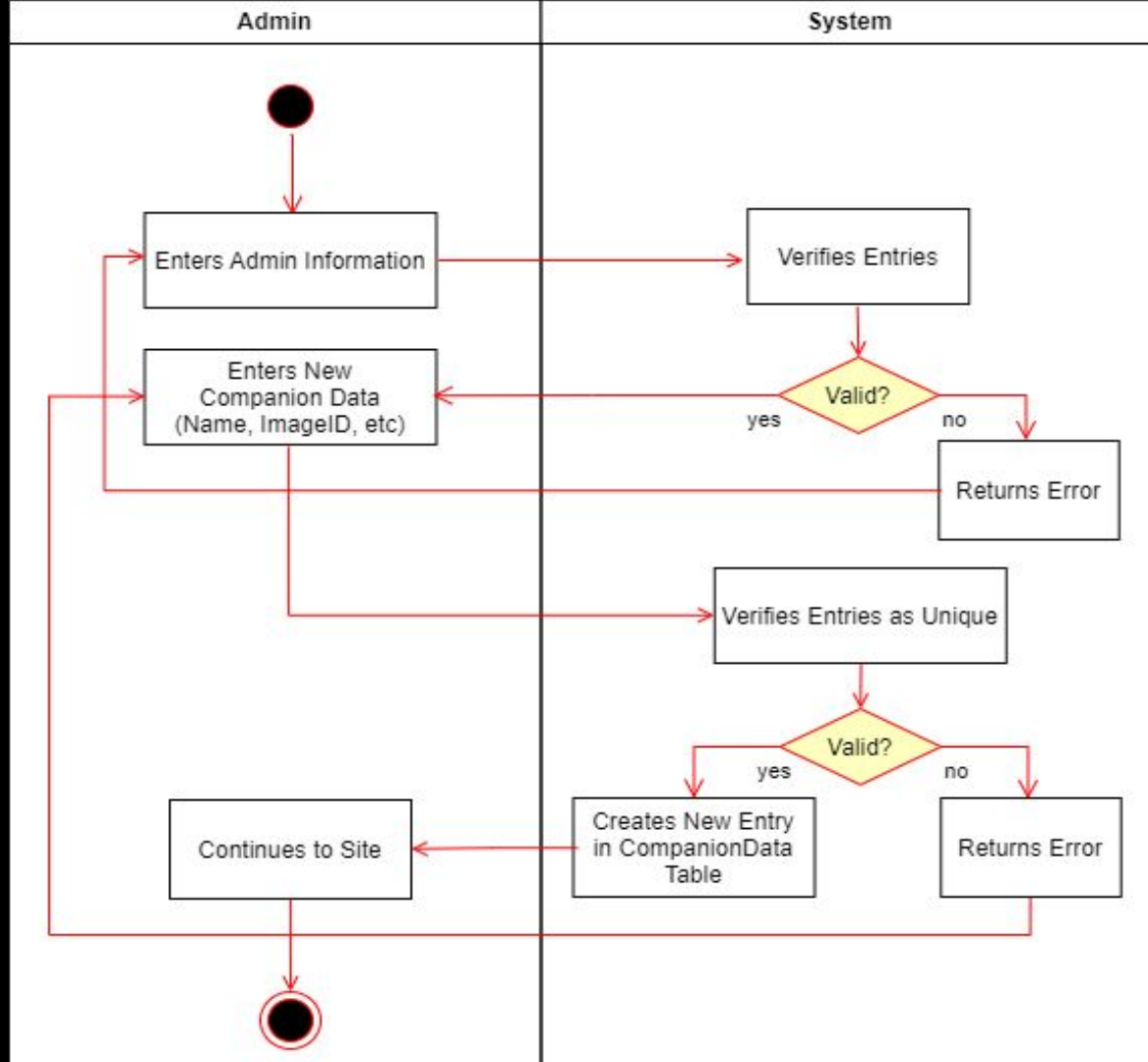
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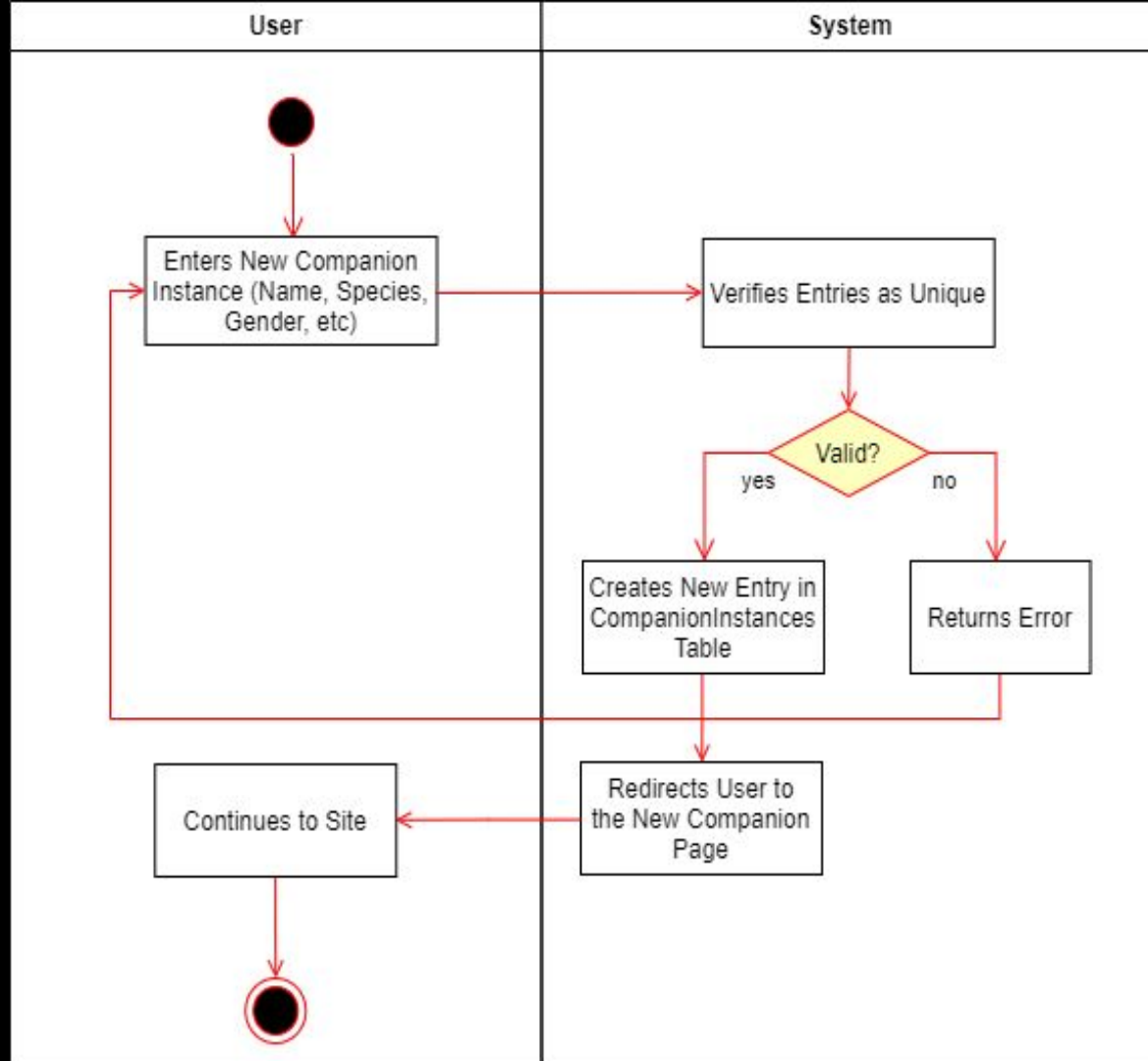
Activity Diagram: New Companion Data

- Admin verifies their login information. If invalid, the system returns an error.
- Otherwise, the admin enters the data for the new companion type they're creating.
- If the needed data types are unique (Name, ImageID), the system creates a new entry in the CompanionData table and populates the columns with the data.



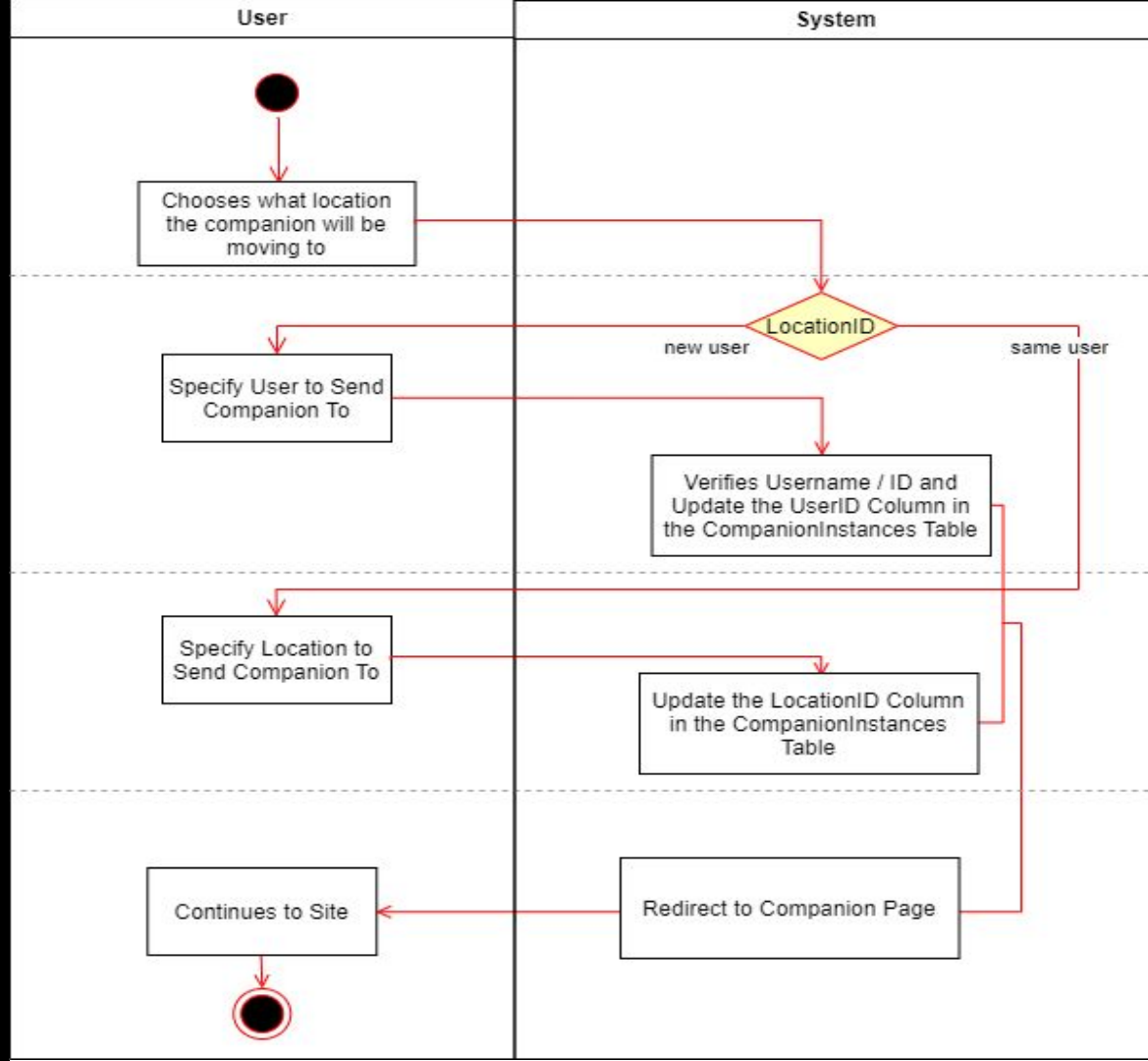
Activity Diagram: New Companion Instance

- A companion instance is different from companion data because they're can be multiple instances of the same CompanionData entry (class v. instance).
- The user enters the needed data for the companion instance. The system verifies these as valid and unique entries (Name).
- If valid, the system creates the entry and directs the user to the new companions page.



