



# StoryInventor Tutorial

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## Contents

1. The Game .....	2
1.1 Front page .....	2
1.2 Story page.....	3
2. Management pages.....	6
2.1 Story review page .....	6
2.2 Story Guidelines import tab .....	7
2.3 Image upload tab.....	8
2.4 Sound upload tab .....	8



# 1. The Game

## 1.1 Front page

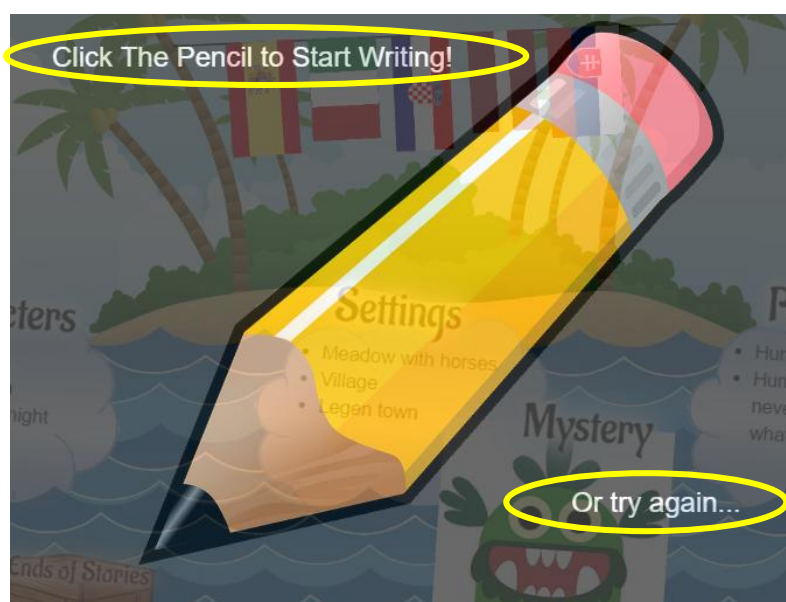
The game is very simple – click/tap on the box to open a cloud containing guidelines for the story.

The guidelines are randomly fetched from the StoryInventor database.

Only condition is: if the „Plots“ box has been opened, the „Ends of stories“ box cannot be – and vice-versa. This is signalled by the fading effect the box suddenly gets (as seen in the yellow circle).

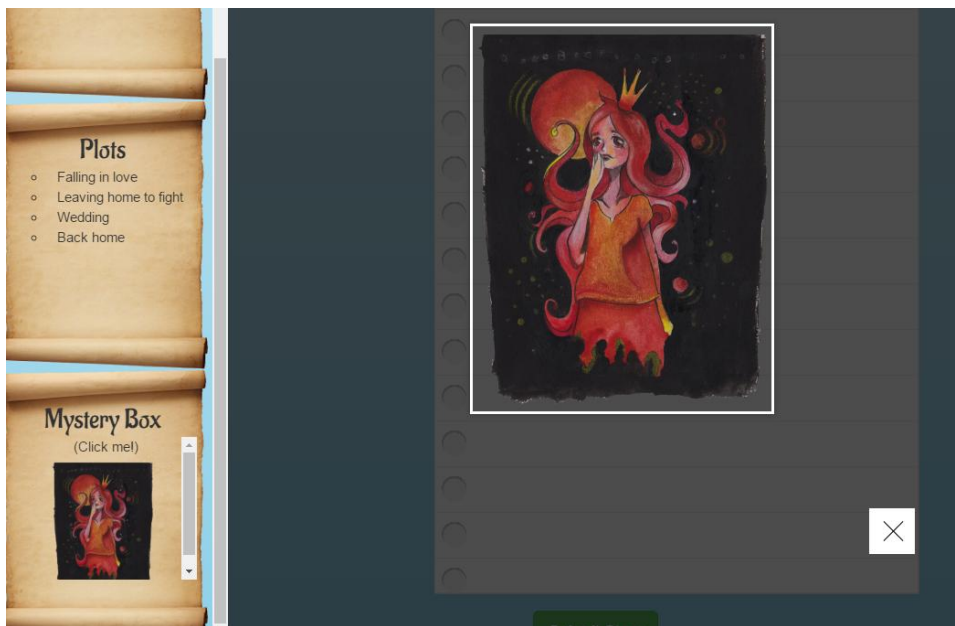


After the final box has been opened, a pop-up pencil appears:



The student can then click the pencil, which will take him to the story-writing page, or reload the page with new guidelines by clicking „Or try again...“.





