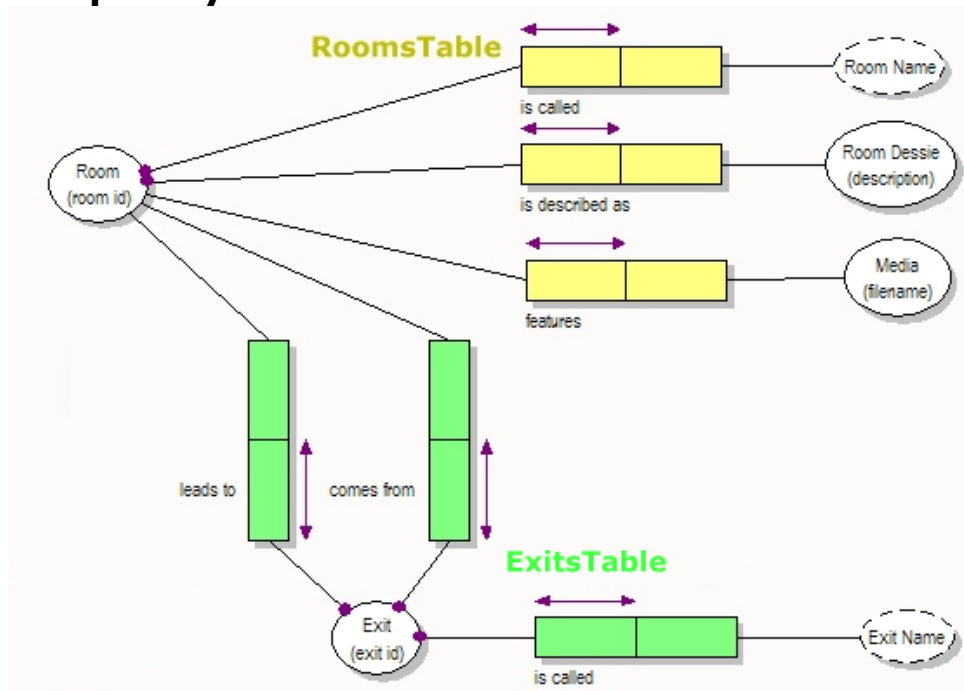# Wonko CRUD

A Collaborative Real-time User Domain
Designed and implemented in MySQL and PHP

By Wonko ©2005

General Blurb

The idea is to provide users with an open source, collaborative environment where they can build and navigate in real-time. The interface will be HTML with a database back-end, allow editing insertion of media and be skinnable.

Conceptually

Relationally

Rooms table

Roomid	Room Name	RoomDessie	Media
PK Autonumber	MA varchar(80)	MA text	OP text

Exits table

Exitid	Origin	Destination	Doorname
PK Autonumber	MA integer	MA integer	MA varchar(80)

Interface Issues

Launching of the CRUD home page should offer users the option to browse the virtual world, edit it or create new spaces. ALL rooms should be editable by everyone (sense?) in a truly collaborative space. There will be no authentication of users so who made what change is not tracked (in this version). Users will navigate by clicking on exits, read room descriptions and generally have a virtually hoopy time in non-linear space.

Let the games commence….....

Interface Schematics

Room view (builders mode):

42: The Vermillion Room

You see a room that is all vermillion, vermillion in all directions. The light is on; it is also vermillion, as are the walls, door and floor. In the corner you notice light streaming in from outside and realise it is a way out.

Available Exits: towards the light
Available Actions: make new room, edit this room, add a door

Room editor:

Room Management Centre

Room Name id=42	The Vermillion Room
Room Description	You see a room that is all vermillion, vermillion in all directions. The light is on; it is also vermillion, as are the walls, door and floor. In the corner you notice light streaming in from outside and realise it is a way out.
Room Media (URL)	http://www.wonko.info/ipt/iis/php/crud/vermillion.jpg
	Save this stuff

Door Creator:

<table>
<tr><td colspan="2" align="center">Exit Maker</td></tr>
<tr><td>Room</td><td>42</td></tr>
<tr><td>Leads to Room</td><td>43</td></tr>
<tr><td>Door Name</td><td>Towards the light</td></tr>
<tr><td>Type of Exit:</td><td>⊙ one way ○ return exit

A **one way** exit lets you move from this room to that one. A **return exit** places a door here and there, allowing you to return here.</td></tr>
<tr><td colspan="2" align="center">Save this stuff</td></tr>
</table>