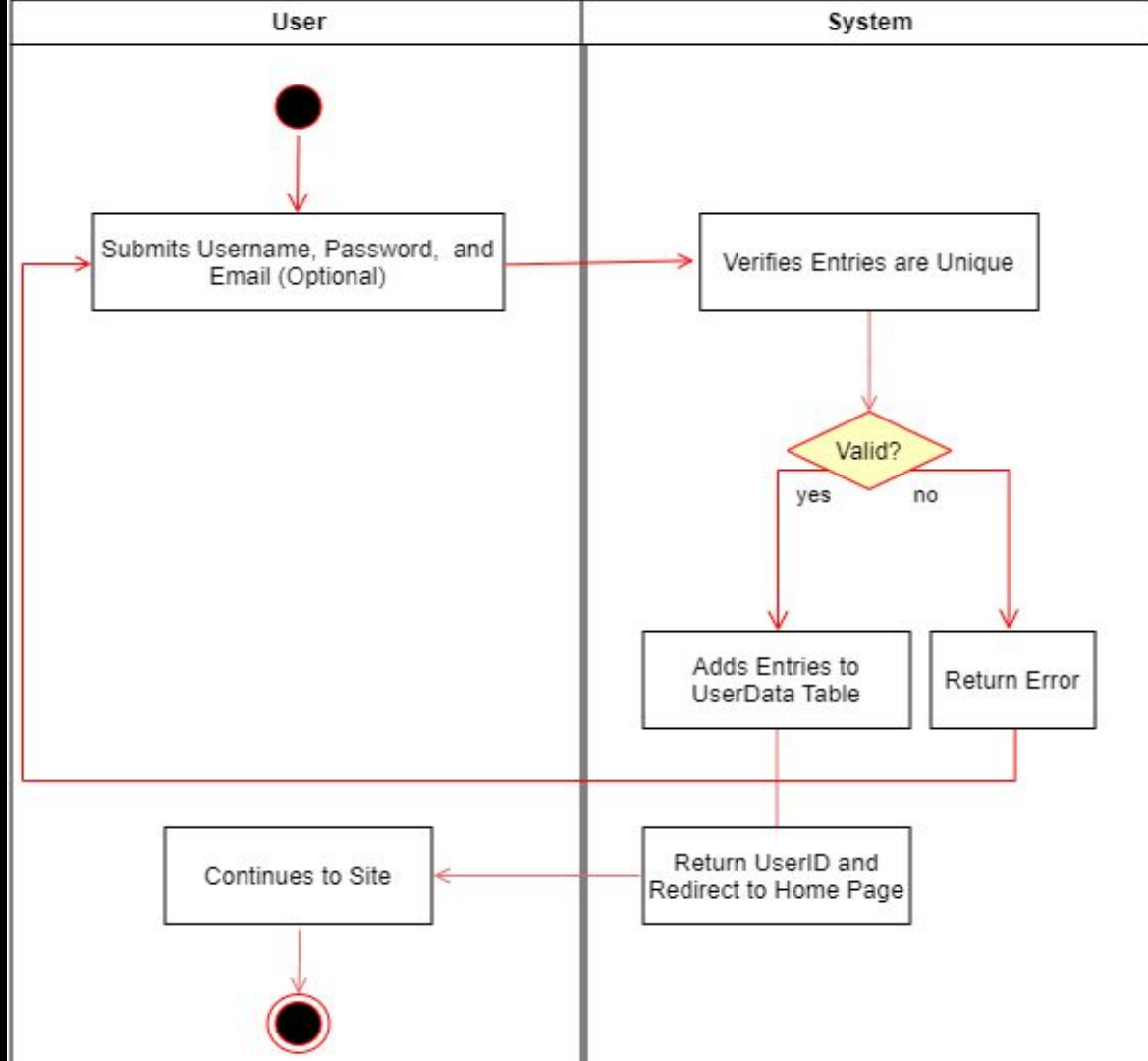
Activity Diagram: Move Companion

- System checks if the identifying entries are unique (Username and Email).
- If either are invalid, return the User to the Register page with an error message.
- Otherwise, add the new info to the UserData table and redirect the user to the home page.



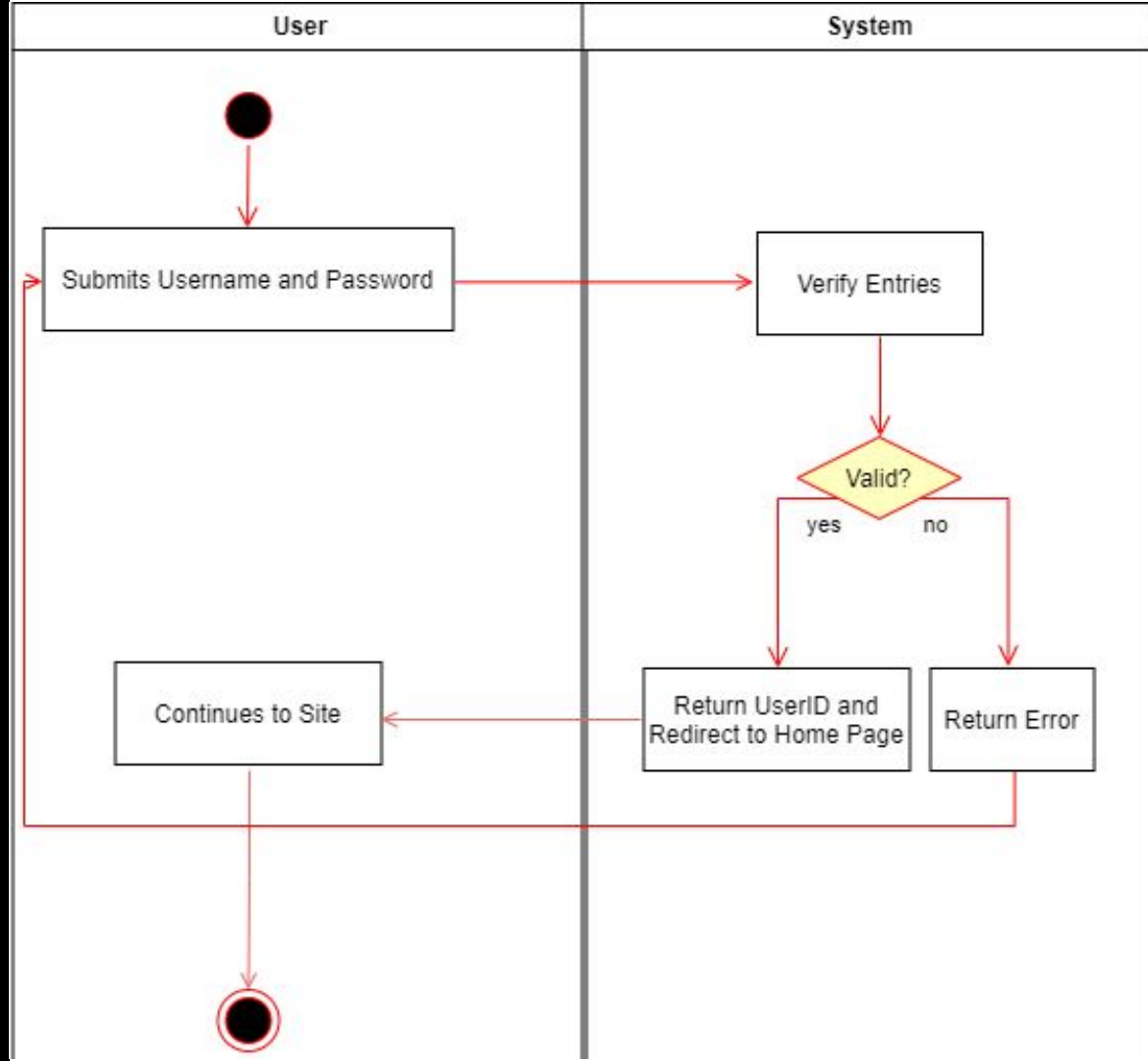
Activity Diagram: User Register

- System checks if the identifying entries are unique (Username and Email).
- If either are invalid, return the User to the Register page with an error message.
- Otherwise, add the new info to the UserData table and redirect the user to the home page.



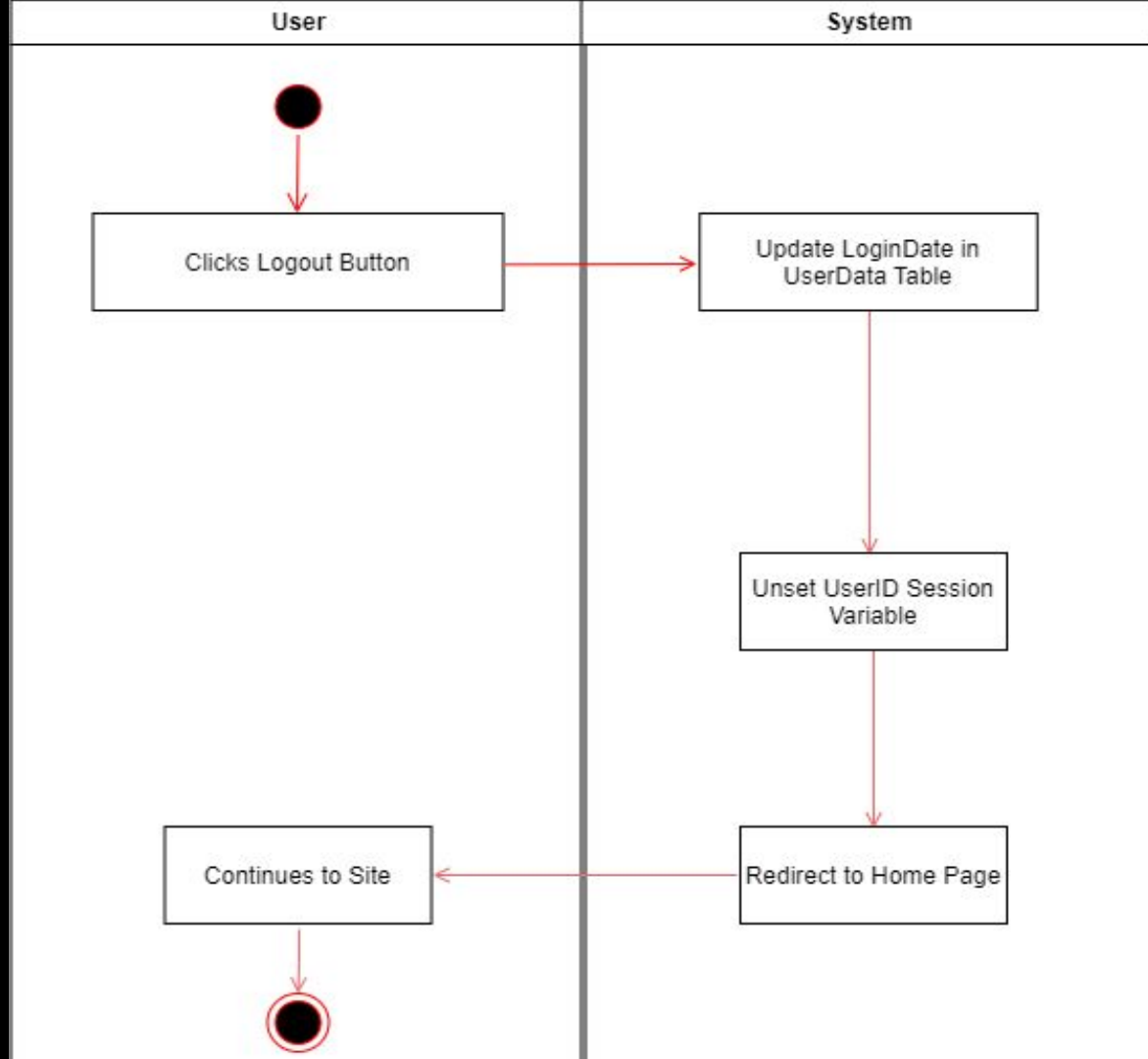
Activity Diagram: User Login

- Validates the User's Username and Password
- If either are invalid, return the User to the Login page with an error message.
- Otherwise, return the User to the Home page.



