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

 Project Name:
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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 202							
Project Description	n 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	Project Purpose No Name Story is a recreational site made primarily for teens and young adults. In main focus is socialization and interaction between players, with its more "game-features to take up a little free time. It's more of a passive game, as opposed to oth 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 the still make progress.									
Main Features	 Collect, create, and trade items in-game or sold for profit! Companions can be used to co refine materials or craft items, Can give and receive help fror characters. A forum page where players ca administrators if needed, and p events. 	mplete quests, participate in a and even battle monsters. n other players, as well as nor an socialize amongst themselv	events, gather and n-playable ves, contact							
High-Level Requirements	 User accounts, which includes Administrators will have accessite, mediate user conflicts, mediate user conflicts, mediate user conflicts, mediate user and use items. An inventory system in which can have and use items. A game log for the forum and referenced by administrators in rewards), user scamming, or phold administrators accountab 	ss to functions that allow then oderate the forum, or punish p users, non-playable character items, so actions on the site c n the case of bugs (such as los unishable user behaviors. Thi	n to fix bugs on t poor user behavio rs, and companio an be tracked and st items or							

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 can collect companions and items, soci events and activities.	, ,										
Project Purpose	main focus is socialization and interact features to take up a little free time. It's titles that require your full attention to	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	 in-game or sold for profit! Companions can be used to correfine materials or craft items, Can give and receive help from characters. A forum page where players can be a sold of the sold	 Companions can be used to complete quests, participate in events, gath 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. 										
High-Level Requirements	 User accounts, which includes Administrators will have accessite, mediate user conflicts, mediate user conflicts, mediate user conflicts, mediate user conflicts, mediate user and use items. An inventory system in which can have and use items. A game log for the forum and referenced by administrators in rewards), user scamming, or p hold administrators accountable 	is to functions that allow then oderate the forum, or punish p users, non-playable character items, so actions on the site c n the case of bugs (such as los unishable user behaviors. Thi	n to fix bugs on the poor user behavio rs, and companion an be tracked and st items or									

Project Schedule

No Name Story - Project Schedule

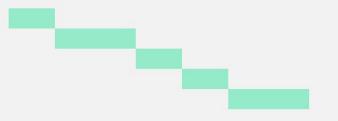
Texas A&M University - Commerce

Andi Doty, Harrison Allen, John Houston, Trent Smith

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Project start date:	3/1/2022				<		3	>	Scr	rolling	g incre	rement:	£ 1																														_	_		
Milestone marker:	1	 			Marc	ch																					Ap	ril																		
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Milestone description	Assigned to	Progress	Start	Days	T W	T	FS	S M	Т	W T	F	S (S M	I T	W T	F	S f	ŝМ	I T.	W	TF	FS	S	м	T V	νT	F	S	S N	T	W	T F	FS	S	M	r w	Ţ	F	S S	М	Ţ	W T	Γ F	f S	s S	м
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																																										
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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			E	fx
Intial Coding and Testing	Andi	0%	8/29/2022	20
Playtesting	John		9/18/2022	14