*Enlarged image from the Mystery Box*

## 1.2 Story page

Story page contains the following:

- Story guidelines
- Name, Class and Secret Word input fields
- Story input field

Story guidelines are transmitted to the story page from the front page via a „cookie“. The cookie has expiration time set to 3 hours and when that time has expired the guidelines are deleted from the memory.

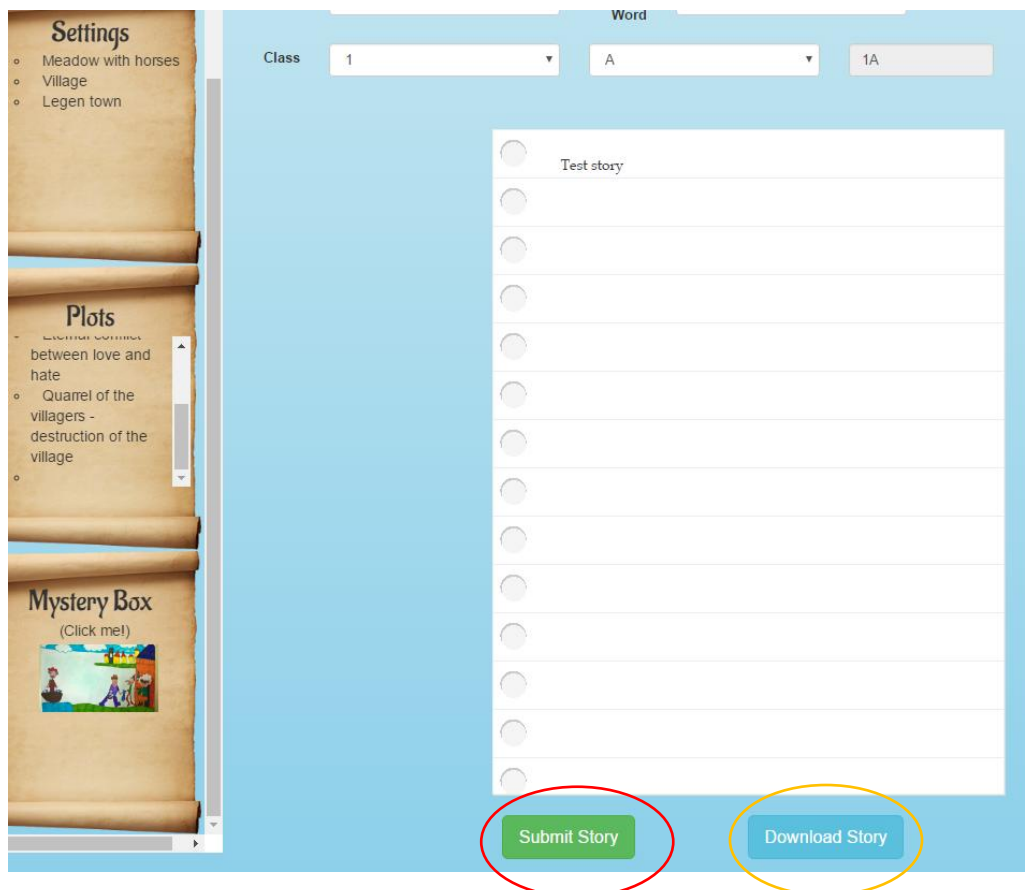
The Mystery Box can contain either an image or a sound. If a large image is fetched from the database, it is minimized and it can be enlarged by clicking on it (seen on the photo below).