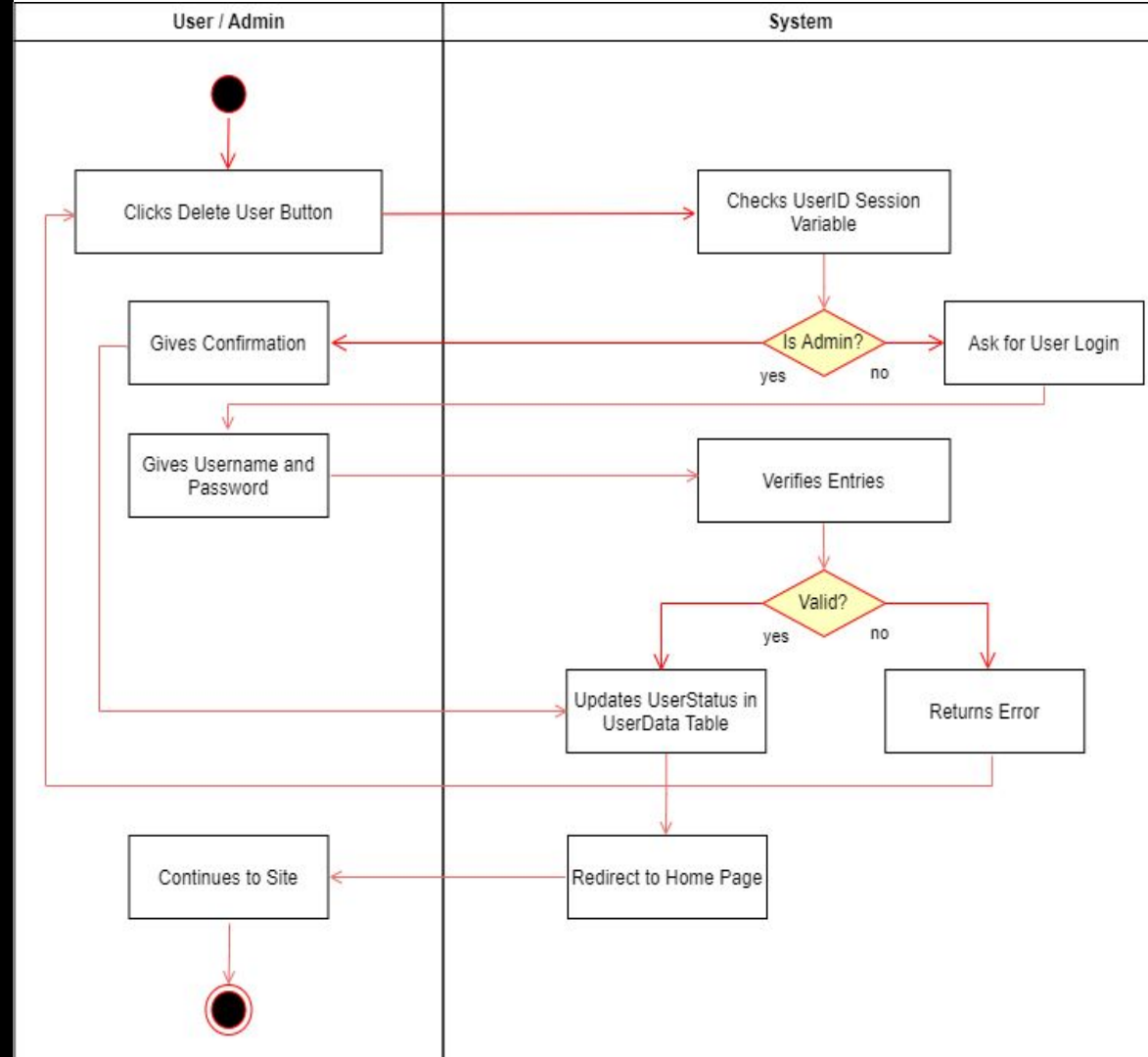
Activity Diagram: User Logout

- System updates the LoginDate column in the user entry in the UserData table.
- Unsets the UserID session variable in the user's browser.
- Then, the user is redirected to the home page of the site.



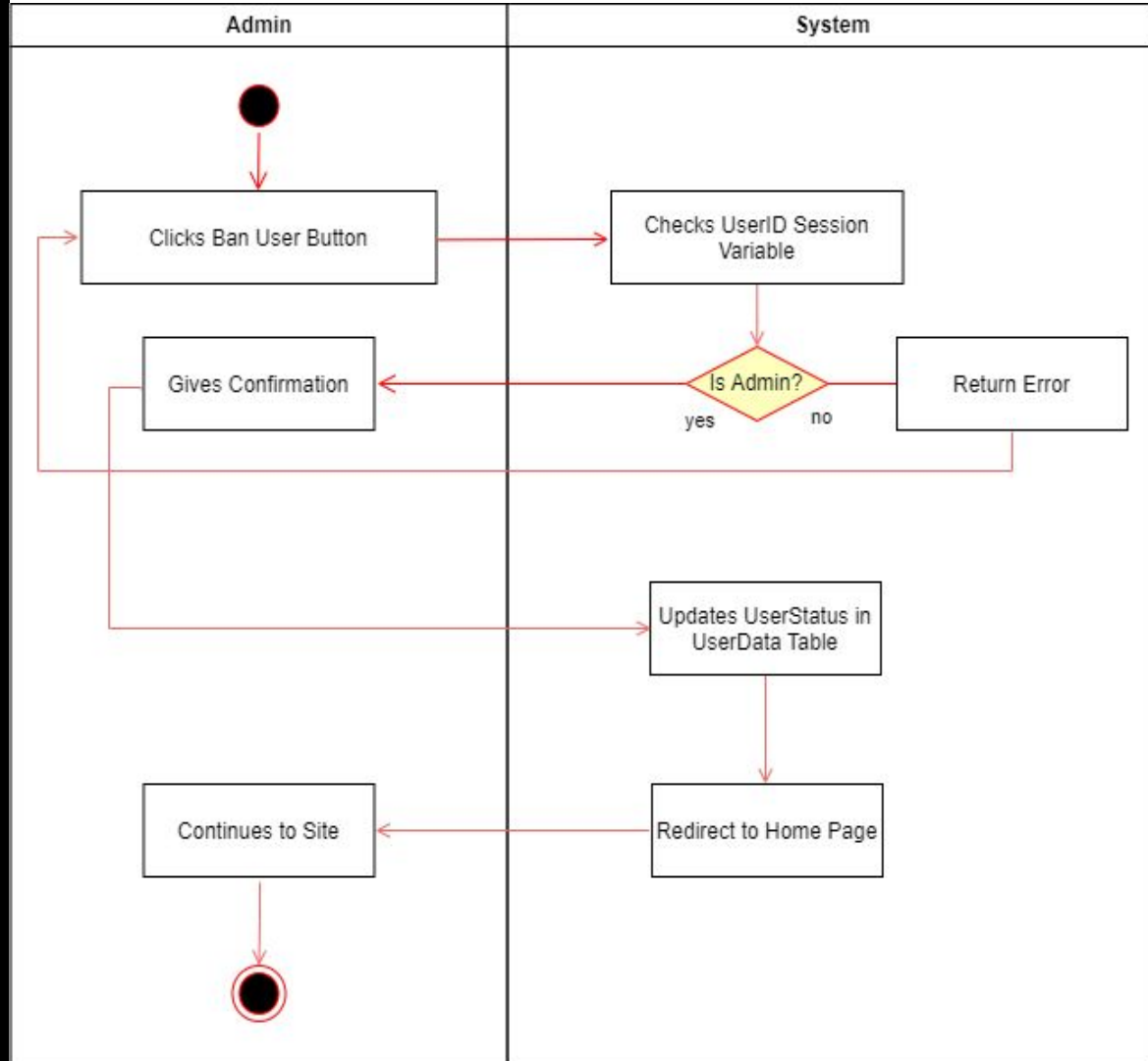
Activity Diagram: User Delete

- System checks if the current user is an admin.
- If true, the admin gives confirmation.
- Otherwise, the user must verify their login info to delete their own account.
- If the user fails to verify themselves, they are directed back to the previous page.
- However, if an admin or after successfully verifying login info, the UserStatus column in the user entry of the UserData table is updated



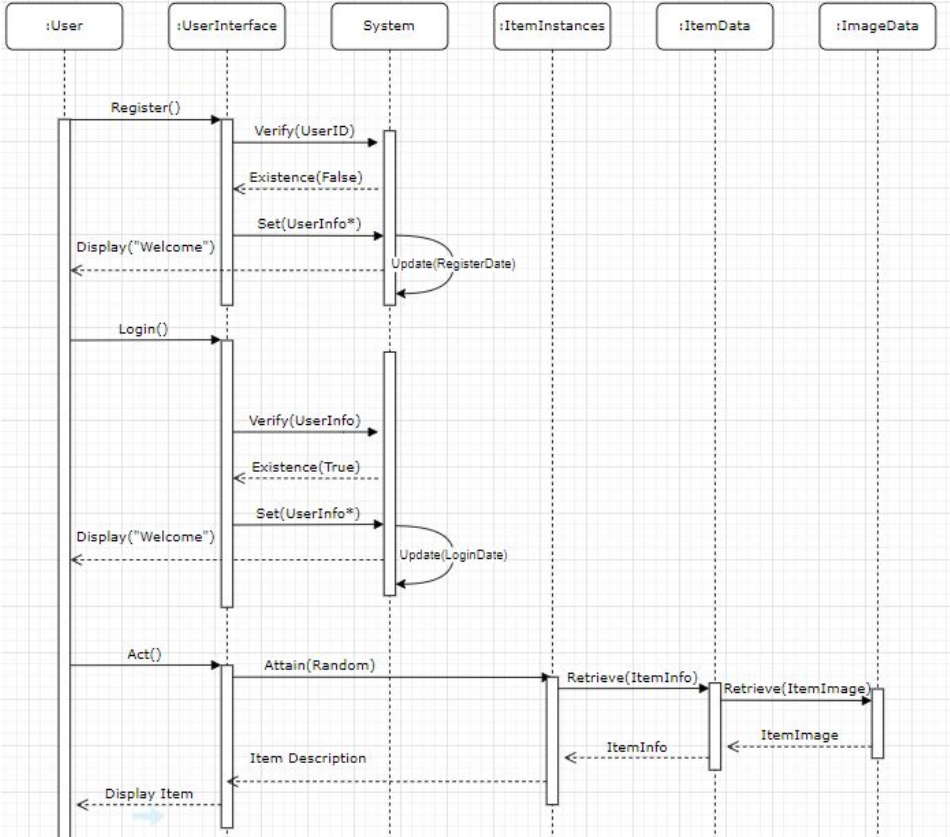
Activity Diagram: User Ban

- System checks if the current user is an admin.
- If not, returns an error and redirects the user to the previous page.
- If they are an admin, they provide confirmation, and the UserStatus column of the user entry in the UserData table is updated.
- Then the user is directed back to the home page.