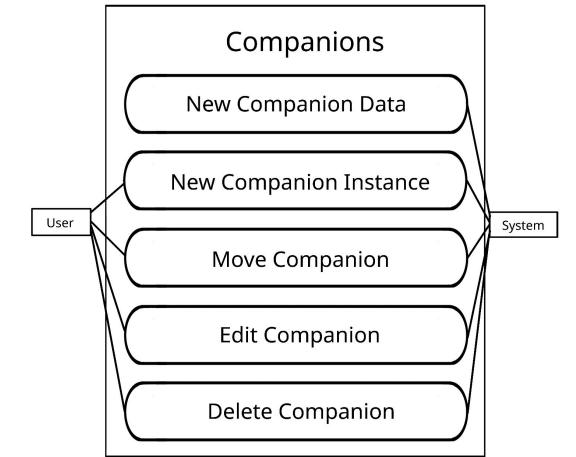


Project Schedule

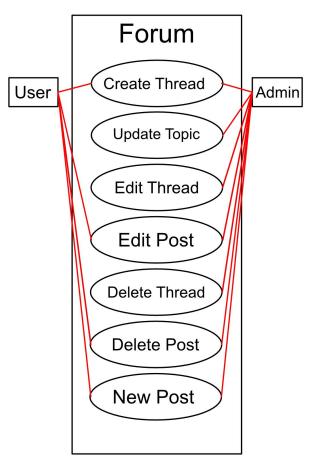
Design + Implementation

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	

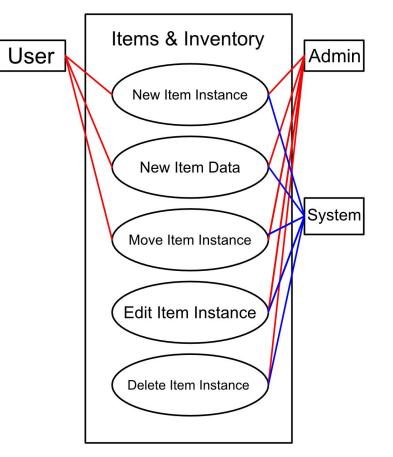
Companion Use Case Diagram



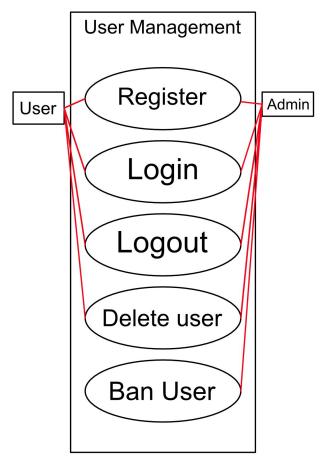
Forum Use Case Diagram



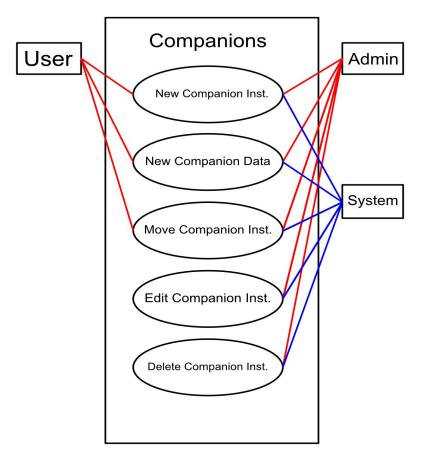
Item Use Case Diagram



Users Use Case Diagram

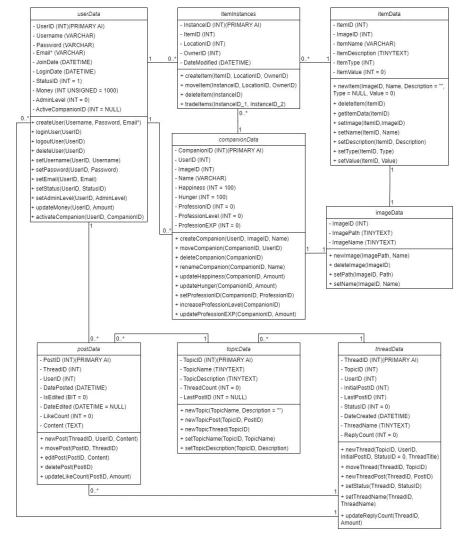


Companion Use Case Diagram



Domain Class Diagram

- Users can have companions and items, as well as create Threads in Topics and Posts in Topics on the Forum.
- They cannot create new Topics, however, as they're predefined categories threads can be created in. All posts are a child of a thread, and all threads are a child of a topic.
- Users can gain Items (itemInstances), which rely on the data in the itemData table for the information of the base item.
- imageData holds the file paths to all site images for Items, Companions, NPCs, and more.



Domain Class Diagram Cont.

🗉 userData	
- UserID (INT)(PRIMARY AI)	
- Username (VARCHAR)	
- Password (VARCHAR)	
- Email* (VARCHAR)	
- JoinDate (DATETIME)	
- LoginDate (DATETIME)	CompanionData
- StatusID (INT = 1)	- CompanionID (INT)(PRIMARY AI)
- Money (INT UNSIGNED = 1000)	- UserID (INT)
- AdminLevel (INT = 0)	- ImageID (INT)
- ActiveCompanionID (INT = NULL)	- Name (VARCHAR)
+ createUser(Username, Password, Email*)	- Happiness (INT = 100) - Hunger (INT = 100)
+ loginUser(UserID)	- ProfessionID (INT = 0)
	- ProfessionLevel (INT = 0)
+ logoutUser(UserID)	- ProfessionEXP (INT = 0)
+ deleteUser(UserID)	+ createCompanion(UserID, ImageID, Name)
+ setUsername(UserID, Username)	+ moveCompanion(CompanionID, UserID)
+ setPassword(UserID, Password)	+ deleteCompanion(CompanionID)
+ setEmail(UserID, Email)	+ renameCompanion(CompanionID, Name)
+ setStatus(UserID, StatusID)	+ updateHappiness(CompanionID, Amount)
+ setAdminLevel(UserID, AdminLevel)	+ updateHunger(CompanionID, Amount)
+ updateMoney(UserID, Amount)	+ setProfessionID(CompanionID, ProfessionID) + increaseProfessionLevel(CompanionID)
+ activateCompanion(UserID, CompanionID)	+ updateProfessionEXP(CompanionID, Amount)

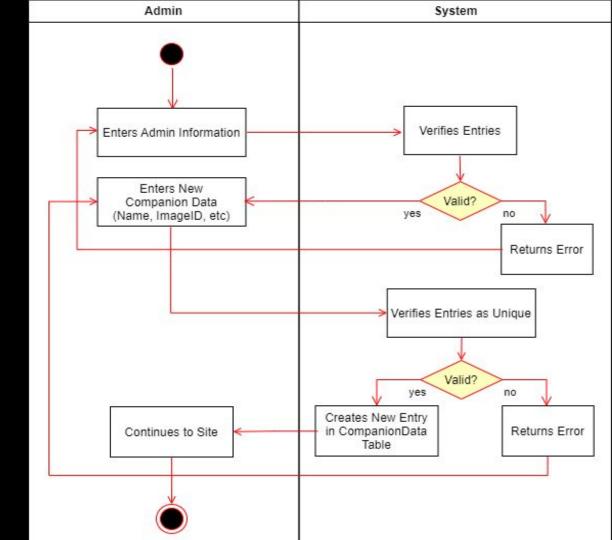
	imageData				
- ImageID (II	NT)				
- ImagePath	(TINYTEXT)				
- ImageName (TINYTEXT)					
+ newimage	(ImagePath, Name)				
+ deletelmag	ge(ImageID)				
+ setPath(Im	nageID, Path)				
+ setName(I	mageID, Name)				

