

Choose Your Own Adventure Maker

Web Application Project Proposal

WebTech 10/11

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Project Overview

For this project, I will create a web-based application called **Choose Your Own Adventure Maker**. The goal is to let users play interactive stories and create their own Choose Your Own Adventure tales.

Choose Your Own Adventure stories are interactive. The reader makes choices that change what happens next. This allows a player to play the same story multiple times with different outcomes.

Main Purpose

The application serves two main purposes:

- Allow anyone to play existing Choose Your Own Adventure stories
- Let registered users create and edit their own adventure stories and make them available for others to play

Key Features For All Users

- Browse available stories on the homepage
- Play any story without logging in
- View story thumbnails and descriptions

Key Features For Registered Users

- Create new adventure stories
- Edit their own stories
- Filter to view only their own stories
- Customize story themes and images

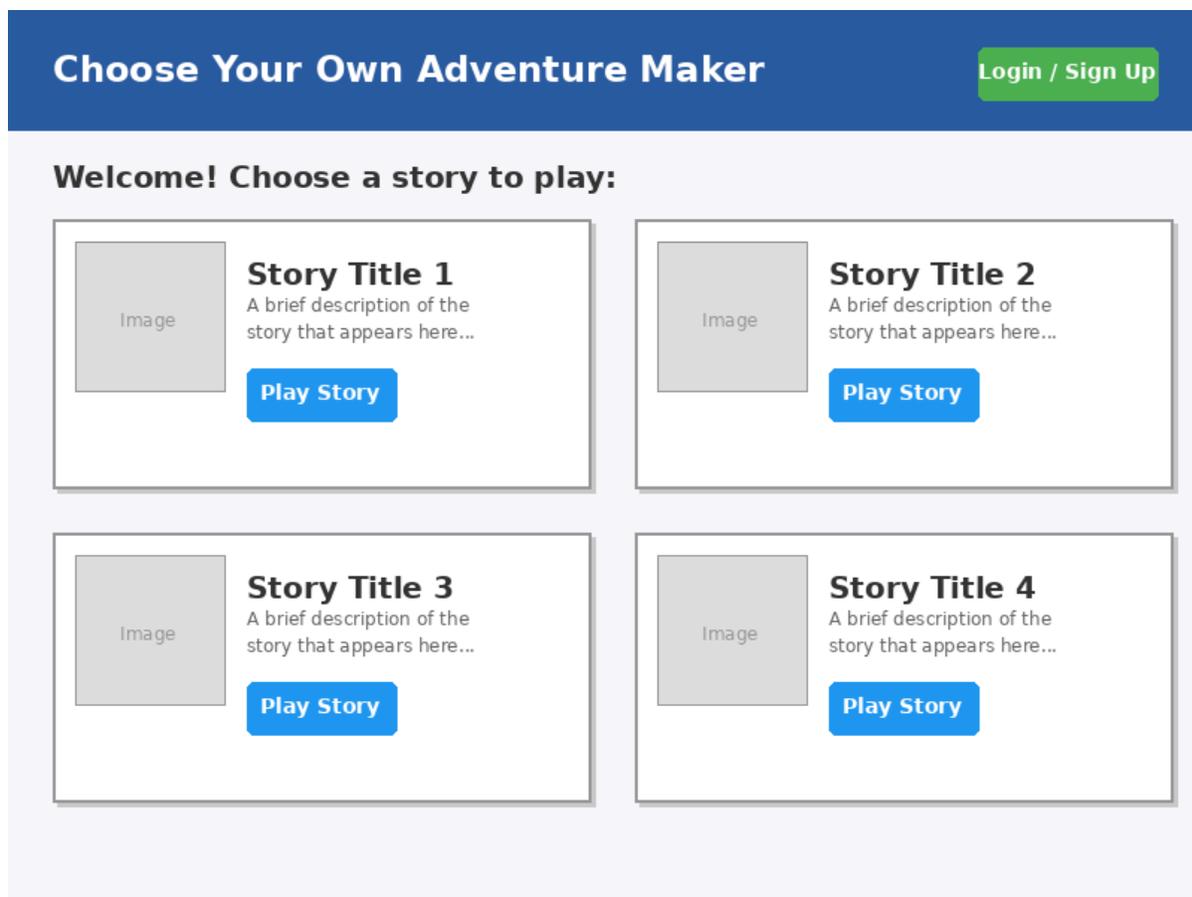
User Interface Design

The application has three main screens. Each screen is designed to be simple and easy to use.