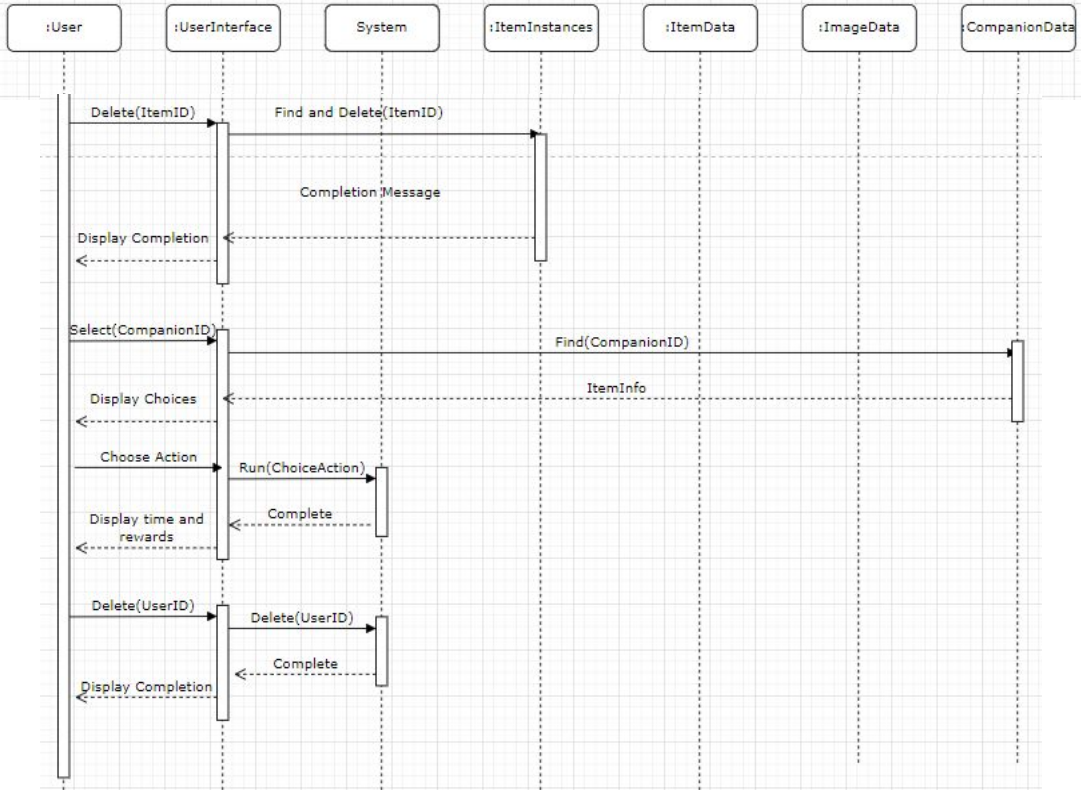
General Gameplay Design Sequence

Register, Login, User Actions

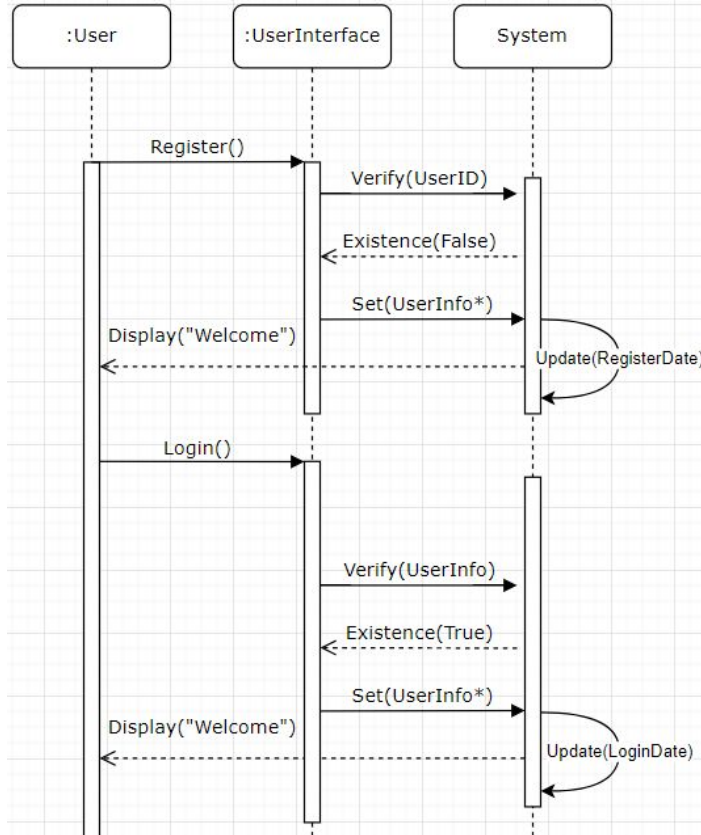


General Gameplay Design Sequence

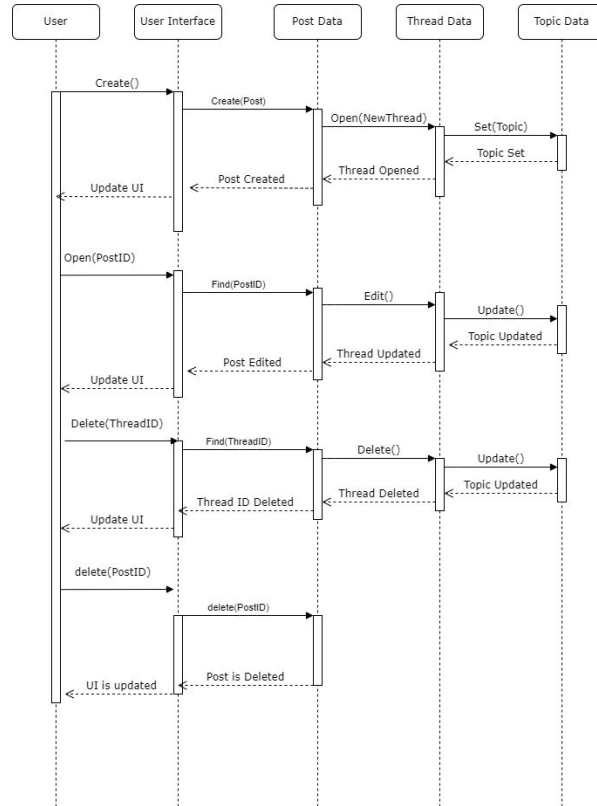
Delete Item, Select Companion Actions, Delete User