peData	itemInstances	itemData
(T) (XT) h, Name) D)	- InstanceID (INT)(PRIMARY AI) - ItemID (INT) - LocationID (INT) - OwnerID (INT) - DateModified (DATETIME)	ItemID (INT) ImageID (INT) ItemName (VARCHAR) ItemDescription (TINYTEXT) ItemType (INT)
th) lame)	+ createltem(ItemID, LocationID, OwnerID) + moveltem(InstanceID, LocationID, OwnerID) + deleteltem(InstanceID) + tradeltems(InstanceID_1, InstanceID_2)	- ItemValue (INT = 0) + newItem(ImageID, Name, Description = "", Type = NULL, Value = 0) + deleteItem(ItemID) + getItemData(ItemID) + setImage(ItemID,ImageID) + setName(ItemID, Name) + setDescription(ItemID, Description) + setType(ItemID, Type) + setValue(ItemID, Value)
postData PostID (INT)(PRIMARY AI) ThreadID (INT) UserID (INT) DatePosted (DATETIME) IsEdited (BIT = 0)	topicData TopicID (INT)(PRIMARY AI) TopicName (TINYTEXT) TopicDescription (TINYTEXT) ThreadCount (INT = 0) LastPostID (INT = NULL)	Image: threadData - ThreadID (INT)(PRIMARY AI) - TopicID (INT) - UserID (INT) - InitialPostID (INT) - LastPostID (INT)
DateEdited (DATETIME = NULL) LikeCount (INT = 0) Content (TEXT) + newPost(ThreadID, UserID, Contet + movePost(PostID, ThreadID) + editPost(PostID, Content)	+ newTopic(TopicName, Description = "") + newTopicPost(TopicID, PostID) + newTopicThread(TopicID)	- StatusID (INT = 0) - DateCreated (DATETIME) - ThreadName (TINYTEXT) - ReplyCount (INT = 0)
+ deletePost(PostID) + updateLikeCount(PostID, Amount 0*	<u></u>	+ moveThread(ThreadID, TopicID) + newThreadPost(ThreadID, PostID) + setStatus(ThreadID, StatusID) + setThreadName(ThreadID, ThreadName)

+ updateReplyCount(ThreadID, Amount)

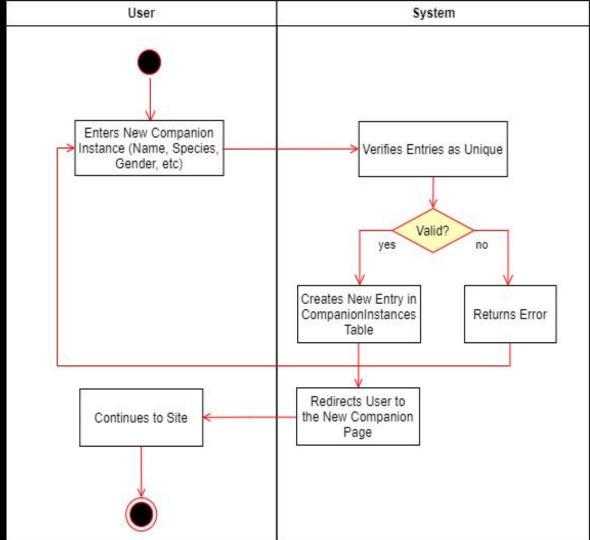
Activity Diagram: New Companion Data

- 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.



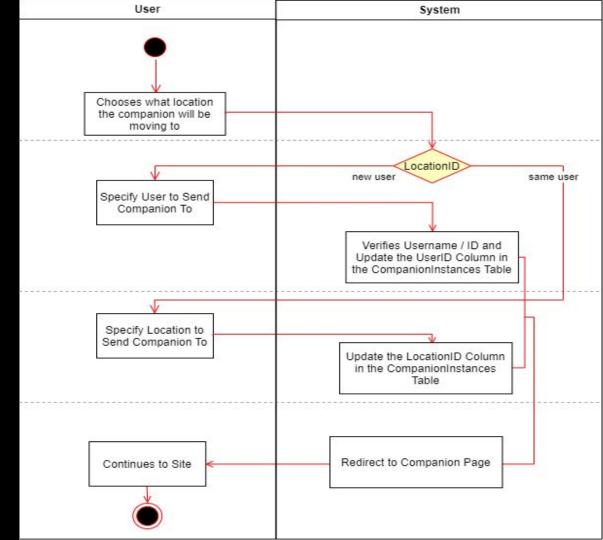
Activity Diagram: New Companion Instance

- 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.