1. Landing Page

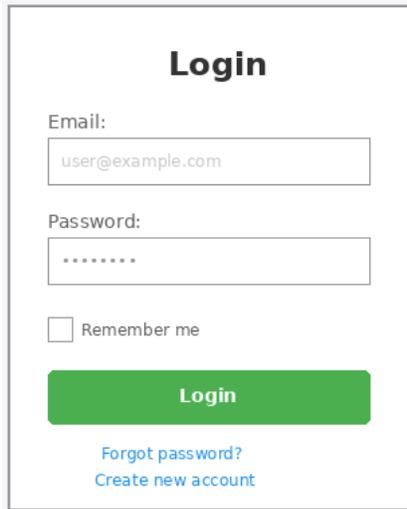
The landing page is the first screen users see. It shows:

- A welcoming header with the application name
- A login/sign up button in the top right corner
- A gallery of story cards showing available adventures
- Each card includes a title, thumbnail image, description, and play button



2. Login and Registration

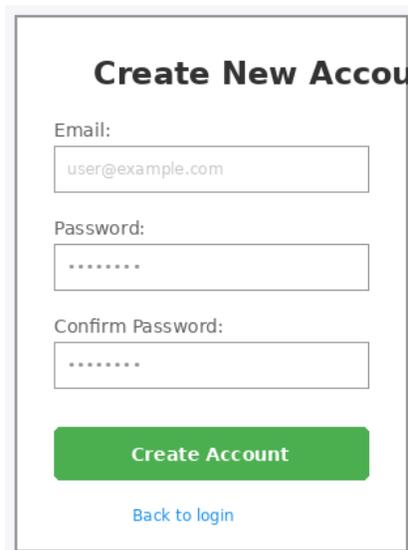
Users must log in to create or edit stories.



The login form is titled "Login" and contains the following elements: an "Email:" label above a text input field with "user@example.com"; a "Password:" label above a password input field with "*****"; a "Remember me" checkbox; a green "Login" button; and two links at the bottom: "Forgot password?" and "Create new account".

The login screen includes:

- Email and password fields
- A 'remember me' option
- Links to create a new account
- Password recovery option (no reset, just sends password to email)

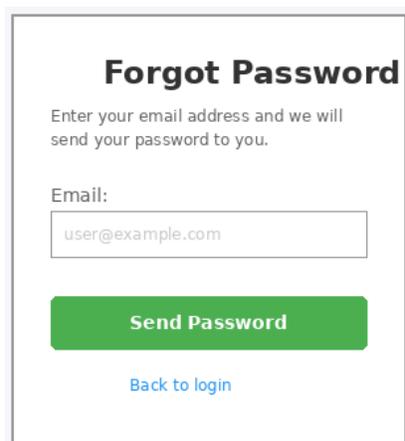


The "Create New Account" form is titled "Create New Account" and contains the following elements: an "Email:" label above a text input field with "user@example.com"; a "Password:" label above a password input field with "*****"; a "Confirm Password:" label above a text input field with "*****"; a green "Create Account" button; and a "Back to login" link at the bottom.

New users can register for an account.

This screen includes:

- Email address field
- Password field
- Confirm password field to prevent typing errors
- Create Account button
- Link to return to login screen



The "Forgot Password" form is titled "Forgot Password" and contains the following elements: a sub-header "Enter your email address and we will send your password to you."; an "Email:" label above a text input field with "user@example.com"; a green "Send Password" button; and a "Back to login" link at the bottom.

When users forget their password, they can request it to be sent to their email.

This screen includes:

- Email address field
- Clear instructions about the password recovery process
- Send Password button
- Link to return to login screen