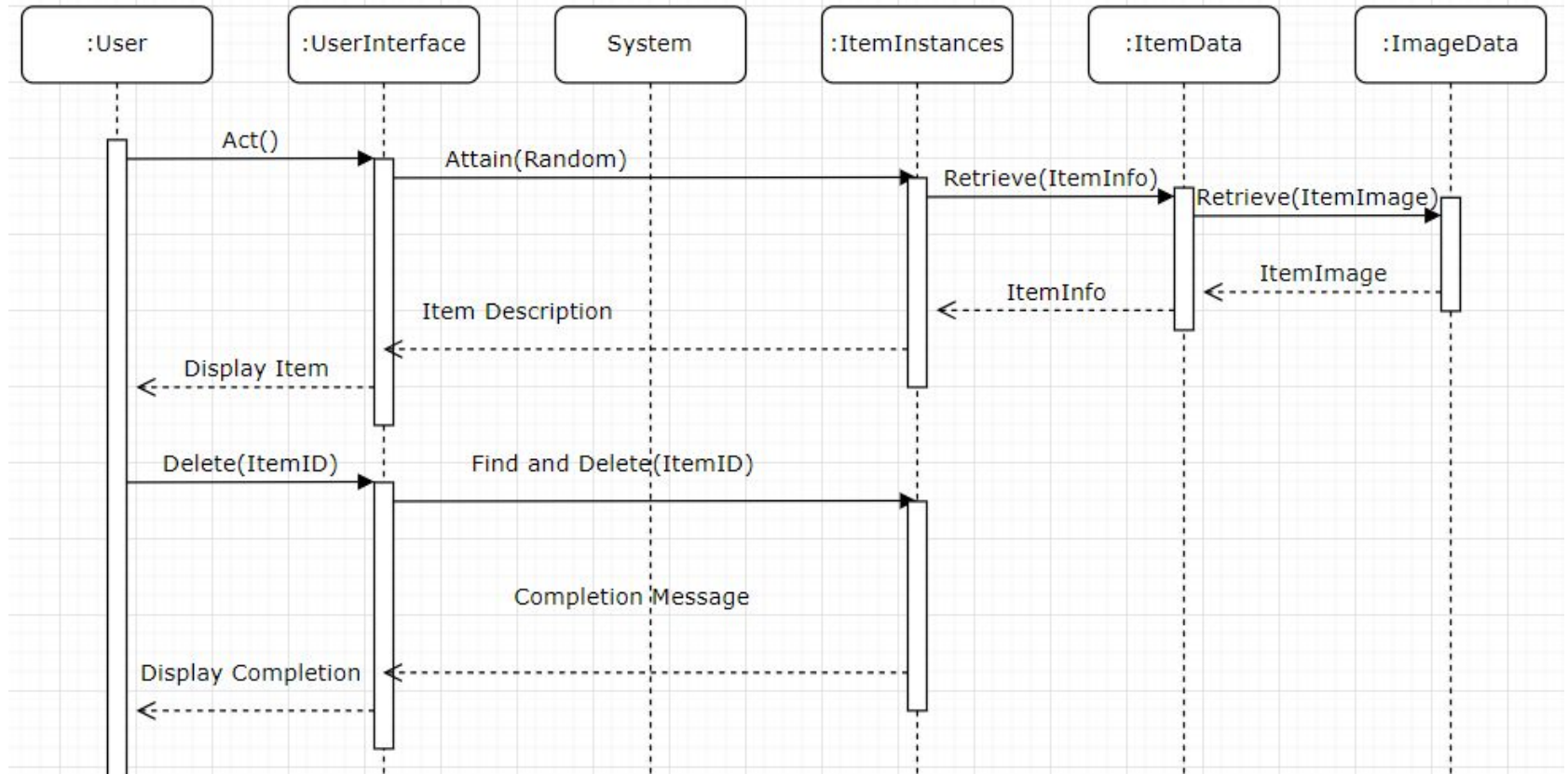
User Registration and Login



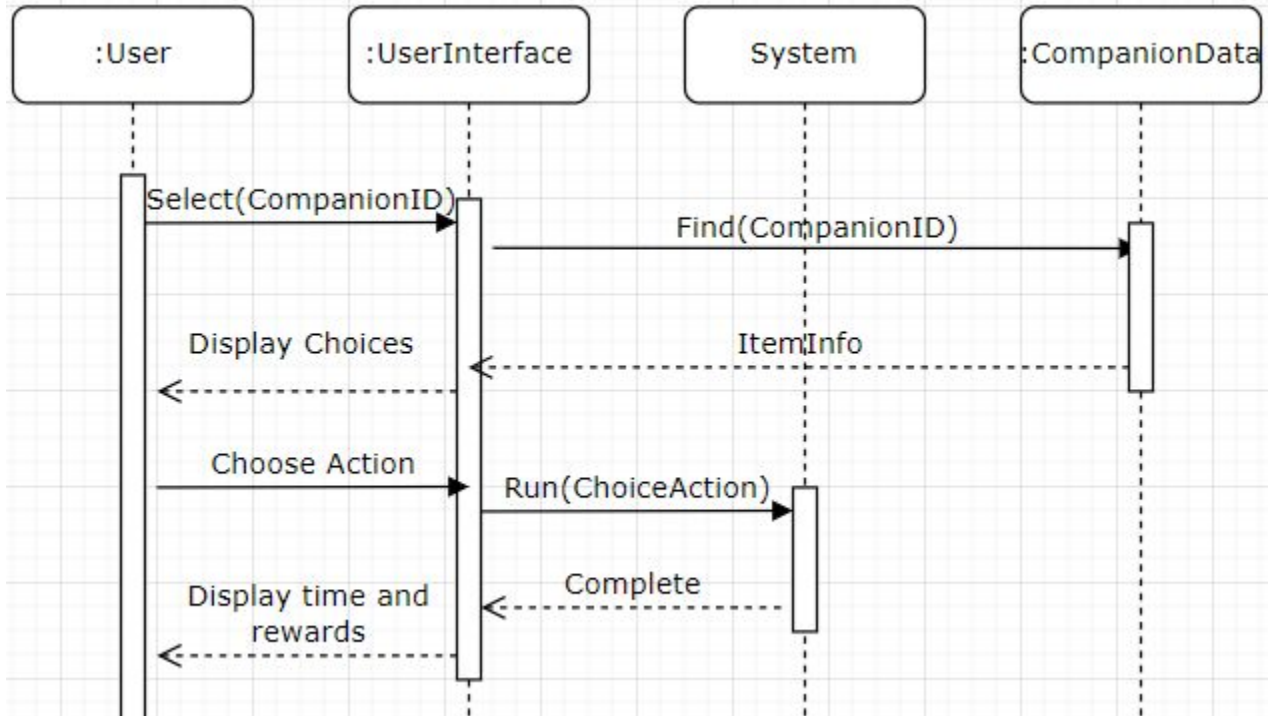
Forum Design Sequence



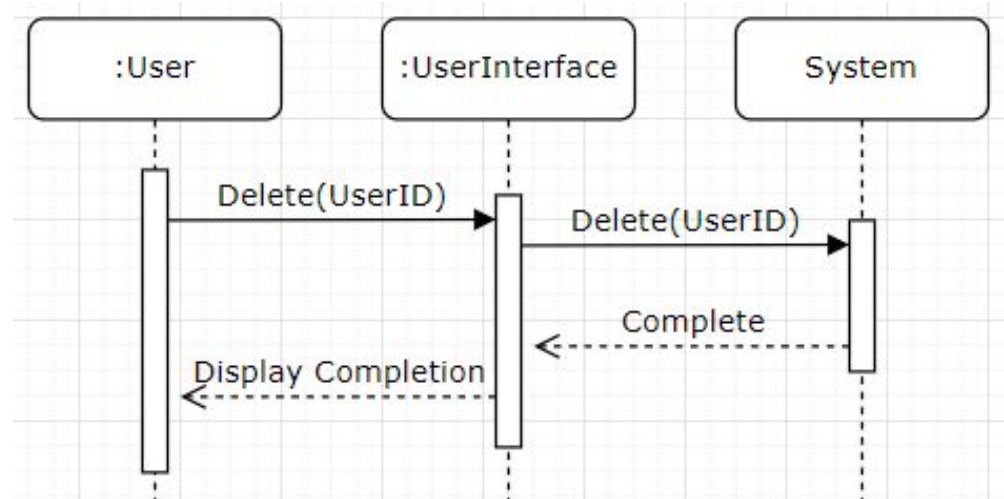
Attaining and Deleting Items



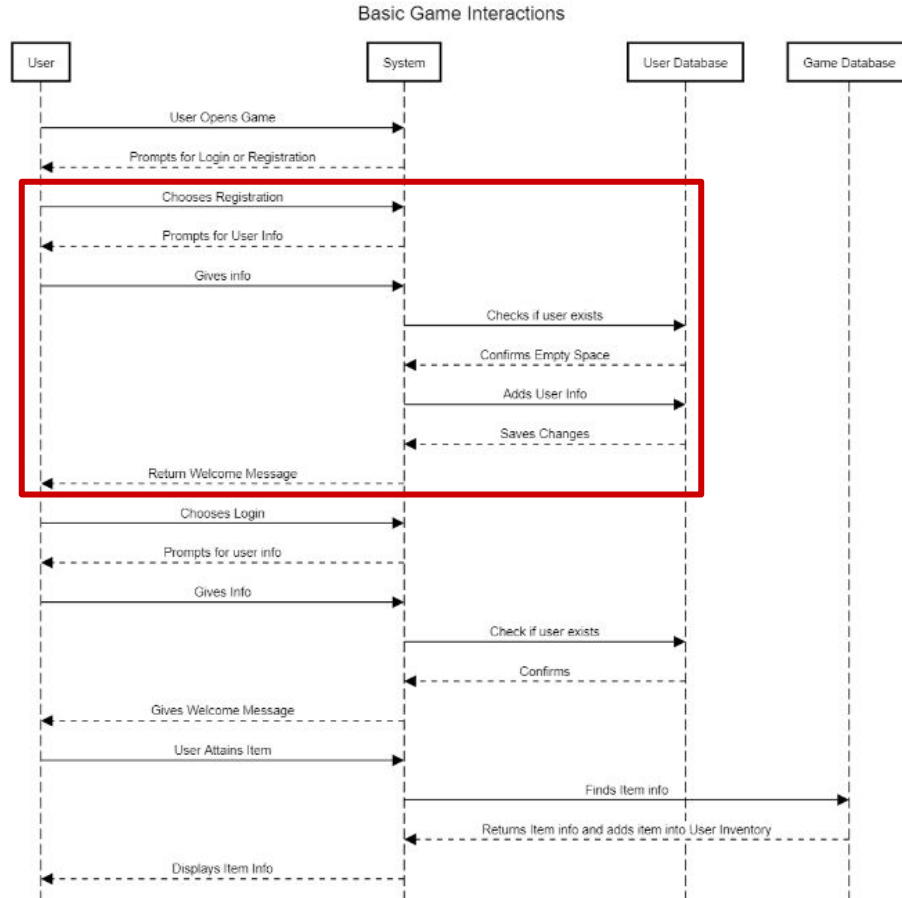
Companion Interactions



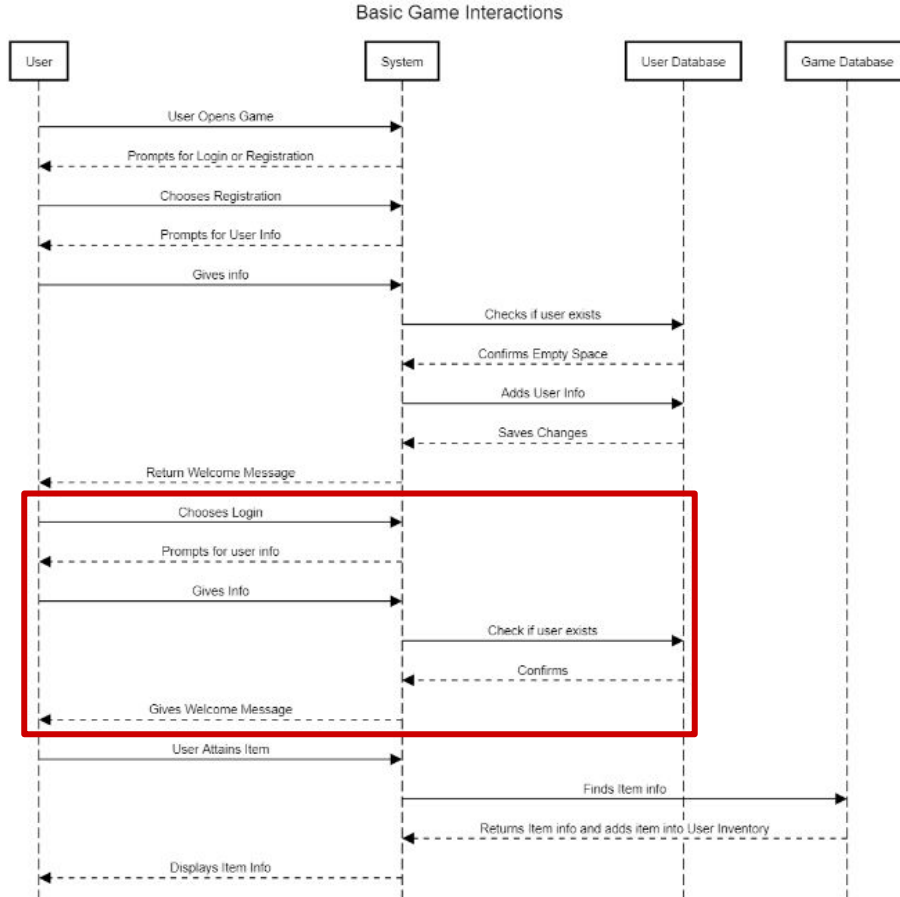
User Deletion



User Registration

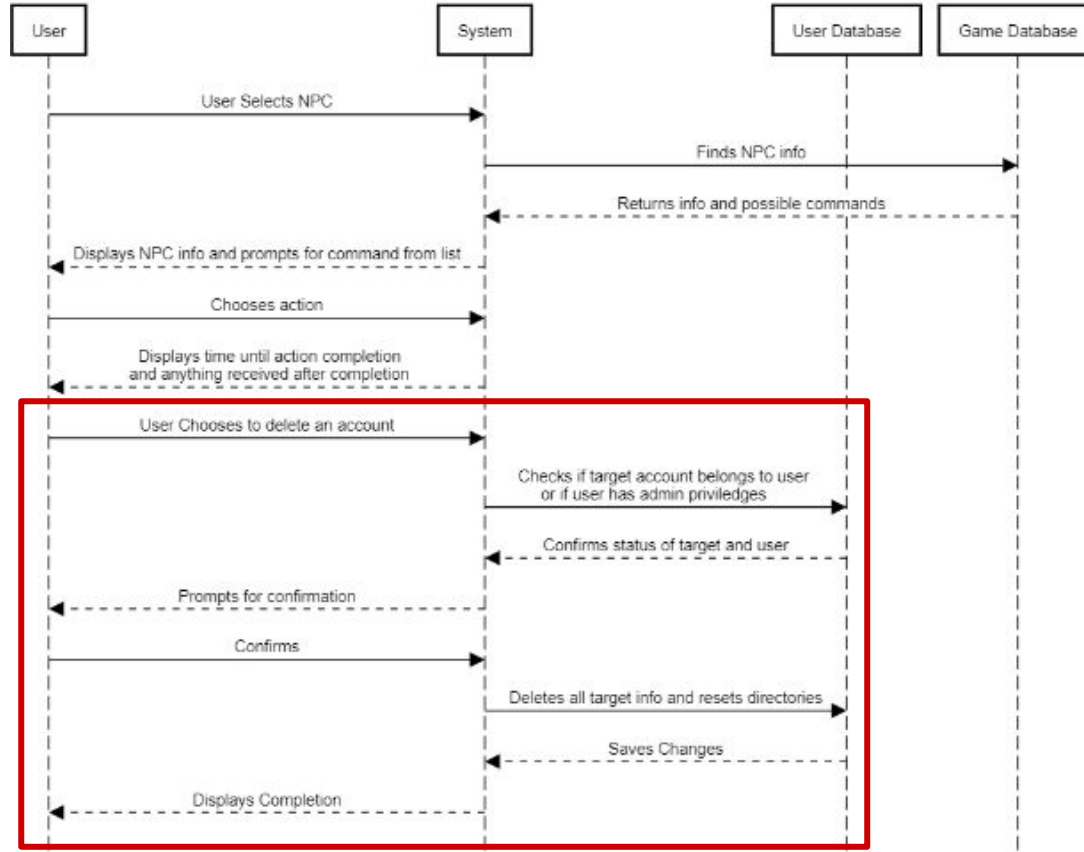


User Login

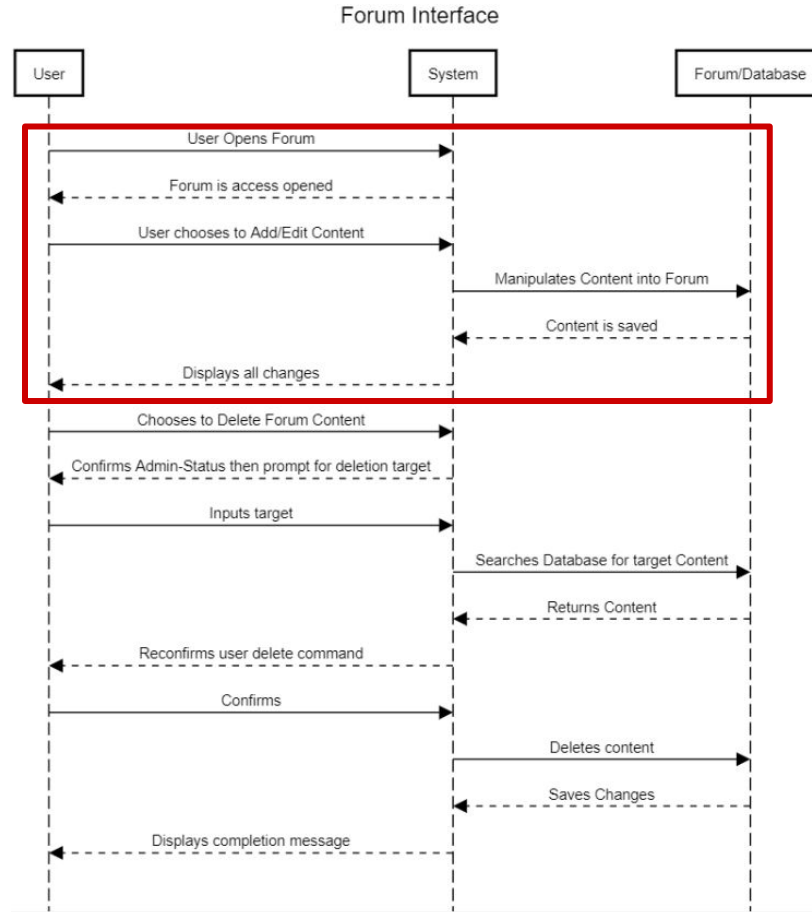


Delete User

Basic Game Interactions

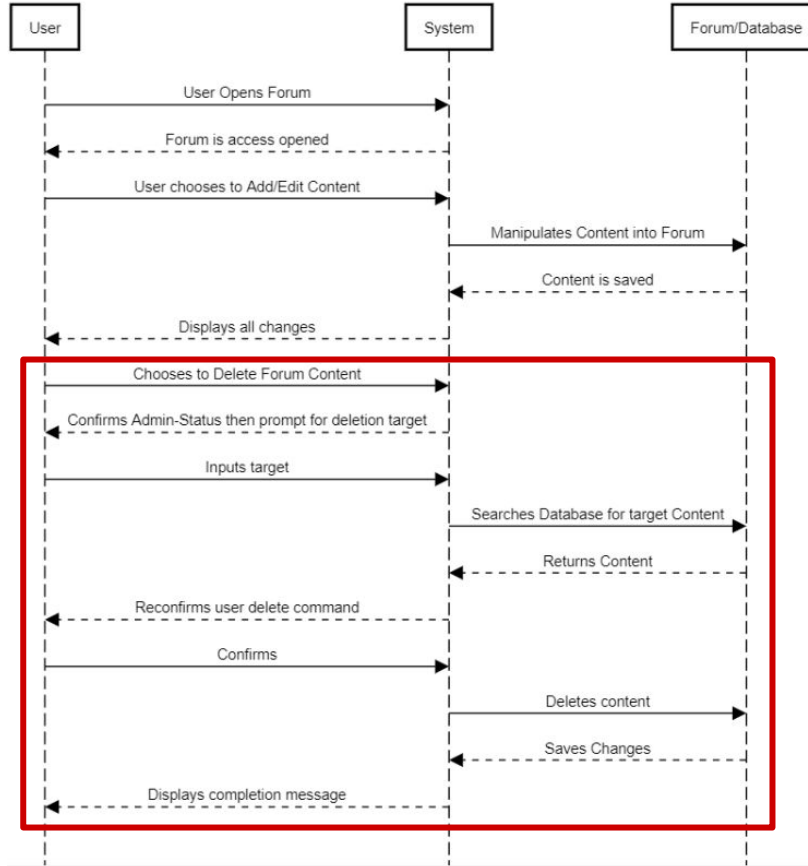


Forum Post / Edit



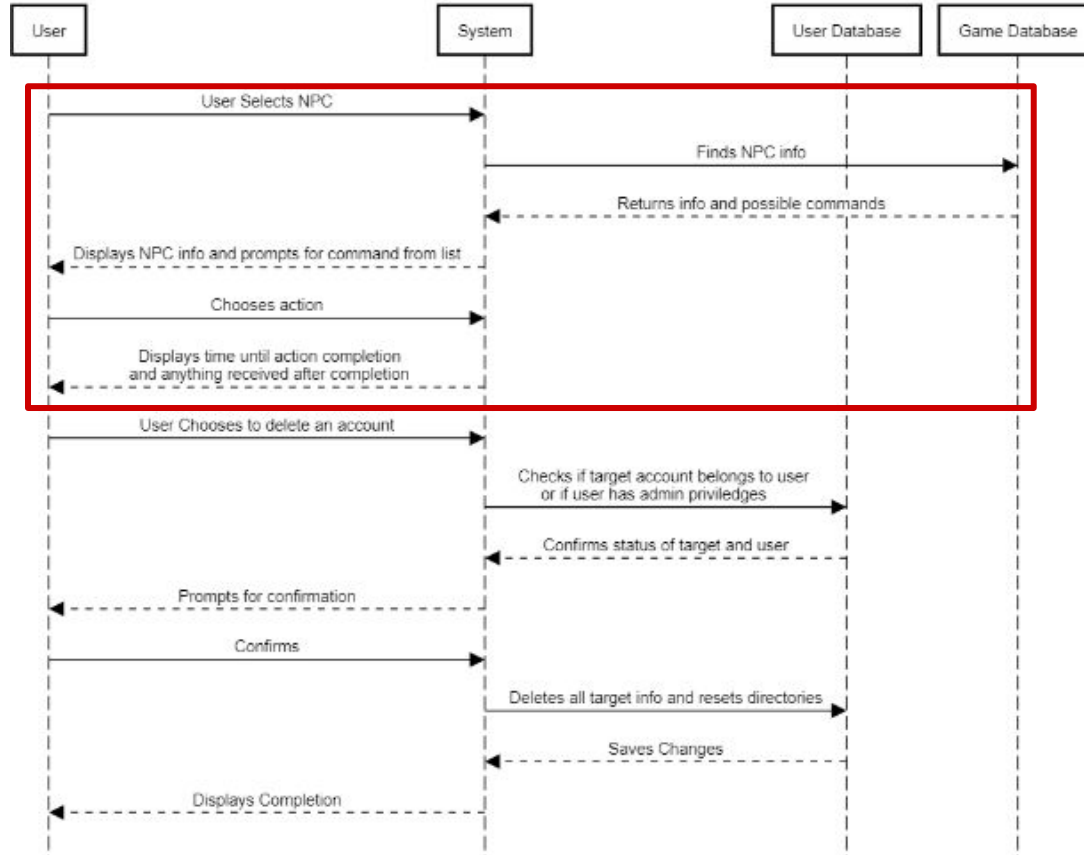
Forum Delete

Forum Interface

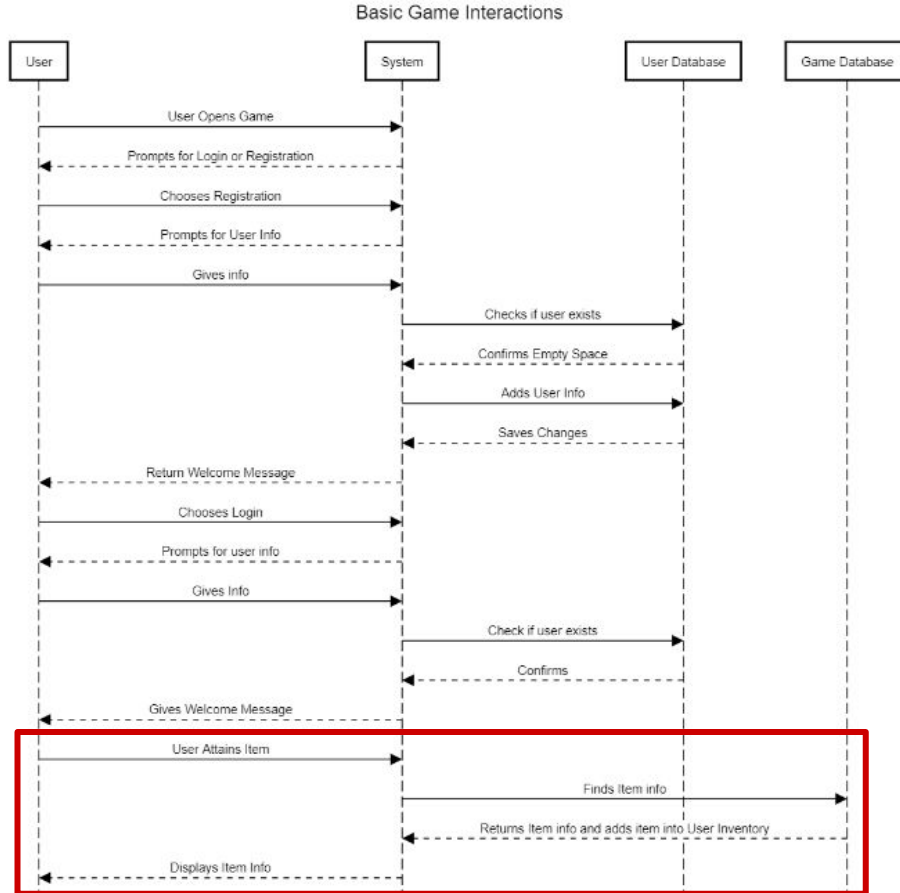


Activity Command

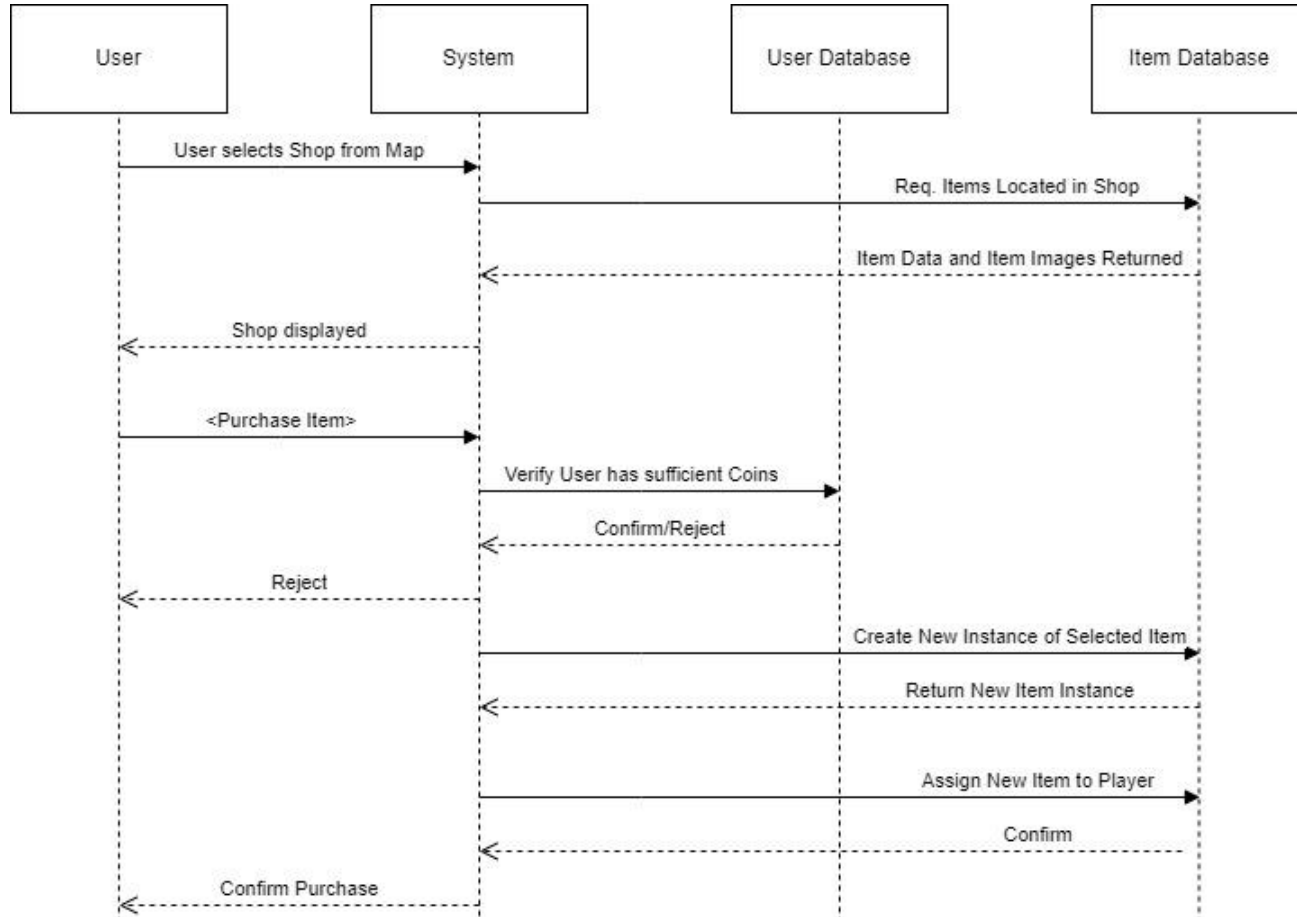
Basic Game Interactions



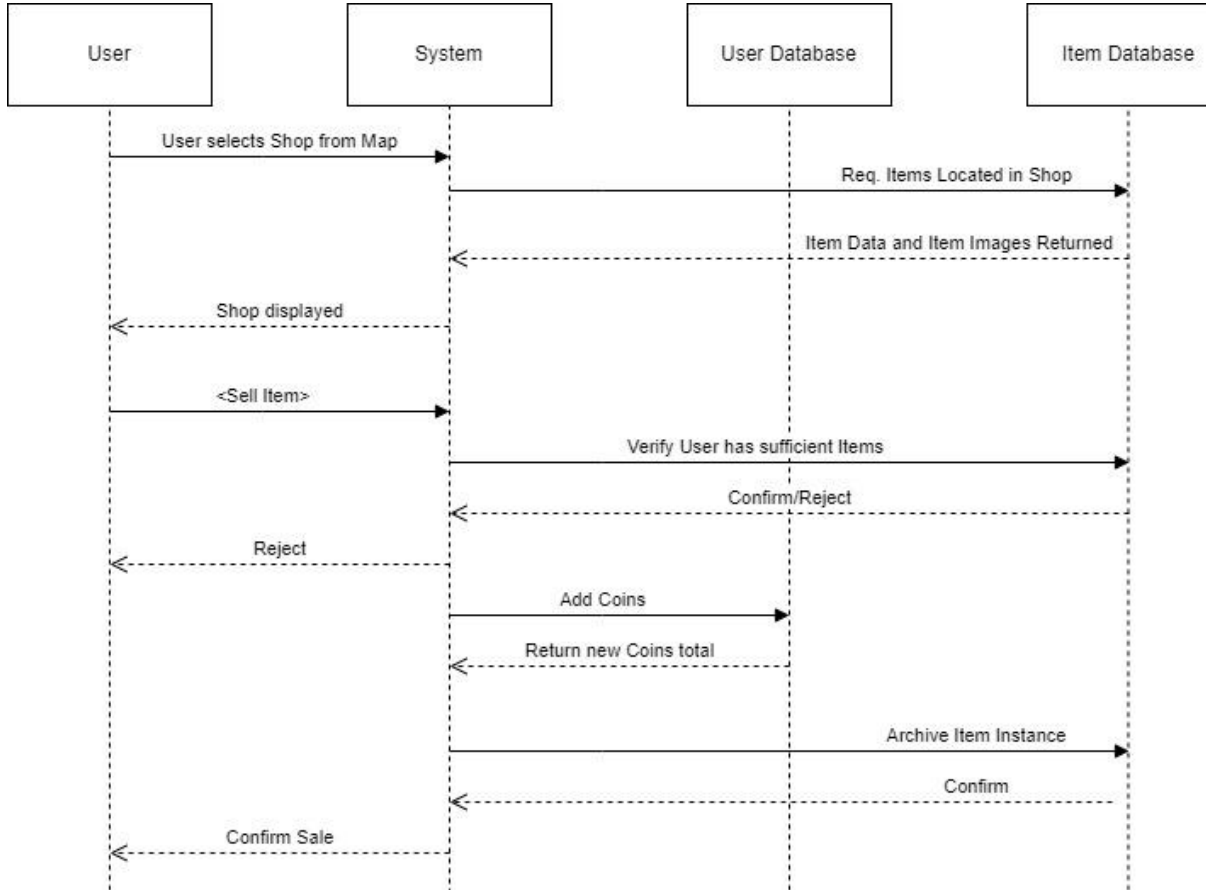
Item Attain



Purchase Item

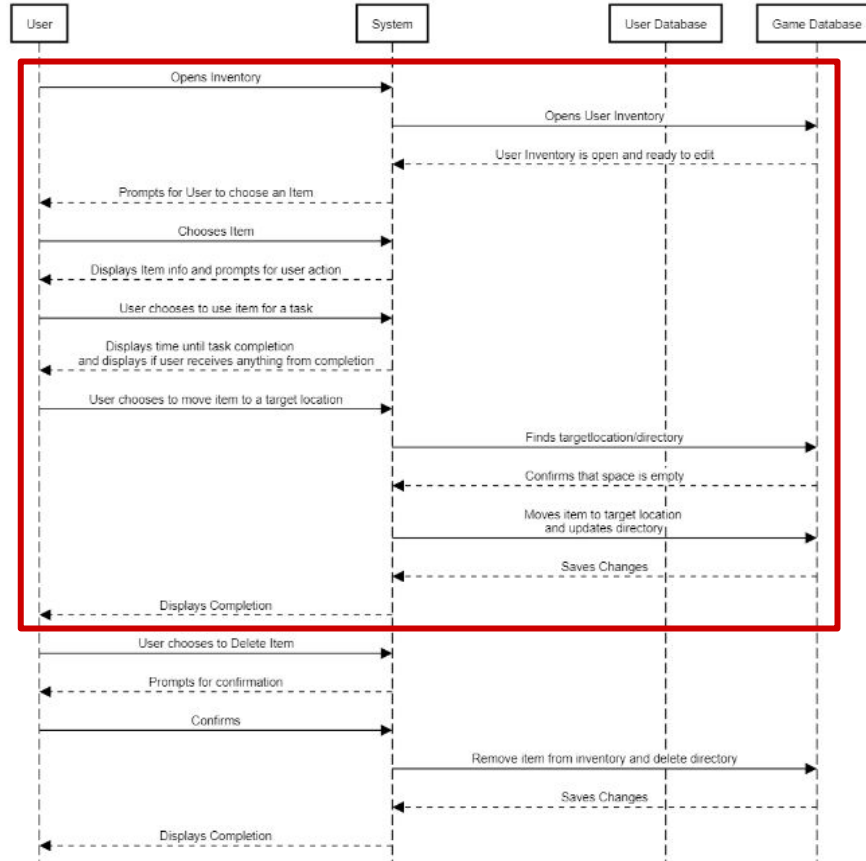


Sell Item



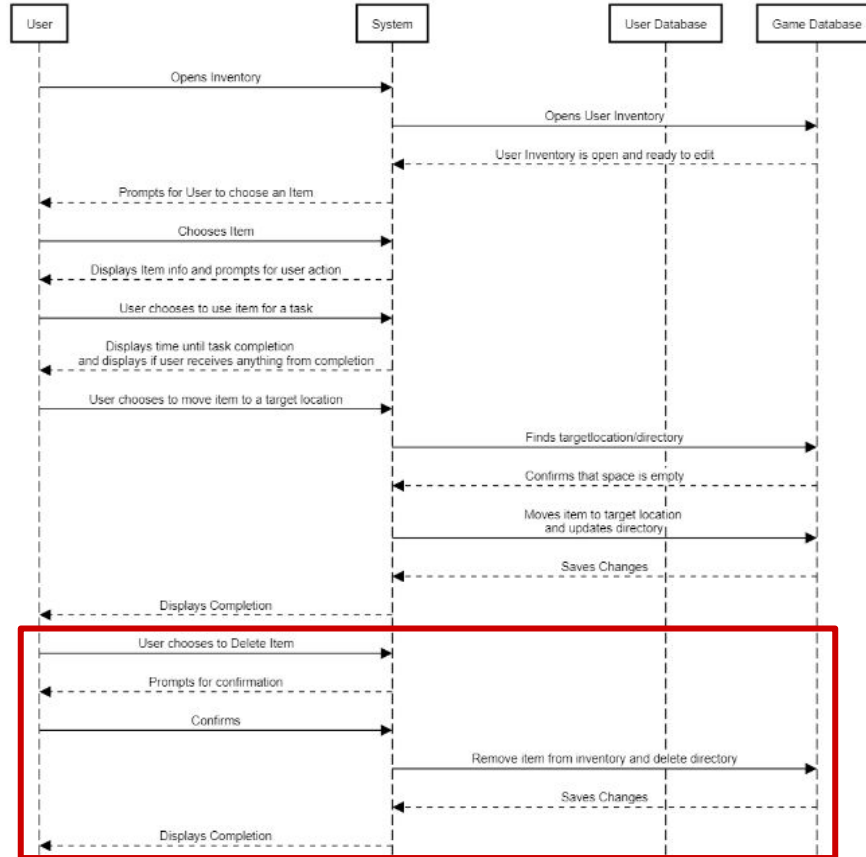
Item Use / Move

Basic Game Interactions



Item Delete

Basic Game Interactions



Signup Page

Sign Up / Login 📧 🗨️ 0

Server Time: 12/06/2022 22:22:13 CST

[Account](#) [Characters](#) [Inventory](#) [Map](#) [Activities](#) [Forum](#) [Resources](#)

* required

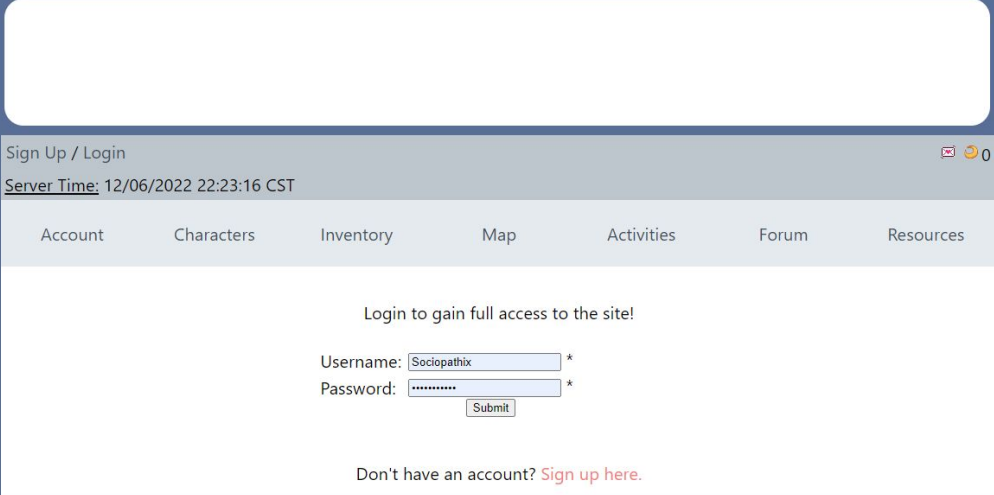
Username: *

Password: *

Email:

Your email is used to retrieve your account in case you ever lose your information!

Login Page



The image shows a screenshot of a web application's login page. At the top, there is a navigation bar with the text "Sign Up / Login" on the left and a notification icon with the number "0" on the right. Below the navigation bar, the server time is displayed as "Server Time: 12/06/2022 22:23:16 CST". A horizontal menu contains several items: "Account", "Characters", "Inventory", "Map", "Activities", "Forum", and "Resources". The main content area features the text "Login to gain full access to the site!". Below this, there are two input fields: "Username:" with the value "Sociopathix" and "Password:" with masked characters. Both fields have an asterisk to their right. A "Submit" button is positioned below the password field. At the bottom of the form, there is a link that says "Don't have an account? Sign up here.".