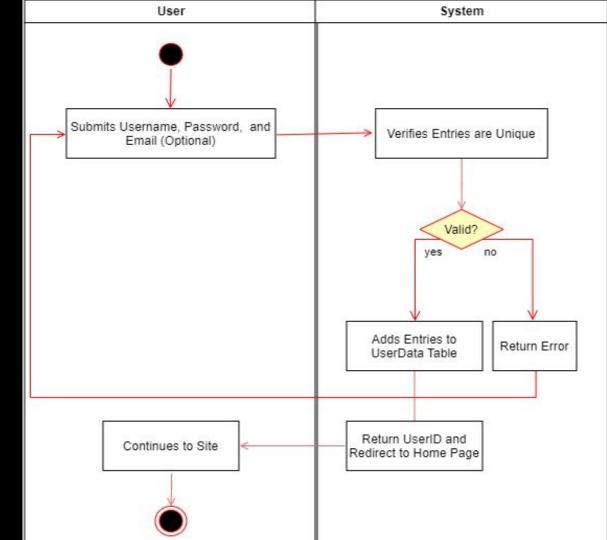
Activity Diagram: Move Companion

- 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.



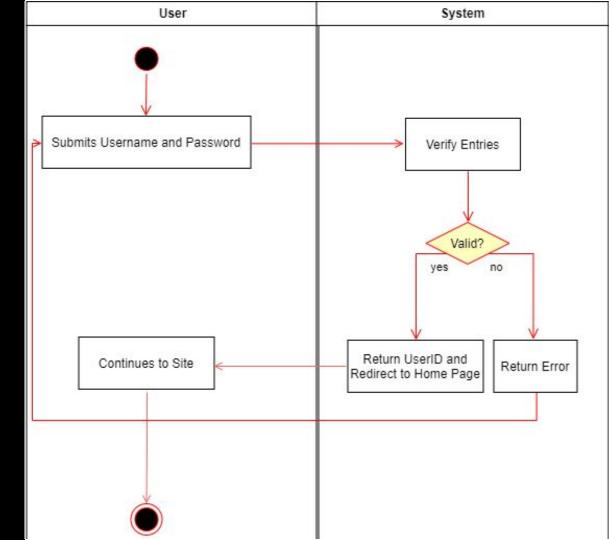
Activity Diagram: User Register

- 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.



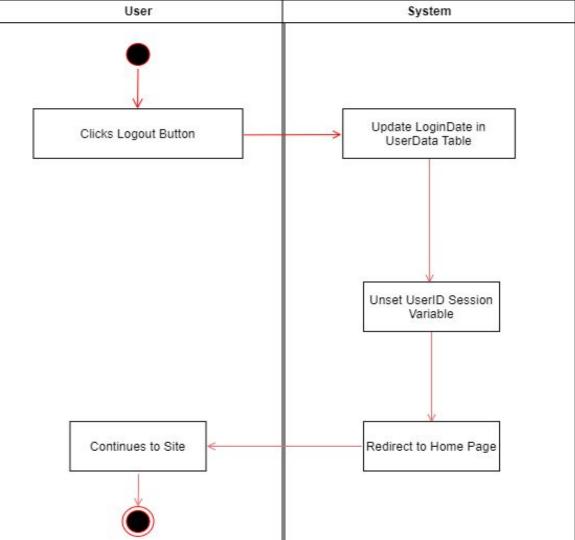
Activity Diagram: User Login

- 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.



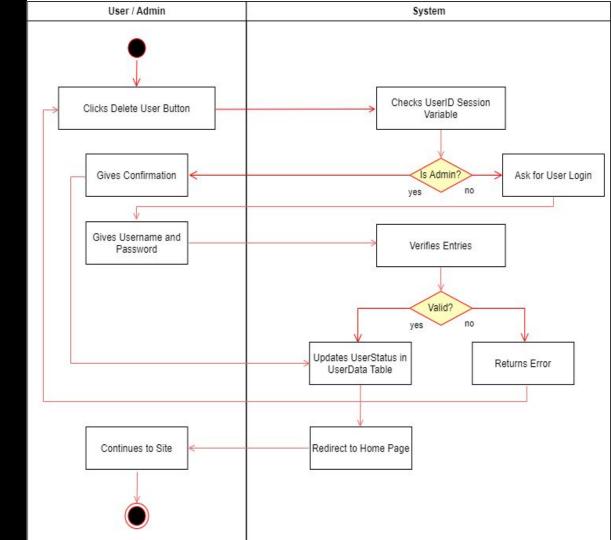
Activity Diagram: User Logout

- 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.



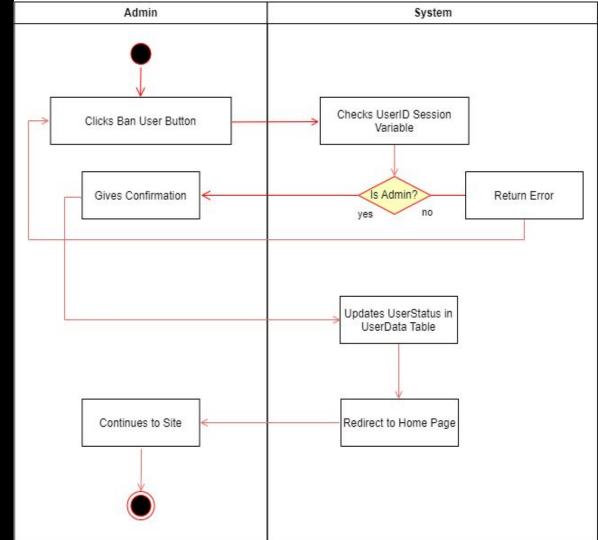
Activity Diagram: User Delete

- 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



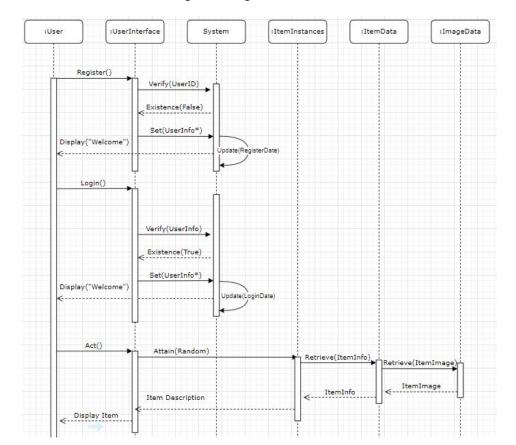
Activity Diagram: User Ban

- 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.



