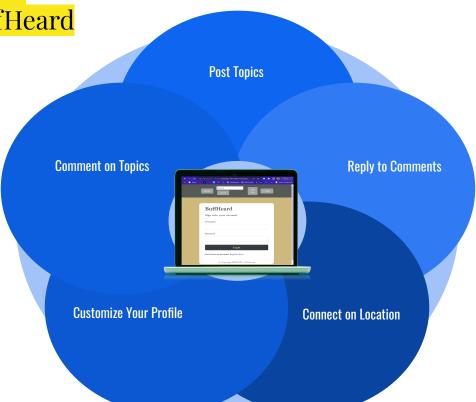
Team BuffBytes

Section 016

Maxwell Fogler, Alex Ludwigson, Ben Lipman, Jesus Carnero, and Sean Carter

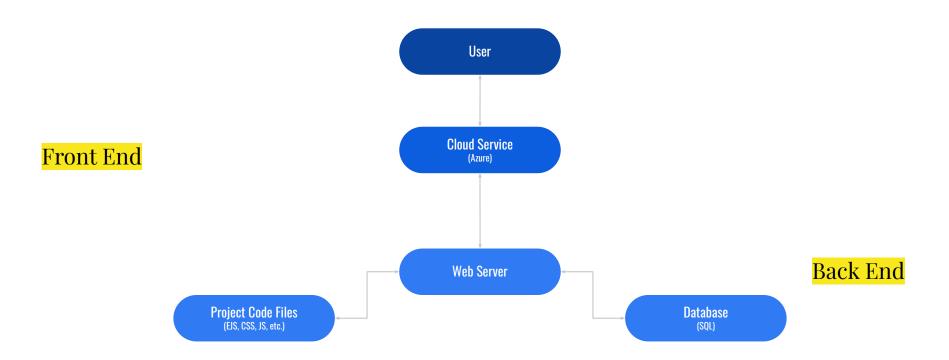
Haven't ya Herd? Introducing: BuffHeard





Fitting the Parts Together: Tools We Used		Logo	Rating	Uses and Methodology
7	GitHub (VCS)		☆☆☆	Used Git and GitHub for version control and storing project documentation
2	EJS	EXPRESS JS	***	 Primary mode of front end development Worked well when combined with our APIs and other tools.
3	NodeJS	node (B)	***	 Used to structure client/server-side logic and communication Middleware
4	PostgreSQL	Postgre SCL	☆☆☆☆	 Really helpful and essential database tool Was at times slow and would create problems out of nothing
5	CSS		***	 Basic frontend framework Highly-powered with good syntax
6	GitHub (Project Tracker)		***	Used to track our ideas and progress through them
7	Mocha and Chai	mochal chai		 Facilitated our testing, which was an essential part of the project Could have been slightly more intuitive and streamlined with recursive testing
8	Microsoft Azure	Microsoft Azure		 Used to deploy our project Disappointing usability
9	Mapbox	0	***	 Integrating map API Impressive syntax and functionality
10	Bootstrap	B	***	 Provided great tools we used for frontend organization Easily deployed through href inclusion

Architecture Diagram



The Challenges





```
PS C:\Users\mafog\Downloads\RECITATION-016-TEAM-3-BuffBytes> docker compose up
Top-level object must be a mapping
PS C:\Users\mafog\Downloads\RECITATION-016-TEAM-3-BuffBytes> docker compose up
Top-level object must be a mapping
PS C:\Users\mafog\Downloads\RECITATION-016-TEAM-3-BuffBytes> docker compose down --volumes
PS C:\Users\mafog\Downloads\RECITATION-016-TEAM-3-BuffBytes> docker compose down --volumes
```

Nested Comments

We had to find a way to support nested comments to make the replies more readable

The Map

We used MapBox to allow users to embed a custom map into their posts. The hardest part of this was finding a way to transfer the data from their map object into the file structure we were already using.

All The Little Things

Just like most other projects, we ran into a constellation of minor issues that seemingly had no solution.

Live Demonstration