Student has to input his/her full name, class and a Secret Word. The Secret Word is provided to the student by his/her teacher. The Secret Word is used to differentiate all the schools that are a part of the object, so that teachers can see only their students' stories. Also it is used as a safety measure – if a wrong Secret Word is entered in the input field and Submit button has been clicked, **the story will not be saved in the database!**

All input field must be filled with data, otherwise submitting the story is not possible.

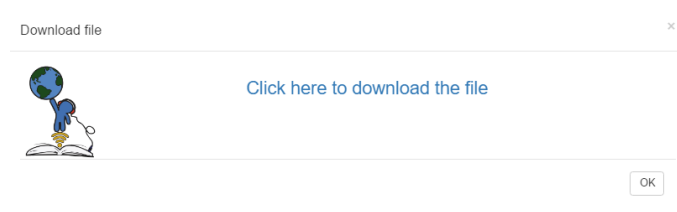
When the student is finished with the story the only thing he/she has to do is to click the button „Submit Story“. The story is then saved in the database, along with the student information.



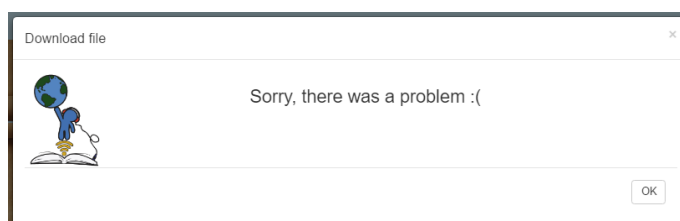


There is also a possibility to download the story as a .doc file (document), which can be opened with Word on any other document processor (if Word asks which format to open the document in, choose UTF-8).

When the student clicks on the „Download Story“ button a popup appears with a link to the file:



If the student forgot to enter (or entered a wrong) Secret Word, or if the story input are was left

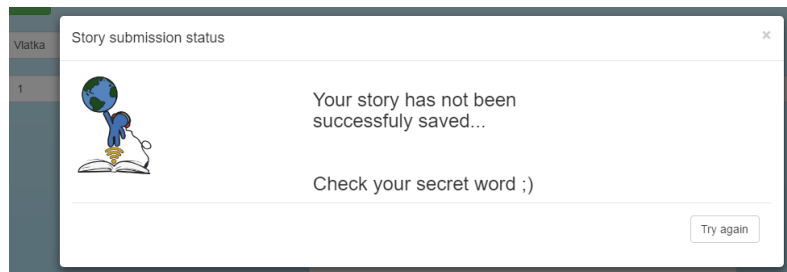


empty, the following popup appears:



There are two conditions which will cause an error and consequently not save the story:

- No text has been entered in the Story text box
- Wrong Secret word has been entered



In both cases the student gets feedback:

In case the story was successfully saved:

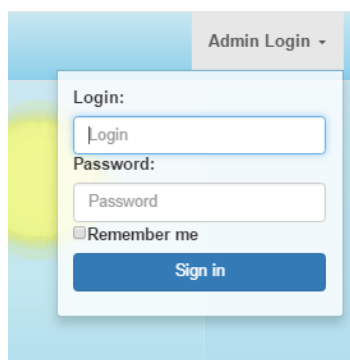




## 2. Management pages

StoryInventor management pages are reached by clicking on the „Admin Login“ menu in the top right corner and entering teachers' credentials in the input fields.

The logout process is done by clicking the „Log Out“ button in the same menu.

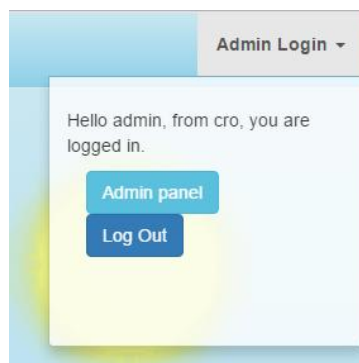


Admin Login ▾

Login:

Password:

☐ Remember me



Admin Login ▾

Hello admin, from cro, you are logged in.