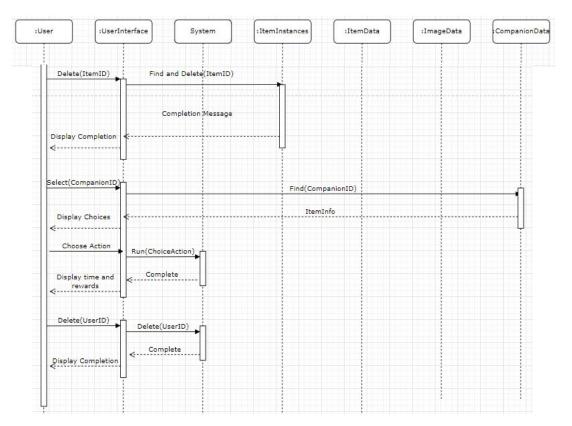
General Gameplay Design Sequence

Register, Login, User Actions

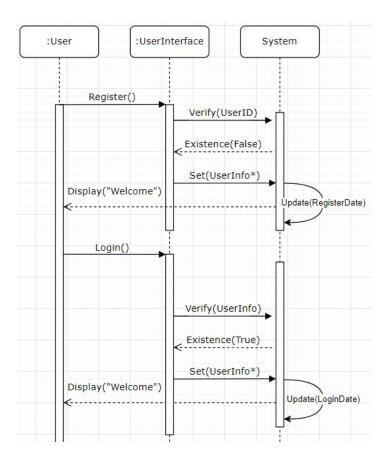


General Gameplay Design Sequence

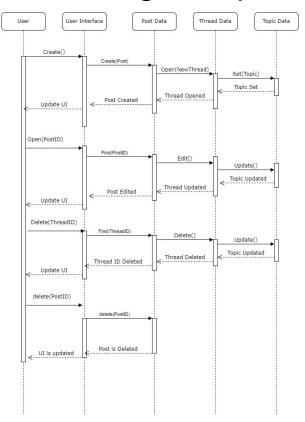
Delete Item, Select Companion Actions, Delete User