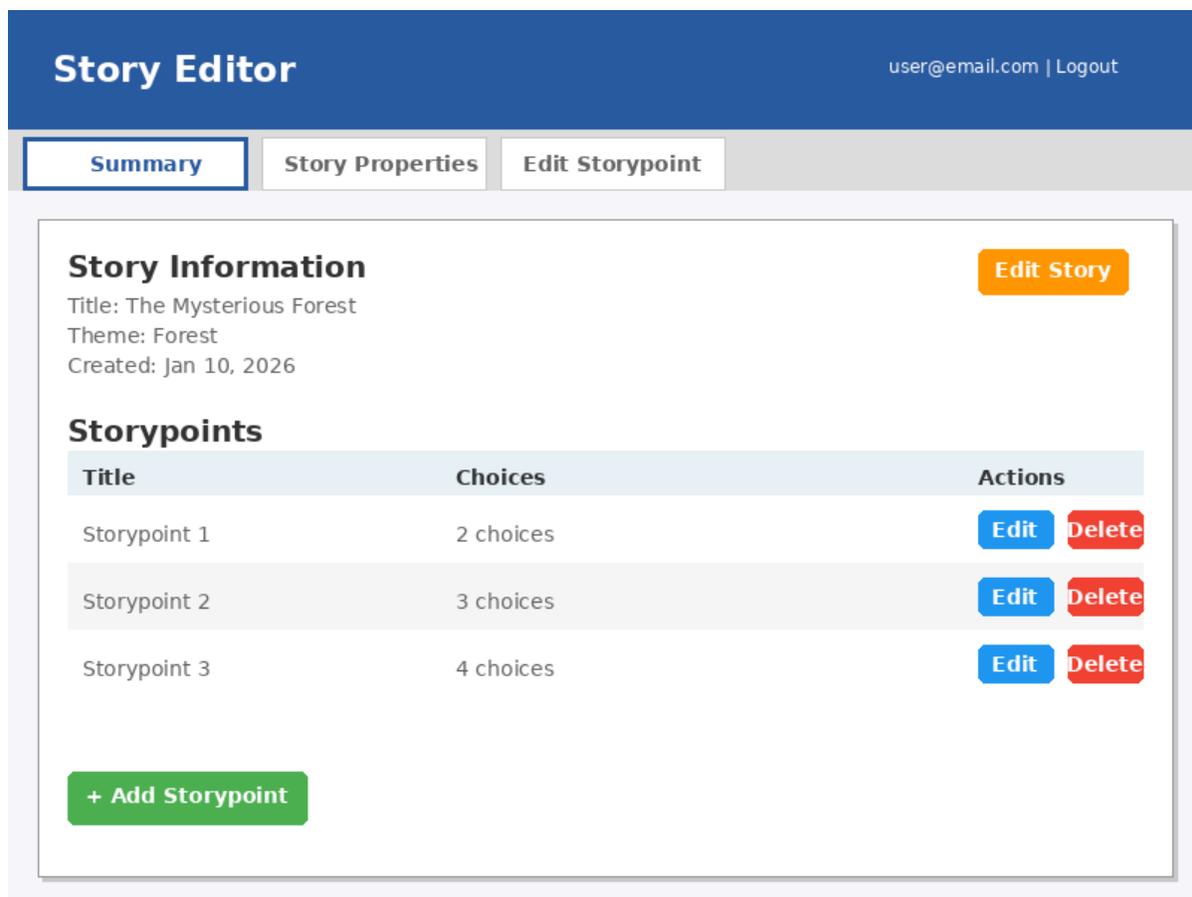
3. Story Editor

The story editor has three parts to manage stories:

- Summary Screen - shows story information and a list of all storypoints
- Story Properties Form - edit the main story details like title and theme
- Storypoint Form - edit individual story story points and choices

Story Editor Part 1: Summary Screen

This screen shows story information and a list of all story points. The story has properties that can be edited and so does each story point.



The screenshot displays the 'Story Editor' interface. At the top, a dark blue header contains the title 'Story Editor' on the left and the user information 'user@email.com | Logout' on the right. Below the header is a navigation bar with three tabs: 'Summary' (which is active and highlighted with a blue border), 'Story Properties', and 'Edit Storypoint'. The main content area is divided into two sections. The first section, 'Story Information', shows the story's title 'The Mysterious Forest', theme 'Forest', and creation date 'Jan 10, 2026'. An orange 'Edit Story' button is positioned to the right of this information. The second section, 'Storypoints', features a table with three rows. Each row represents a storypoint, showing its title, the number of choices, and two action buttons: 'Edit' (blue) and 'Delete' (red). At the bottom left of the main content area, there is a green button labeled '+ Add Storypoint'.

Title	Choices	Actions
Storypoint 1	2 choices	Edit Delete
Storypoint 2	3 choices	Edit Delete
Storypoint 3	4 choices	Edit Delete

Story Editor Part 2: Add / Edit Story

This form allows users to set the main properties of their story which are shown on the landing page. These include:

- Story title
- Description of the overall story
- Theme dropdown for colors (eg.Egyptian, Forest, Space, etc.)
- Image upload button for the story thumbnail
- Buttons to save or cancel

Choose Your Own Adventure Maker

user@email.com | Logout

Edit Story Properties

Story Title:

Description:

Theme:

Thumbnail Image:
 forest.jpg

Story Editor Part 3: Add / Edit Storypoint

This is the most complex form. It allows users to create individual story sections and the choices that connect them. It includes:

- Storypoint title
- Description (the story text that readers will see)
- Image for this part of the story
- Optional hint to help guide players
- Choices section showing all available choices
- Each choice shows the choice text and which storypoint it links to
- Add Choice link to create new choices
- Save and Cancel buttons

Choose Your Own Adventure Maker

user@email.com | Logout

Edit Storypoint

Storypoint Title:

Description:

Image:

Hint (optional):

Choices:

1. Enter the cave → Storypoint 3	<input type="button" value="Edit"/>
2. Walk away → Storypoint 4	

[+ Add Choice](#)