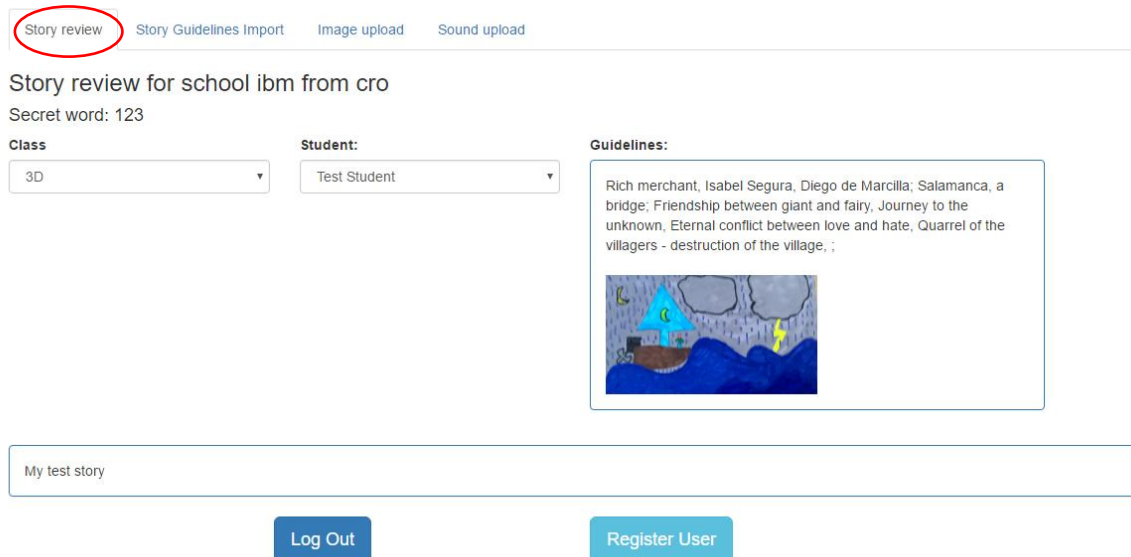
### 2.1 Story review page

After the teacher has logged in, the page redirects him/her directly to the management page.

The page consists of four „tabs“. The first tab is Story review tab. This tab contains students' stories.

There are two select boxes: Class and Student. Upon selecting a class and a student, the Guidelines and story boxes are automatically updated with the students' data.

Hello admin! Welcome to the StoryInventor management pages!



Story review for school ibm from cro


Secret word: 123

**Class**

**Student:**

**Guidelines:**

Rich merchant, Isabel Segura, Diego de Marcilla; Salamanca, a bridge; Friendship between giant and fairy, Journey to the unknown, Eternal conflict between love and hate, Quarrel of the villagers - destruction of the village, ;



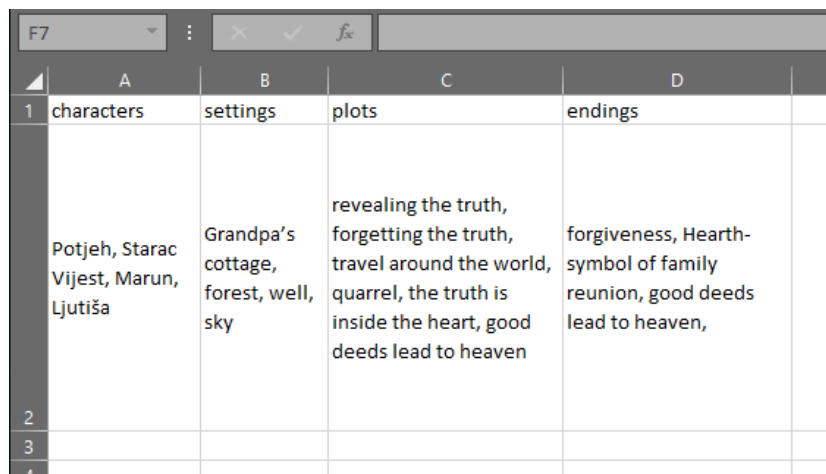
My test story



## 2.2 Story Guidelines import tab

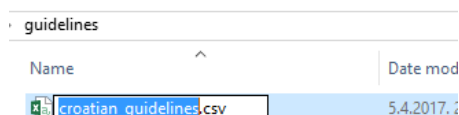
The second tab is the Story Guidelines Import tab. This is where story guidelines can be added to the database. The procedure for adding story guidelines is:

