**ITI 200 Introduction to Cloud Computing**

**Inspershirt**

**Team Members**

Damon Campbell

Gabriel Perez

# Problem

From childhood to adulthood one of our company’s founders, Damon, had difficulty finding clothes in his size starting as a “husky” plus size child. Growing into adulthood, the problems just increased, as very few clothing choices were available in general. Often on school days when everyone was told to wear a certain color or wear branded items to support a local team it could be a nightmarish process to even locate close to the right color in your size. Also, most of the major branded clothing does not necessarily go past size 3x, so finding a simple shirt to support the Detroit Lions could be almost impossible unless you were willing to pay exorbitant prices at the Big and Tall Men’s Store. There you can easily find yourself paying 5x the price of Walmart at stores such DXL, KIngSize and others. Even at the big and tall men’s store one of our founders Damon had difficulty finding 4x-6X clothes from Major Brands, characters, logos,or even sometimes basic colors or shapes because they did not keep them in stock.

Another issue experienced by one of our founders Damon found that sometimes wearing unusual shirts with unique unconventional designs could be a conversation starter. This helps to build connections between people who otherwise would never have the pretext to speak to one another. It can also let someone know that you are a fan of the same things or that you are a member of certain communities or interest groups: Marvel,DC, Sports Teams, Bands, etc.

Another problem that we wished to address was the issues facing new innovative designers getting their product to market. Newer designers such as company founder Gabriel, may have difficulty finding the proper outlet to showcase their specialty designs and scaling up specific designs they develop. There are also the issues of setting up an Ecommerce site, and dealing with issues such as hosting, SEO, etc.

# 2. Solution

Describe how you solved the problem and the components used.

Add some screenshots/pictures of your project.

Our company's goal is to build a business that is similar to a company like 4imprint but for mass production of specialty T-shirt, Sweatshirt, and Button Up Shirt Designs. We will be creating an E-Commerce Company that focuses on exposing its consumers to unique clothing experiences like a Facebook for clothing ideas. From Inspirational to Cyber Punk , we will have your Style. One of our corporate mottos is Selling your Future Favorite T-Shirt as Shirts that you will wear for years.

We will allow designers to create their own branded designs and solicit designs from major brands, media influencers, and individuals, to produce in large batches with high quality material at low cost in our factories. We will solicit and help develop unique single design collections or specialty commemorative collectable collections from individual artists or established brands at very low cost to our customers. We will build Brand Partnerships with traditional and social media brands for content. We will have development teams help bring our partners ideas to market. Giving will be an essential part of our business model as for every shirt we sell, following the Bombas model, we will provide a shirt to a person in an underserved community either a T-shirt or Professional Button Up Shirt for Job Interviews.

# 3. Presentation Video

* Add here the link for YouTube (keep your video as **unlisted**). This is not a presentation video. Only record your project running **on the cloud (not localhost)**.

We had trouble uploading the video showcasing the database to youtube so we uploaded one that doesn’t showcase the Database on youtube:

<https://youtu.be/EDWs6X6Aw4k>

And one that does showcase the Database on Loom:

<https://www.loom.com/share/a4e82d5a46c843baa3ee3165c2655f2e?sid=5c5fa4be-0656-47e0-b654-efe027422d68>

# 4. Lessons Learned

* What did you learn developing this project?
* Both:

Over the course of this project we have learned and deepened our understanding of fundamental Front End Development skills such as HTML, CSS, Java Script and Bootstrap. We also learned how to use collaboration software such as Github which allowed us to simultaneously work on different parts of the project without disrupting the workflow. Another lesson learned is that good time management and clear, progressive, communication is crucial for the success of any project. Something that we learned after the midterm, is how to limit the scope of the project. We had so many ideas, however, not enough time to properly execute them, so we had to pull back and make decisions on what features we wanted and how we wanted to implement those features.

Gabriel

Using a new text editor environment (VS CODE). Learning new frameworks (bootstrap), and that i may like Front End Development more than backend! After the midterm, we had the opportunity to work with the backend and that was great! I am currently taking an Operating Systems course, where we use a VM for all the labs, and previously took a Database Design class last semester. So, working on the backend was a great refresher and really instilled what I had learned in those classes since we used a different database and flavor of linux than in my other classes. I also learned the importance of listening to the professor as well as placing aside my pride and going to the professor for help!

Damon

I had to continue to evolve my skills in VScode, Git, Github, and Github Desktop. I had to learn to use more web resources like W3schools that I previously had not used. I initially did not like the site, but I saw how effectively my group partner was able to look up answers to problems and he showed me a whole section of the site with information that I had not seen so I started using it. I also sought out traditional books that were helpful to me learning faster. I learned AWS and the consequences of not setting up virtual assets correctly as I somehow set backups on my database in a manner that consumed all the 20GB of resources allocated to me in the free tier and ended up being charged $1.52 for a database that only had a few tables after that database was left active for a little over a week.

