

# MouthPiece

## COS301 Team Gamma: WebFrontend Team Goals

March 2020

### **1 Introduction**

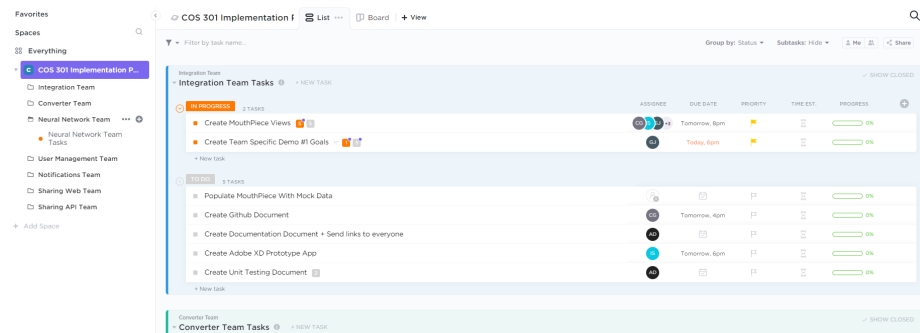
This document describes the responsibilities and all deliverables for the WebFrontend Team.

Demo #1 Due Date: Thursday 12 March 20:00

## 2 Organisation

### 2.1 ClickUP

You need to elect a team leader if you have not done so already. Work together with this member to create tasks and sub-tasks for each member in your team on <http://clickup.com> (on the COS301 workspace you have been invited to).



Ensure that you indicate progress and mark tasks as complete. This page will be displayed at the demo.

### 2.2 Slack

Although we have created a WhatsApp group - we do still find it easier for in-group discussions to happen on the slack channels. Simply login to <http://cos-301.slack.com>

### 3 Overall Team Tasks

These are the tasks to be done by your team for the final product (not specifically Friday's demo).

- Deploy a responsive website front-end on an apache server (HTML, CSS, JavaScript)
- Communicate with the SharingAPI and UserManagementAPI through HTTP Requests (through JavaScript - JSON format)
- Login & Register page
- Update user preferences (when logged in) (Current mouth selected in app, format vs. volume, dark mode etc.) specifics to be determined)
- Home : List Mouth Packs (grid interface)
- Search and filter Mouth Packs (home page probably)
- Upload Mouth Packs (+12 different images - drag and drop interface preferred)
- Download entire mouth pack
- Provide a unique URL to a specific mouth pack (e.g. teamgamma.ga/mouthpacks?id=vampire when you click on a design)
- Validate user input (e.g. email) on the front end (JS)
- Switch between Dark mode and Light mode interface
- The website needs have a high visual impact - we are trying to impress
- **REMEMBER: Mouth Pack upload and download needs to be available anonymously - i.e. without login.** In this case you would simply send "ANONYMOUS" as the author to the SharingAPI.

*The tasks are always subject to change, but we have tried our utmost best to sketch out the entire project ahead.*

## 4 Team Tasks for Friday

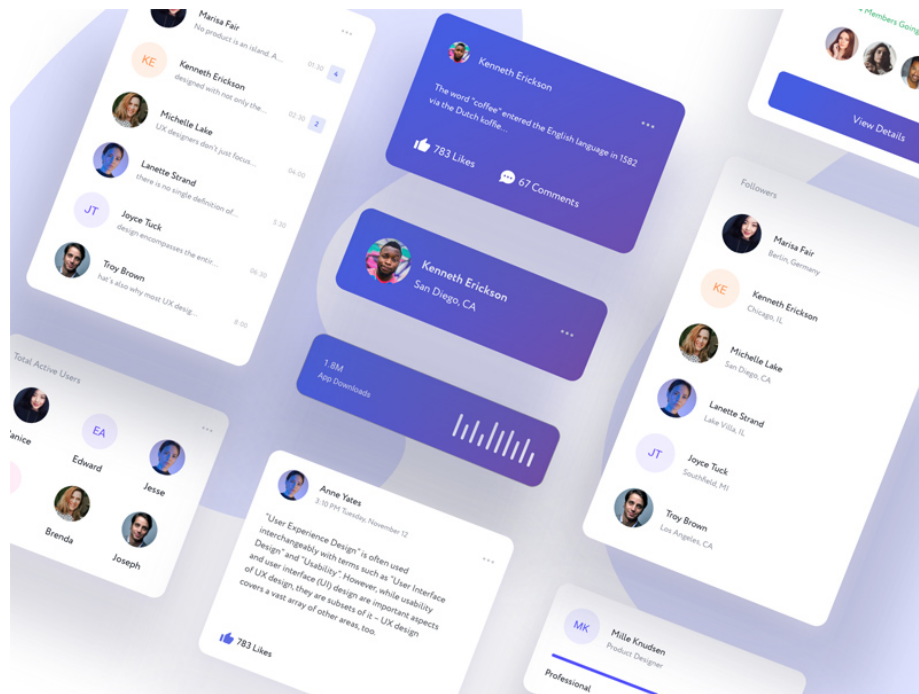
### 4.1 Documentation

All documentation to be created in Overleaf

#### 4.1.1 Web page content

Create a document with each separate webpage or section as a heading. Describe what will be displayed in each section and via which interface element.

You should attach inspiration examples found on other websites, e.g.



### 4.1.2 Frameworks

You are required to do some research on frameworks that you could implement to assist your **Overall Team Tasks**. Write a short report on only the frameworks that you are keen to implement. Show its benefits and how you can implement it with the existing technologies.

#### Some examples

- <https://material.io/develop/web/>
- <https://getbootstrap.com/>
- <https://validatejs.org/>

## 4.2 Hosting Environment

Your team will already deploy your demo for Friday on the Apache web server. You will demo your FTP setup and showcase the live URL.

#### Use the following FTP details:

- Host: ftp.teamgamma.ga
- Username: webfrontend@teamgamma.ga
- Password: 2IQve6sgQT
- Port: 21

Your FTP login details are rooted in: <http://teamgamma.ga/webfrontend/>. i.e. any uploads will be visible on that URL. This will be moved to the root directory on deployment.

*If you have any issues with the hosting, or require additional server resources, contact Giovanni (on Slack).*

## 4.3 Implementation

### 4.3.1 Website Demo

You are required to build the website front-end and fill it up with mock data.

**More specifically:**

- Create all the separate pages as discussed in **Overall Team Tasks**
- Create the navigation and link all the pages
- The demo needs to be responsive
- Fill up the pages with mock data (fake mouth images, fake profile etc.)  
One set of mock data is sufficient (one user's logged-in view)
- No HTTP requests are required (log-in button redirects to homepage without checking input etc.)
- While the design should make an impression, don't worry if it changes down the line

### 4.3.2 Unit Testing

Describe how your team will implement unit testing. Better yet - implement it in the Demo where possible.