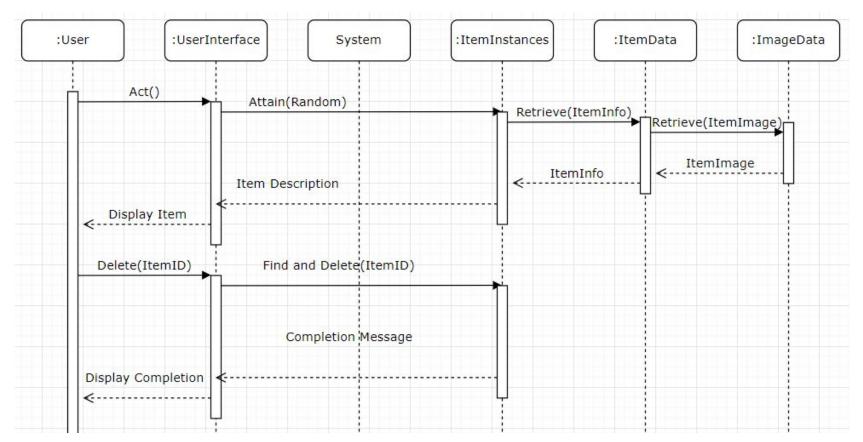
User Registration and Login



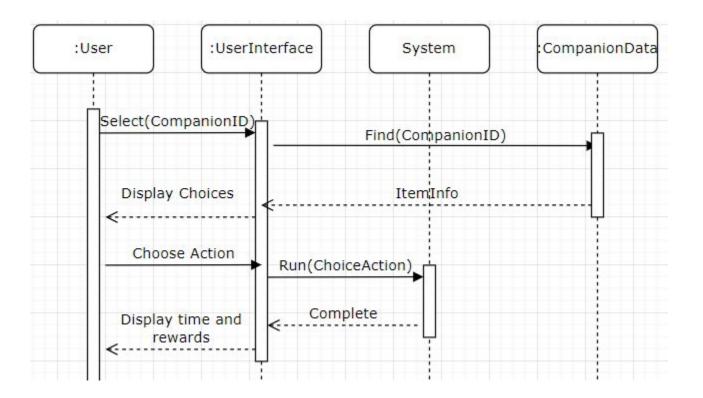
Forum Design Sequence



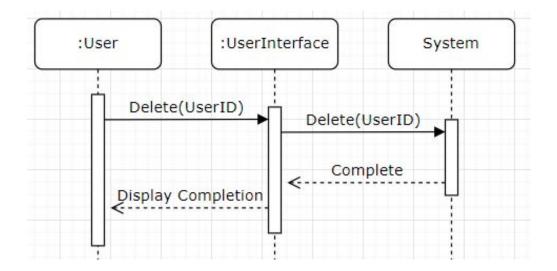
Attaining and Deleting Items



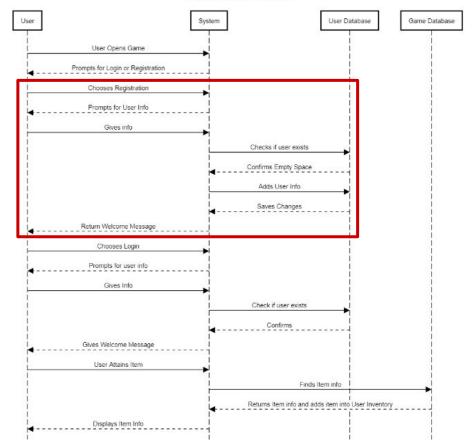
Companion Interactions



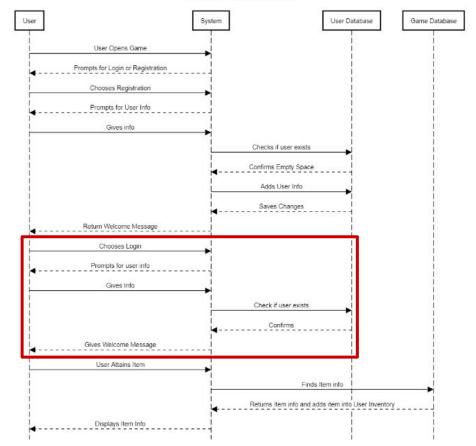
User Deletion



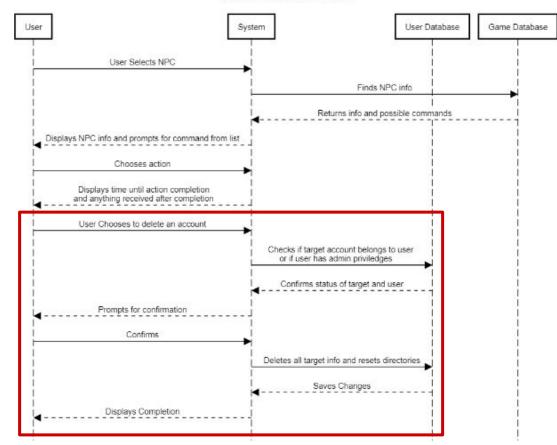
User Registration



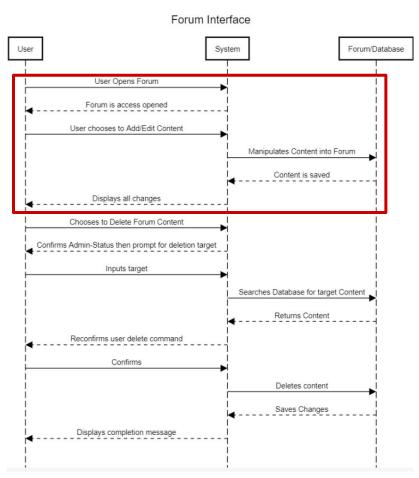
User Login



Delete User

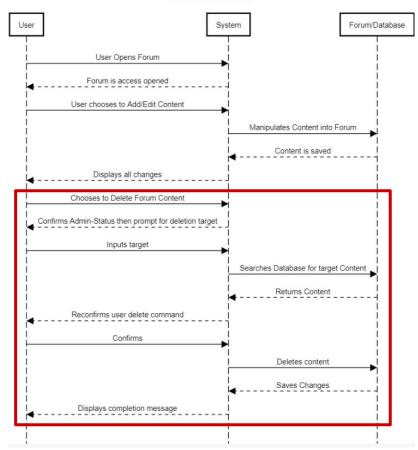


Forum Post / Edit

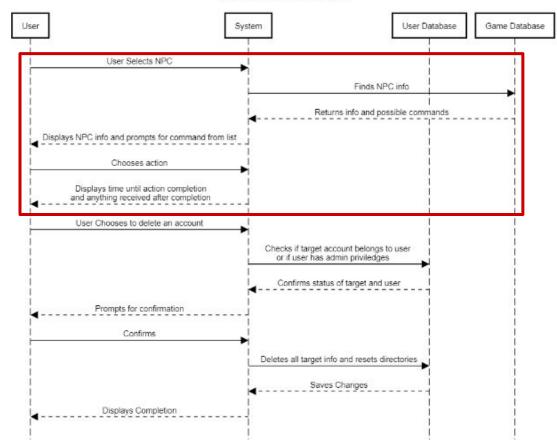


Forum Delete

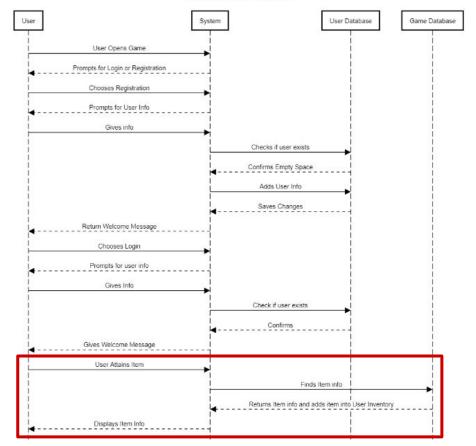
Forum Interface



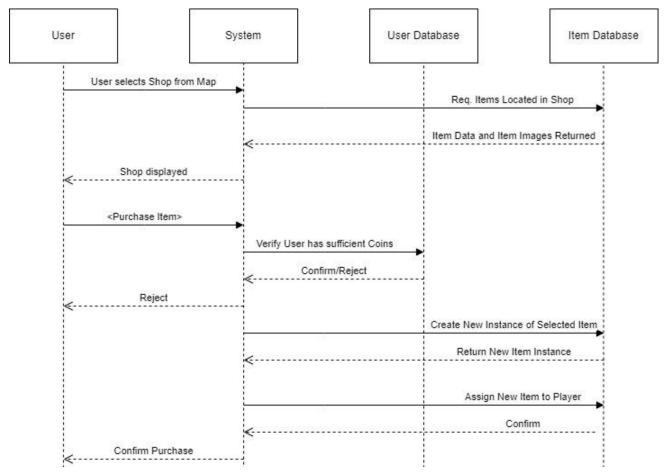