Sign Up / Login 📧 0

Server Time: 12/06/2022 22:23:16 CST

Account Characters Inventory Map Activities Forum Resources

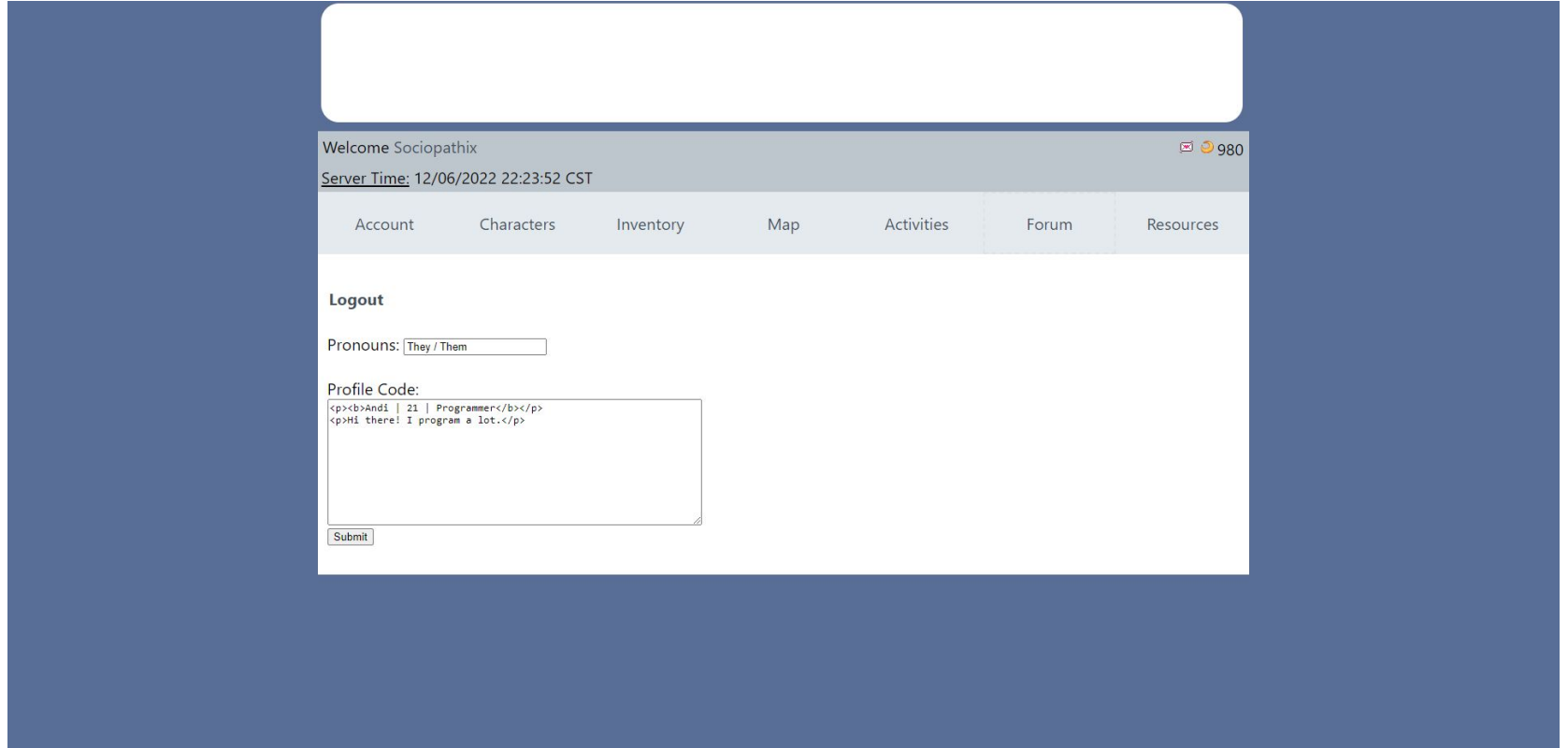
Login to gain full access to the site!

Username: *

Password: *

Don't have an account? [Sign up here.](#)

Account Page (Private)



User Profile Page (Public)

Welcome Sociopathix 📧 980

Server Time: 12/06/2022 22:24:34 CST


[Account](#) [Characters](#) [Inventory](#) [Map](#) [Activities](#) [Forum](#) [Resources](#)

Andi | 21 | Programmer


Hi there! I program a lot.

User ID: 1
Username: Sociopathix
Pronouns: They / Them
Joined: 2022-11-22 11:30:11
Forum Posts: 3

Sociopathix's Characters



1 - Bandit



8 - Test




Inventory Page (Private)

Welcome Sociopathix 📧 🔔 980

Server Time: 12/06/2022 22:25:23 CST

[Account](#) [Characters](#) [Inventory](#) [Map](#) [Activities](#) [Forum](#) [Resources](#)

[All](#) [Food](#) [Toys](#) [Health](#) [Collectibles](#) [Avatar Items](#) [Pets](#) [Containers](#) [Special](#)

		
Coin	Honeycomb	Pumpkin Candy

Companion Creation

Welcome Sociopathix 📧 👤 980

Server Time: 12/06/2022 22:26:03 CST

[Account](#) [Characters](#) [Inventory](#) [Map](#) [Activities](#) [Forum](#) [Resources](#)

Create a Companion

Companions are born from moon magic. It costs 10 gold coins as an offering summon a new baby Companion. It's appearance, gender, description, and name can be changed later on.

Name:




Gender: Male ▾

Quest Page (Dynamic Based on User)

Welcome Sociopathix 📧 🏆 980

Server Time: 12/06/2022 22:26:35 CST


[Account](#) [Characters](#) [Inventory](#) [Map](#) [Activities](#) [Forum](#) [Resources](#)

<p><i>"Please bring me a Pumpkin Candy!"</i></p>  <p><input type="button" value="Turn In Quest"/> <input type="button" value="Reset"/></p>	<p><i>"Please bring me a Honeycomb!"</i></p>  <p><input type="button" value="Turn In Quest"/> <input type="button" value="Reset"/></p>	<p><i>"Please bring me a Honeycomb!"</i></p>  <p><input type="button" value="Turn In Quest"/> <input type="button" value="Reset"/></p>