Technical Overview

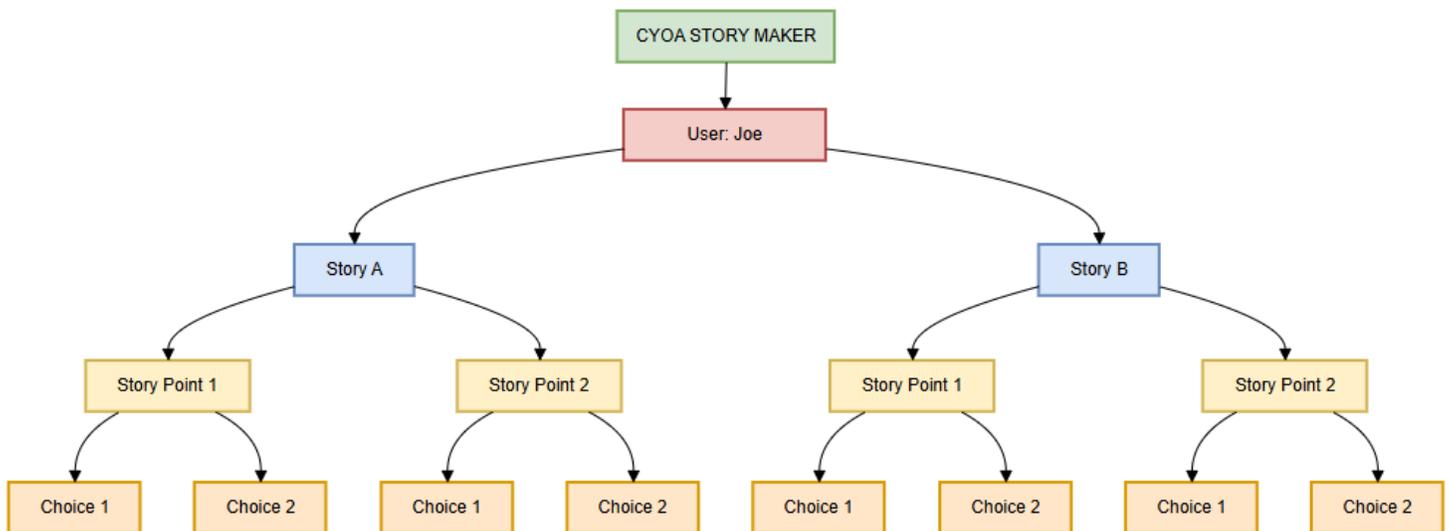
This project will use the following web technologies:

- PHP - programming language for the web application
- MySQL database - stores user accounts, stories, and story content
- HTML/CSS - Creates the visual design and layout
- JavaScript - Adds interactive features

Data Tree

The database will be organized in such a way that it can handle multiple users, multiple stories per user, multiple story points per story, and multiple choices per story point.

This can be shown in a tree like this:



This structure allows stories to branch in different directions. Each reader can have a unique experience based on their choices. Although not shown above, the choices would then link to another story point within the same story.

Database Design

The database stores all information for the application. It uses the following four tables:

Users Table

This table stores information about registered users.

Column Name	Description
id	user ID (unique)
email	User's email address (also username)
password	User's password (encrypted)
created_date	Date when account was created

Stories Table

This table stores the main information about each story.

Column Name	Description
id	story ID (unique)
title	Story title
description	Story description
theme	Color theme (Egyptian, Forest, etc.)
thumbnail_image	Filename of the thumbnail image
user_id	ID of the user who created this story
created_date	Date when story was created

Storypoints Table

This table stores each section of a story. Multiple storypoints belong to one story.

Column Name	Description
id	storypoint ID (unique)
story_id	ID of the story this point belongs to
title	Storypoint title
description	The story text for this section
image	Filename of the storypoint image
hint	Optional hint text to help the reader

Database Design - Continued

Choices Table

This table stores the choices available at each storypoint. Each choice also links to another storypoint.

Column Name	Description
id	choice ID (unique)
storypoint_id	ID of the storypoint this choice belongs to
choice_text	The text shown to the reader
next_storypoint_id	ID of the storypoint this choice leads to

How Tables Connect

The tables connect to each other through ID columns:

- Each story is linked to a user through the user_id column
- Each storypoint is linked to a story through the story_id column
- Each choice is linked to a storypoint through the storypoint_id column
- Each choice links to the next storypoint through the next_storypoint_id column

Conclusion

The “Choose Your Own Adventure Maker” will be a fun web application to make and use. When it’s finished, I also want to make 2 stories with it (on top of the Pyramid Escape story from Term 1) so users have a choice of stories to start with. Once a user creates a story, that story can be played by other users as well.

I normally wouldn’t have proposed a project of this size for term 2, but I’m counting on AI to help out in a big way. My role will be mostly in directing, overseeing, tweaking css, some coding, understanding what’s been generated, and putting it all together.