Activity Command



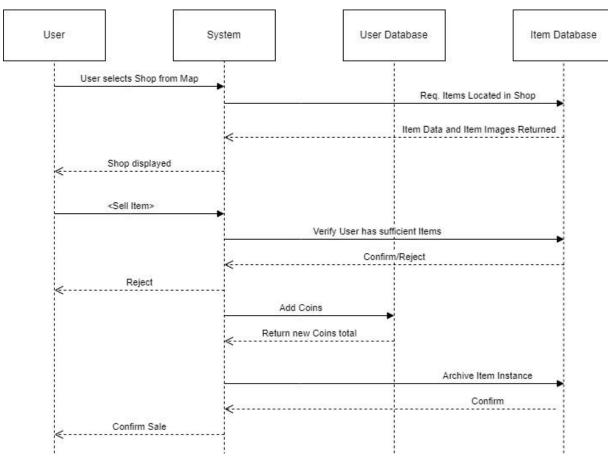
Item Attain



Purchase Item

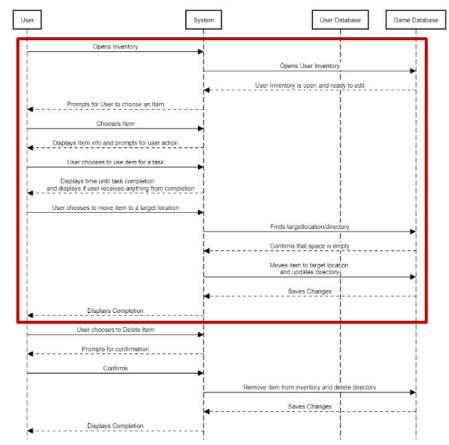


Sell Item



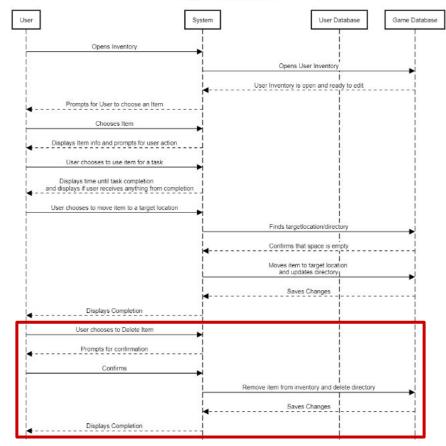
Item Use / Move

Basic Game Interactions

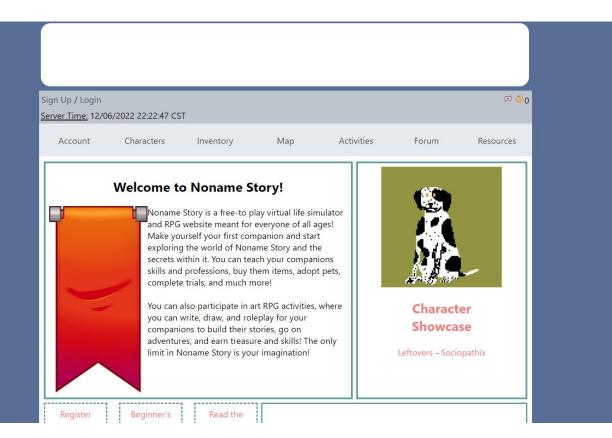


Item Delete

Basic Game Interactions



Home Page



Signup Page

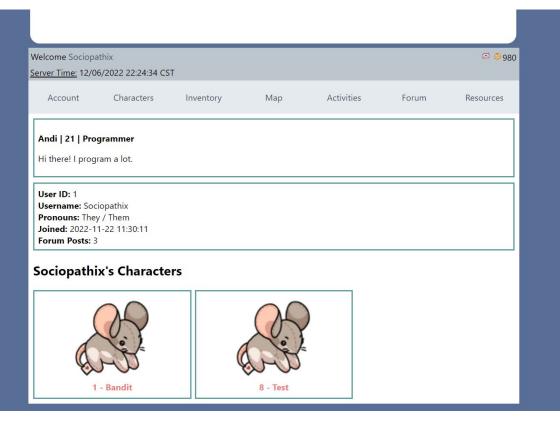
Sign Up / Login <u>Server Time:</u> 12/0	6/2022 22:22:13 CST	г				0 🥥 🗵
Account	Characters	Inventory	Мар	Activities	Forum	Resources
* rec	quired					
		Username: Password: Email:	Submit	*		
	Your email is u	used to retrieve you	ur account in case	e you ever lose your	information!	