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Shop Page (Public)

Welcome Sociopathix 📧 🔄 980
Server Time: 12/06/2022 22:27:28 CST

[Account](#) [Characters](#) [Inventory](#) [Map](#) [Activities](#) [Forum](#) [Resources](#)



[Honeycomb](#)



[Pumpkin Candy](#)

Forums Home

Welcome Sociopathix

  980

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Topic	Threads	Last Reply
News and Announcements Official news straight from the source!	1	2022-11-30 17:18:25 by Sociopathix
Devlogs You a nerd or just curious? Come check out what we're working on and our latest updates!	1	2022-12-06 22:01:04 by Sociopathix
Official Events Seasonal, random, and other official site events will be announced and hosted here. This topic is for official events only.	0	by
Introductions New? Long time no see? Introduce yourself, make some friends!	1	2022-12-06 14:08:34 by Captain_Gazpacho
Help and Questions Ask other site members for help!	0	by
Support Tickets and Bug Reports Please send any technical problems and other bug reports here!	0	by
Suggestions and Feedback Got any ideas for the site? Leave them here for later!	0	by

Forums Topic

Welcome Sociopathix   980

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Programming and Web Design

The best topic. Feel free to talk about anything about computer science, programming, site making, and profile coding here! You can place portfolios here, but please keep code shops in the advertising topic.

[Create New Thread](#)

Thread	Posts	Last Reply
Software Dev > Web Dev	1	2022-12-05 23:28:54 by Sociopathix

Forums Thread

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Viewing Thread: [Software Dev > Web Dev](#)

Captain_Gazpacho 2022-12-01 09:47:27 - Favorite

Web Dev is a nightmare of so many things shoved down HTTP for no reason, using several languages for things that they were either never meant to do, or are just poorly designed in general. SQL was meant for secretaries, not a computer to use. PHP has no standard conventions AND THERE IS NO REASON IT SHOULD BE AN INTERPRETED LANGUAGE. JS was made in a week by like, one guy, and all of these have to work together.