I learned the importance of listening and understanding. Several things that Professor Thiago said came back to me during the project. Valuable lessons in the process of re-learning to program such as taking the time to really understand how to properly use resources such as VScode and how to use command shortcuts and the command line. Also, make sure that I understood syntax changes in javascript and the difference between the limited javascript I had seen before and modern javascript. As I was learning, he pointed out that some things that I was encountering in javascript syntax such as asynchronous functions were the most modern techniques, but sometimes it was better for the scope of this class to use JQuery or other methods. This was helpful because I was coming across so many different sources of information from YouTube, the internet, books, it could be difficult at times to know which solution path to follow. People in demo videos would seem to be following a similar path for solving a simple coding problem then use some weird hyper obscure javascript code technique that was beyond my understanding.

I learned to understand and appreciate the software engineering mindset as opposed to the engineering mindset that I grew up around. Most of the jobs I had were around engineers or people who worked in plants. In those production environments there was no room for experimentation. If you violated standard operating procedures, you might be terminated, or it could lead to damage to six or seven figure equipment, injury, or even death. So we never made changes to anything without clearing it with 5 or 10 different people. My partner introduced me to the idea of being willing to experiment and “break” things to fix them and improve on the product that we are trying to produce. It was hard to try things that you are not sure if they are going to work but this methodology produced excellent results and innovation although being stressful at times.

Finally, I had to learn to overcome my own negative feelings and concerns about how fast I was learning, and the skills I did not know before coming here. Just from working on this project and seeing how a real software engineer works, my knowledge base has vastly improved. While in my cybersecurity class executing a cross site scripting attack, I was able to use a script to pop an alert on the screen. If I had not had the experience of working on this site, I could have copied the script that was being used, but like some cybersecurity professionals that have not had this type of real world experience from this project, I would not have understood the script.

# 5. Issues/Bugs Known

* Describe to the best of your knowledge all issues and bugs known.

We have a couple of known bugs such as: trouble with scaling (the elements on the page overlap when downscaling the screen), the search bar has no functionality, the automatic carousel tends to switch panels at different time rates, and there is no account verification for sign-up or sign-in. This means we didn’t fetch data from our “users” table in postgres to check whether data had already been entered when making an account (“sign-up”) so that there are no duplicate accounts and we didn’t check to verify if accounts already existed when users go to sign-in. Lastly, the order status tab does not function properly. We simply have it set to a random google href link, and doesn’t show where the order actually is in transit.

# 6. Future Versions

One major plan for future versions/improvements to our project is the inclusion of an account feature. We plan on allowing website visitors to make an account so they can store personal information such as their credit card details, name, number, email, and address to make the check out process easier. We also want our users to be able to favorite items and be notified when things they have liked are back in stock. Another additional feature inside of accounts would be the ability to see purchase history. We also plan on implementing account verification based off the backend data in postgres.

The second biggest improvement to future versions is an inventory page accessible only by employees to be able to see the orders, fill orders, and delete completed orders.

Another implementation we want to be fully operational in future versions is the order status of orders. We desire for users to see where the package is in transit from our warehouse to the user's desired location.

We also desire for users to be able to click on items they like and then be taken to a separate page specifically for the item they clicked on having additional information and the ability to zoom in on the article of clothing.

We desire to add a functional cart feature with the ability to save items for signed up members when they exit out of the site.

Possibly create a “Make a Design” feature where people can submit their own designs for use to make and/or create a design on the website, upload it, and then have us make it for them.

Coupons for holidays, birthdays (for members), etc…

A carousel feature that suggests “people who liked this item also liked these items” with a line of items going across the screen in a carousel like fashion.

We also would like a feature to be able to track the deliveries, show locations that may have special events for our company, and physical locations that have our products dynamically with , by getting a google API key and customizing and embedding these maps wherever appropriate on our site.

# 7. References

* Add an alphabetical list of any sources you used to help you with your project (scientific papers, websites, blogs, etc).

Some original designs are featured in the project that were created by Gabriel Perez.

Amazon was used to source several images used in the project found by searching for cyber punk clothing for men

<https://www.amazon.com/s?k=cyberpunk+clothes+men&crid=EOXCZHBII2JO&sprefix=%2Caps%2C195&ref=nb_sb_ss_recent_1_0_recent>

Amazon.com, <https://malta-apparel.com>, <https://jesuslovesyou.company/>, Walmart.com, and Destination XL were also used as general design references for how an e-commerce site looks

Amazon

<https://www.amazon.com/>

Walmart.com

<https://www.walmart.com/>

Destination XL

https://www.dxl.com/?gclsrc=aw.ds&gclsrc=aw.ds&user\_id=AMsySZZLh7MBAS\_3wZa9NcBc7G6T&utm\_campaign=NEGoogleBrand&gad\_source=1&gclid=CjwKCAiA\_tuuBhAUEiwAvxkgTp05aTSfYs5HUjBQYQnDYXB4pkxxHu2qLLDf\_I09fqwrcrd5ky2KzRoCmhYQAvD\_BwE