Librario

Niketh Gorla

Jack LeGrone

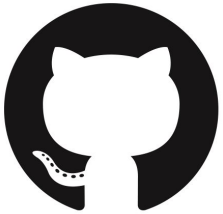
Spencer Nikolaeff

Ross Panning

Librario

Is a **social video game cataloging system**, designed to manage a large physical and/or digital game collection.

Tools We've Used



Project Tracker: **JIRA** - 3 stars

VCS Repository: **GitHub** - 4 stars

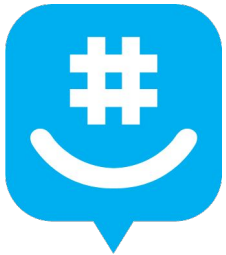
Database: **MySQL** - 4 stars

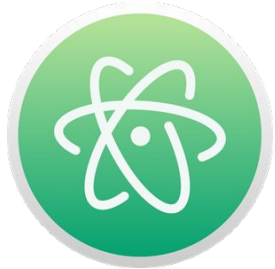
Documentation: **Google Docs** - 5 stars

Deployment Environment: **LocalHost** - 2 stars

IDE: **Atom** - 5 stars

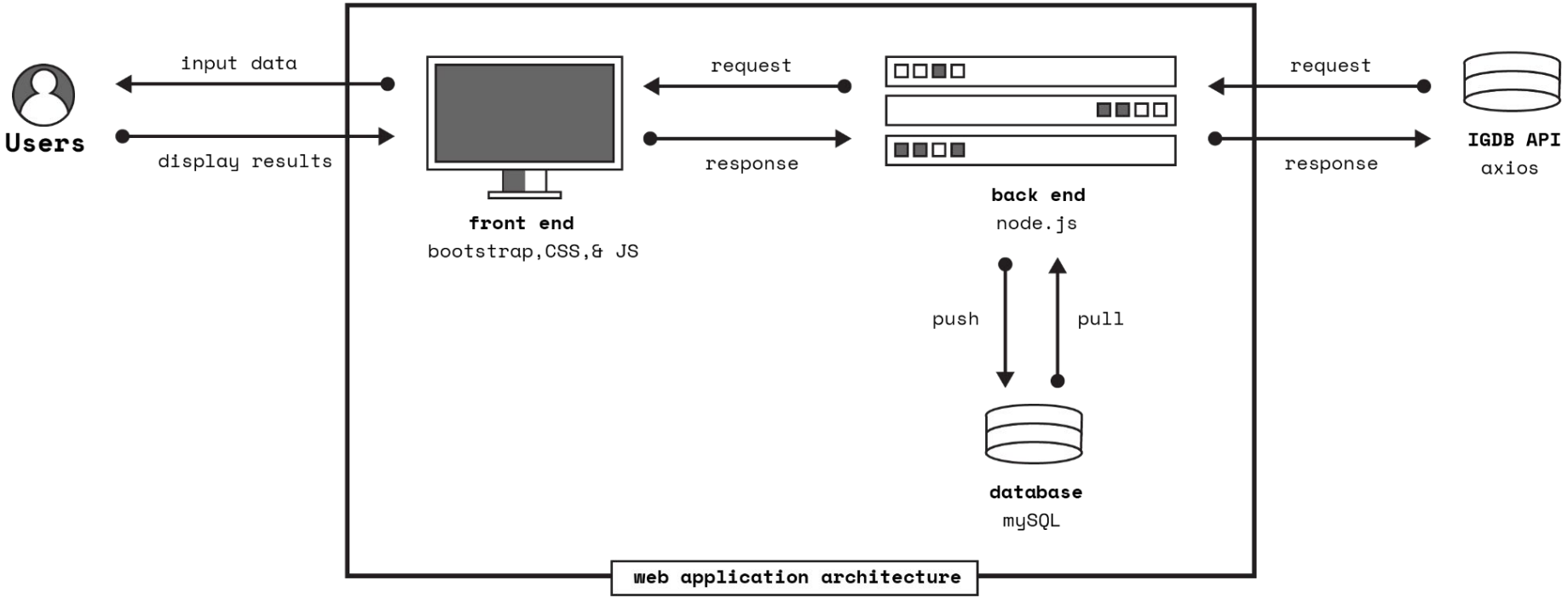
Framework: **Node.js** 5 stars