Sociopathix 2022-12-05 23:28:54 - Favorite

HONESTLY THOUGH

I swear I love making sites because it's super satisfying and awesome, but dear god does it give be brainworms.

[Edit Post](#)

Reply to Thread

Database

The screenshot displays the phpMyAdmin interface for a MySQL database named 'NonameStoryDB' on a local host (localhost:3306). The interface includes a navigation sidebar on the left, a top menu bar with options like Structure, SQL, Search, Query, Export, Import, Operations, Routines, Events, Triggers, and Designer, and a main content area showing a table structure overview.

Filters
Containing the word:

Table	Action	Rows	Type	Collation	Size	Overhead
<input type="checkbox"/> companionData		9	InnoDB	latin1_swedish_ci	48.0 KiB	-
<input type="checkbox"/> imageData		5	InnoDB	latin1_swedish_ci	16.0 KiB	-
<input type="checkbox"/> itemData		3	InnoDB	latin1_swedish_ci	16.0 KiB	-
<input type="checkbox"/> itemInstances		5	InnoDB	latin1_swedish_ci	48.0 KiB	-
<input type="checkbox"/> postData		9	InnoDB	latin1_swedish_ci	32.0 KiB	-
<input type="checkbox"/> questData		2	InnoDB	latin1_swedish_ci	48.0 KiB	-
<input type="checkbox"/> questInstances		9	InnoDB	latin1_swedish_ci	48.0 KiB	-
<input type="checkbox"/> skillData		5	InnoDB	latin1_swedish_ci	16.0 KiB	-
<input type="checkbox"/> skillInstances		0	InnoDB	latin1_swedish_ci	32.0 KiB	-
<input type="checkbox"/> threadData		4	InnoDB	latin1_swedish_ci	48.0 KiB	-
<input type="checkbox"/> topicData		16	InnoDB	latin1_swedish_ci	32.0 KiB	-
<input type="checkbox"/> userData		5	InnoDB	latin1_swedish_ci	48.0 KiB	-
12 tables	Sum	72	InnoDB	latin1_swedish_ci	432.0 KiB	0 B

Check all With selected:































Print Data dictionary

Create table

Name: Number of columns:

companionData

+ Options

<input type="checkbox"/>	 Edit	 Copy	 Delete	CompanionID	UserID	ImageID	Name	Gender	Happiness	Hunger	ProfessionID	ProfessionEXP
<input type="checkbox"/>	 Edit	 Copy	 Delete	1	1	2	Bandit	Male	100	100	NULL	0
<input type="checkbox"/>	 Edit	 Copy	 Delete	2	2	2	Iggy	Male	100	100	NULL	0
<input type="checkbox"/>	 Edit	 Copy	 Delete	3	2	3	REDACTED	Neutral	100	100	NULL	2147483647
<input type="checkbox"/>	 Edit	 Copy	 Delete	4	2	2	Squeak	Male	100	100	NULL	0
<input type="checkbox"/>	 Edit	 Copy	 Delete	5	3	2	Boto	Male	100	100	NULL	0
<input type="checkbox"/>	 Edit	 Copy	 Delete	6	2	2	Jerry	Male	100	100	NULL	0
<input type="checkbox"/>	 Edit	 Copy	 Delete	7	2	2	Seinfeld	Male	100	100	NULL	0
<input type="checkbox"/>	 Edit	 Copy	 Delete	8	1	2	Test	Male	100	100	NULL	0
<input type="checkbox"/>	 Edit	 Copy	 Delete	9	1	2	Hello	Female	100	100	NULL	0

imageData

✔ Showing rows 0 - 4 (5 total, Query took 0.0003 seconds.)

```
SELECT * FROM `imageData`
```

Show all

Number of rows:

Filter rows:

Sort by key:

+ Options

		ImageID	ImagePath	Name
<input type="checkbox"/>	Edit Copy Delete	1	https://noname-story.com/img/crescent.png	Coin
<input type="checkbox"/>	Edit Copy Delete	2	https://noname-story.com/img/mouse.png	Barn Mouse
<input type="checkbox"/>	Edit Copy Delete	3	https://noname-story.com/img/Armstrong.png	Armstrong
<input type="checkbox"/>	Edit Copy Delete	4	https://noname-story.com/img/items/honeycomb.png	Honeycomb
<input type="checkbox"/>	Edit Copy Delete	5	https://noname-story.com/img/items/pumpkincandy.pn...	Pumpkin Candy

Check all With selected: Edit Copy Delete Export

itemData

✓ Showing rows 0 - 2 (3 total, Query took 0.0008 seconds.)

```
SELECT * FROM `itemData`
```

Show all | Number of rows: Filter rows: Sort by key:

+ Options

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
<input type="checkbox"/>		Edit		Copy		Delete	1	1	Coin	Shiny! Sell it for 100 coins in your account.	Special	100	1
<input type="checkbox"/>		Edit		Copy		Delete	2	4	Honeycomb	Sweet and tasty! Don't make the bees mad though...	Food	50	1
<input type="checkbox"/>		Edit		Copy		Delete	3	5	Pumpkin Candy	I want candy!	Food	20	1

Check all | With selected: Edit Copy Delete Export

itemInstances

✓ Showing rows 0 - 4 (5 total, Query took 0.0006 seconds.)

```
SELECT * FROM `itemInstances`
```

Show all

Number of rows: 25

Filter rows:

Sort by key:

+ Options

		InstancesID	ItemID	LocationID	OwnerID	DateModified
<input type="checkbox"/>	Edit Copy Delete	1	1	1	1	NULL
<input type="checkbox"/>	Edit Copy Delete	2	2	3	1	NULL
<input type="checkbox"/>	Edit Copy Delete	3	3	3	1	NULL
<input type="checkbox"/>	Edit Copy Delete	4	2	1	1	NULL
<input type="checkbox"/>	Edit Copy Delete	5	3	1	1	NULL



Check all

With selected:



Export

questData

✓ Showing rows 0 - 1 (2 total, Query took 0.0007 seconds.)

```
SELECT * FROM `questData`
```

Show all | Number of rows: Filter rows: Sort by key:

+ Options

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
←	T	→	QuestID	Description	ItemID	SkillID	SkillLevel	RewardEXP	RewardMoney	RewardItem				
<input type="checkbox"/>		Edit		Copy		Delete	1	Please bring me a Honeycomb!	2	3	1	0	500	NULL
<input type="checkbox"/>		Edit		Copy		Delete	2	Please bring me a Pumpkin Candy!	3	4	1	0	200	NULL

Check all | With selected: Edit Copy Delete Export

questInstances

✓ Showing rows 0 - 8 (9 total, Query took 0.0005 seconds.)

```
SELECT * FROM `questInstances`
```

Show all | Number of rows: | Filter rows:

+ Options

			InstanceID	QuestID	StatusID	OwnerID	
<input type="checkbox"/>				1	2	1	1
<input type="checkbox"/>				2	1	1	1
<input type="checkbox"/>				3	1	1	1
<input type="checkbox"/>				4	1	1	4
<input type="checkbox"/>				5	2	1	4
<input type="checkbox"/>				6	1	1	4
<input type="checkbox"/>				7	2	1	2
<input type="checkbox"/>				8	2	1	2
<input type="checkbox"/>				9	2	1	2

Check all | With selected: Edit Copy Delete Export

topicData

Showing rows 0 - 15 (16 total. Query took 0.0017 seconds.)

```
SELECT * FROM `topicData`
```

Show all | Number of rows: 25 | Filter rows: Search this table | Sort by key: None

+ Options

	TopicID	TopicName	TopicDescription	ThreadCount	LastPostID
<input type="checkbox"/> Edit Copy Delete	1	News and Announcements	Official news straight from the source!	1	1
<input type="checkbox"/> Edit Copy Delete	2	Devlogs	You a nerd or just curious? Come check out what we...	1	8
<input type="checkbox"/> Edit Copy Delete	3	Official Events	Seasonal, random, and other official site events w...	0	NULL
<input type="checkbox"/> Edit Copy Delete	4	Introductions	New? Long time no see? Introduce yourself, make so...	1	9
<input type="checkbox"/> Edit Copy Delete	5	Help and Questions	Ask other site members for help!	0	NULL
<input type="checkbox"/> Edit Copy Delete	6	Support Tickets and Bug Reports	Please send any technical problems and other bug r...	0	NULL
<input type="checkbox"/> Edit Copy Delete	7	Suggestions and Feedback	Got any ideas for the site? Leave them here for la...	0	NULL
<input type="checkbox"/> Edit Copy Delete	8	Player Guides	Player guides go in here!	0	NULL
<input type="checkbox"/> Edit Copy Delete	9	General	Talk about anything related to Noname Story in a g...	0	NULL
<input type="checkbox"/> Edit Copy Delete	10	Characters	Discussions of characters, building stories, and j...	0	NULL
<input type="checkbox"/> Edit Copy Delete	11	Games	Discuss the many games and mechanics of Crescent C...	0	NULL
<input type="checkbox"/> Edit Copy Delete	12	Player Events and Advertising	Player-hosted events, raffles, and other (non-shop...	0	NULL
<input type="checkbox"/> Edit Copy Delete	13	Shops, Trades, and Auctions	Any type of discussion around commerce goes here!	0	NULL
<input type="checkbox"/> Edit Copy Delete	14	Creativity Showcase	Show off any and all of your creative works here! ...	0	NULL
<input type="checkbox"/> Edit Copy Delete	15	Programming and Web Design	The best topic. Feel free to talk about anything a...	1	6
<input type="checkbox"/> Edit Copy Delete	16	Off Topic	Anything else goes in here!	0	NULL

Check all | With selected: Edit Copy Delete Export

threadData

✔ Showing rows 0 - 3 (4 total, Query took 0.0020 seconds.)

```
SELECT * FROM `threadData`
```

Show all | Number of rows: Filter rows: Sort by key:

+ Options

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
←	T	→	ThreadID	TopicID	UserID	InitialPostID	LastPostID	SatusID	DateCreated	ThreadTitle	ReplyCount
<input type="checkbox"/>				1	1	1	1	1	2022-11-30 17:18:25	The Forums Are Now Active!	0
<input type="checkbox"/>				2	4	2	2	9	2022-11-30 18:12:21	Hi	4
<input type="checkbox"/>				3	15	2	3	6	2022-12-01 09:47:27	Software Dev > Web Dev	1
<input type="checkbox"/>				4	2	1	8	8	2022-12-06 22:01:04	December 6, 2022	0

Check all | With selected: Edit Copy Delete Export

postData

✓ Showing rows 0 - 8 (9 total, Query took 0.0016 seconds.)

```
SELECT * FROM `postData`
```

Show all | Number of rows: Filter rows: Sort by key:

+ Options

<input type="checkbox"/>				PostID	ThreadID	UserID	DatePosted	Edited	DateEdited	LikeCount	Content
<input type="checkbox"/>				1	1	1	2022-11-30 17:18:25	1	2022-11-30 17:22:41	0	<p>Hey everyone, welcome to the forums!</p> <p>...
<input type="checkbox"/>				2	2	2	2022-11-30 18:12:21	0	2022-11-30 18:12:21	0	Hi, yes, I am here
<input type="checkbox"/>				3	3	2	2022-12-01 09:47:27	0	2022-12-01 09:47:27	0	Web Dev is a nightmare of so many things shoved do...
<input type="checkbox"/>				4	2	3	2022-12-01 09:47:33	0	2022-12-01 09:47:33	0	Yes, I am here as well it's Trent BTW
<input type="checkbox"/>				5	2	2	2022-12-01 09:49:50	0	2022-12-01 09:49:50	0	> "Yes, I am here as well it's Trent BTW" Hey T...
<input type="checkbox"/>				6	3	1	2022-12-05 23:28:54	0	2022-12-05 23:28:54	0	HONESTLY THOUGH <p>I swear I love making s...
<input type="checkbox"/>				7	2	2	2022-12-06 14:08:34	0	2022-12-06 14:08:34	0	This is a test of the forum system for the video p...
<input type="checkbox"/>				8	4	1	2022-12-06 22:01:04	0	2022-12-06 22:01:04	0	The site is now live!
<input type="checkbox"/>				9	2	1	2022-12-06 22:35:08	0	2022-12-06 22:35:08	0	Nice to meet you!!

Check all With selected: Edit Copy Delete Export



Sign Up / Login 📧 0 😊 0
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Welcome to Noname Story!



Noname Story is a free-to play virtual life simulator and RPG website meant for everyone of all ages! Make yourself your first companion and start exploring the world of Noname Story and the secrets within it. You can teach your companions skills and professions, buy them items, adopt pets, complete trials, and much more!

You can also participate in art RPG activities, where you can write, draw, and roleplay for your companions to build their stories, go on adventures, and earn treasure and skills! The only limit in Noname Story is your imagination!



Character Showcase

Leftovers - Sociopathix

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