- Click on the „Click here to download the template“ link
- Save the template on Your PC
- Fill the template with data (using Excel or any other table editor software):



	A	B	C	D
1	characters	settings	plots	endings
2	Potjeh, Starac Vijest, Marun, Ljutiša	Grandpa's cottage, forest, well, sky	revealing the truth, forgetting the truth, travel around the world, quarrel, the truth is inside the heart, good deeds lead to heaven	forgiveness, Hearth- symbol of family reunion, good deeds lead to heaven,
3				
4				

- Save the changes (click Yes on any questions) and **rename the file:**



Name	Date mod
croatian_guidelines.csv	5.4.2017.4

- Click on add files and select the filled template
- Click on the „Start upload“ button to upload the template (it is then automatically imported in the database)

Hello admin! Welcome to the StoryInventor management pages!

[Story review](#) [Story Guidelines Import](#) [Image upload](#) [Sound upload](#)

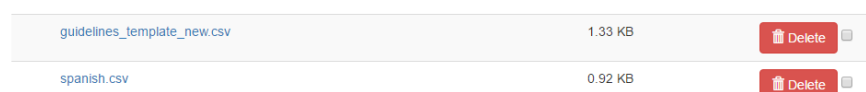
### Story Guidelines Import

Here you can upload CSV files containing story guidelines

[Click here to download the template](#)

Upload (only CSV files)

[+ Add files...](#) [Start upload](#) [Cancel upload](#) [Delete](#) [Select All](#)



guidelines_template_new.csv	1.33 KB	<a href="#">Delete</a>
spanish.csv	0.92 KB	<a href="#">Delete</a>

[Log Out](#)

[Register User](#)





The template is best opened in Microsoft Excel. It is a CSV file – it is similar to a normal XLS file, but it doesn't support any formatting nor it is necessary to format the text.

## 2.3 Image upload tab

Images can be uploaded in the Image upload tab.








To upload an image click on „Add files...” and select the image which you wish to upload. Click „Start upload” and the image will be uploaded to the server and imported to the database.

Images can also be deleted.

[Story review](#) [Story Guidelines Import](#) [Image upload](#) [Sound upload](#)

Image upload for mystery box (only jp(e)g, png, gif)

[+ Add files...](#) [Start upload](#) [Cancel upload](#) [Delete](#) [Select All](#)

	<a href="#">Dinits_nak2_res.png</a>	255.41 KB	<a href="#">Delete</a>	<input type="checkbox"/>
	<a href="#">Dinits_nak_res.png</a>	244.31 KB	<a href="#">Delete</a>	<input type="checkbox"/>
	<a href="#">IMG-20170207-WA0003.jpg</a>	142.95 KB	<a href="#">Delete</a>	<input type="checkbox"/>
	<a href="#">IMG-20170207-WA0004.jpg</a>	153.58 KB	<a href="#">Delete</a>	<input type="checkbox"/>
	<a href="#">IMG-20170207-WA0005.jpg</a>	199.28 KB	<a href="#">Delete</a>	<input type="checkbox"/>
	<a href="#">IMG-20170207-WA0007.jpg</a>	124.32 KB	<a href="#">Delete</a>	<input type="checkbox"/>
	<a href="#">IMG-20170207-WA0008.jpg</a>	171.95 KB	<a href="#">Delete</a>	<input type="checkbox"/>

That's it!

## 2.4 Sound upload tab

Sounds are uploaded in the exact same way the images are!

[Story review](#) [Story Guidelines Import](#) [Image upload](#) [Sound upload](#)

Sound upload for mystery box (only .mp3 & .wav)

[+ Add files...](#) [Start upload](#) [Cancel upload](#) [Delete](#) [Select All](#)

<a href="#">Crying.mp3</a>	94.35 KB	<a href="#">Delete</a>	<input type="checkbox"/>
<a href="#">Falling.mp3</a>	277.52 KB	<a href="#">Delete</a>	<input type="checkbox"/>