Project Progression

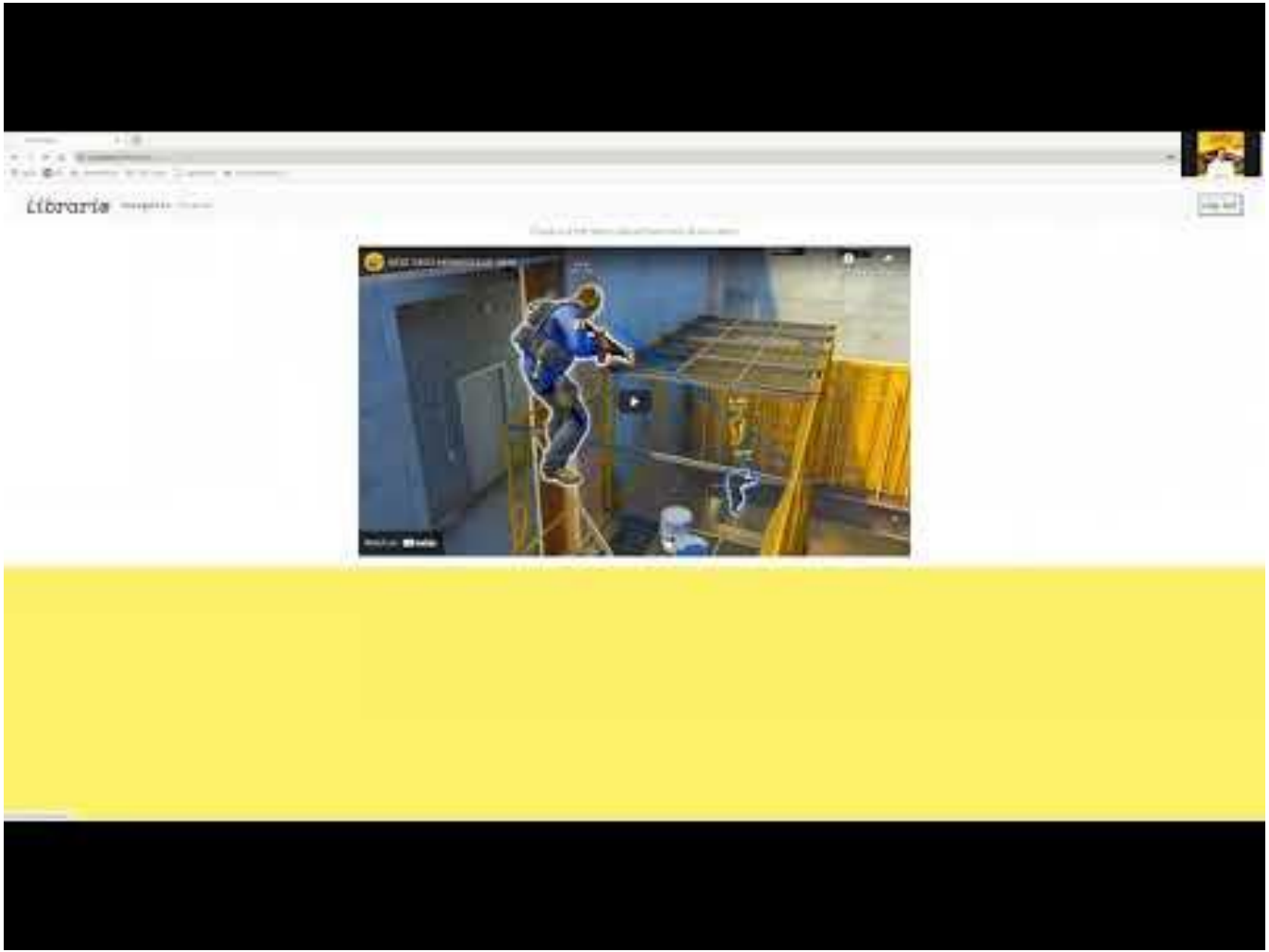
Architecture Diagram



Challenges

- Missing group member in different time zone
  - Made allowances for time differences
  - Eventually reallocated work and simplified goals
- General inexperience with web development
  - Constantly revising as we learned new technologies
- High learning curve for new technologies
  - Used lab code as reference
  - Allocated more time to learn new technologies
- COVID-19 challenges
  - Met through zoom, and in small groups once vaccinated
  - Relied on GroupMe to stay connected on project development

Demo


Libraria