Login Page

Sign Up / Login <u>Server Time:</u> 12/0	6/2022 22:23:16 CS	т				⊠ 00
Account	Characters	Inventory	Мар	Activities	Forum	Resources
		Login to Username: Soc Password: Imm		o the site! * *		
		Don't hav	e an account? <mark>Sig</mark>	n up here.		

Account Page (Private)

User Profile Page (Public)



Inventory Page (Private)



Companion Creation

Welcome Sociopa	athix	_	_		_	80 🥝 🖾		
<u>Server Time:</u> 12/0	6/2022 22:26:03 CST							
Account	Characters	Inventory	Мар	Activities	Forum	Resources		
<u>Create a Companion</u> 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 Submit	v							

Quest Page (Dynamic Based on User)



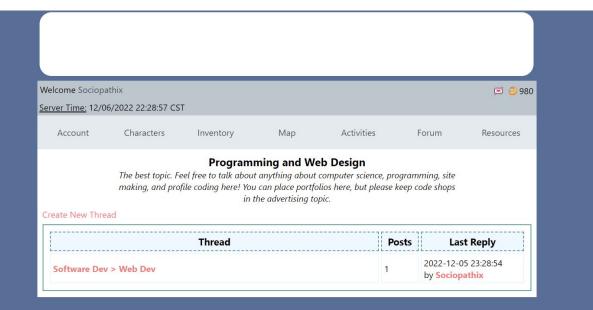
Shop Page (Public)



Forums Home

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Account Characters Inventory Map Ac	tivities	Forum Resource
w Posts - New Threads - Your Posts - Your Threads - Favorites arch Posts: Search		
Торіс	Threads	Last Reply
News and Annoucements 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 updat	es! 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 is for <u>official</u> events only.	topic 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



Forums Thread

Welcome Sociopa	ithix					💌 <mark>)</mark> 980					
Server Time: 12/0	6/2022 22:29:41 CS	Т									
Account	Characters	Inventory	Мар	Activities	Forum	Resources					
Viewing Thread:	Software Dev > W	leb Dev									
Captain_Gazp	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 TH		se it's super satisfyin	ng and awesome	, but dear god does	it give be brainw	orms.					
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Database

 Image: phpMyAdmin

 Image: physical structure

 Image: physical structure

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companionData

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itemInstances

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questData

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topicData

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threadData

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Tor(Snum = mysqli_num_rows(Sinstance_data); Snum < 1; Snum++)

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\$memberOnly = true; include 'check-login.php'; // Put this if the person should be logged in to access the page (most pages). clink rel="stylesheet" href="/css/shop-styles.css" /> cl-+ Replace "inventory" w/ page name--> clink rel="stylesheet" href="/css/master-styles.css" / cscript type="text/javascript" src="/js/main.js"></script </-- Access to the JavaScript file... ->> <title>Noname Story</title> div class-"container" \$user_id = \$_SESSION["user_id"]; \$result = mysqli_query(\$conn, "SELECT * FROM itemInstances WHERE OwnerID=1 and LocationID=3"); while (\$row = mysqli_fetch_array(\$result)) \$instance_id = \$row["InstanceID"]; \$item_id = \$row["ItemID"]; \$result_x = mysqli_query(\$conn, "SELECT * FROM itenData WHERE ItenID-\$iten_id"); while (\$row_x = mysqli_fetch_array(\$result_x)) { \$item_image_id= \$row_x["ImageID"]; \$item_description = \$row_x["Description"]; Sites type = \$row_x["ItenType"]; \$item effect = \$row x["EffectID"];

> \$result_y = mysqli_query(\$conn, "\$ELECt * FROM imageData WHERE ImageID-\$item_image_id"); while (\$row_y = mysqli_fetch_array(\$result_y)) { \$item_image_path = \$row_y("ImagePath");

echo

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cimg src='\$item_image_path' style='width: 88px; height: 88px' />

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Sthread reply count on 1;

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	<pre>\$servername = "localhost";</pre>
4	<pre>\$username = "PythonAdmin";</pre>
	<pre>\$password = "80mdQ0vtR0=X";</pre>
	<pre>\$dbname = "NonameStoryDB";</pre>
7	
8	<pre>//\$conn = mysqli_connect(\$servername, \$username, \$password, \$dbname);</pre>
0	// Create connection
1	<pre>\$conn = new mysqli(\$servername, \$username, \$password, \$dbname);</pre>
2	// Check connection
3	if (\$conn->connect_error)
.4	
5	<pre>die("Connection failed: " . \$conn->connect_error);</pre>
6	
.7	
8	?>
> Us	ers > Andi > Downloads > 🏘 check-login.php
1	php</td

<?php
session_start();
include 'config.php';

if (isset(\$memberOnly)) {
 if (!isset(\$_SESSION["user_id"])) {
 header("Location: https://noname-story.com/login.php");
 exit();
 }
}</pre>

