Project Milestone #4

Prancing Purple Ponies

Hyden Polikoff - Randy Perecman - Paolo Castro - Thomas Deaner - Sung Kim - Nathan Straub

Revise Features List

Currently Implemented Features

1. Signup
2. Login
3. Creating events and writing to the database
4. Viewing events on the main feed

Current Sprint Features Under Development

1. RSVP maybe to a given event
2. RSVP yes to a given event
3. See how many people have rsvp'd yes or maybe to given events
4. User authentication
5. Confirm/change location
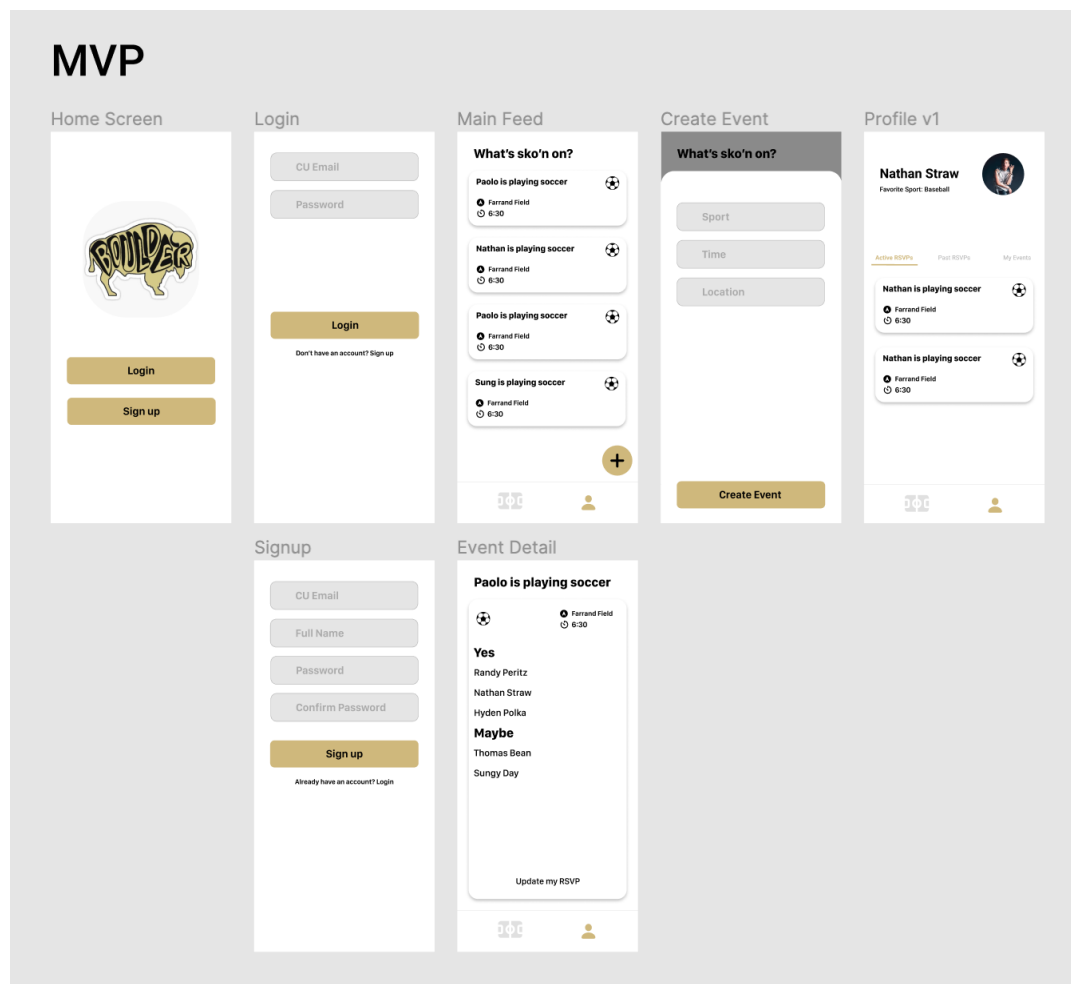6. Improvements to creating event UI

Future Planned Features

1. CU email for signup
2. Profile pages for users
   a. Add favorite sports
   b. Nickname
   c. Profile Picture
3. Share app with friends
4. Event links in messages

Architecture Diagram

See the Link for Architecture Diagram:

SKO PLAY

Front End Design

Web Service Design

We are utilizing the Firebase web service to access the Firestore (a database) and authentication services. We are currently using Firebase to store event information and which users have joined events and to authenticate users. We eventually plan to store user information, such as favorite sport, bio, profile picture, as well as expanding the Event collection to include more information about meetups.

Database Design

Technology:

- Firebase

Tables:

- Event
    - **Id: random string identifier**
    - **Location: String**
    - **Sport: String**
    - **Time: Datetime object**
    - **Rsvp_yes: Array of user ids**
    - **Rsvp_maybe: Array of user ids**
    - **Host: user id**
- User (still being finalized)
    - **id: random string identifier**
    - **Email: email address string**
    - **Name: String**
    - **Major: String**
    - **Favorite_sport: String**
    - **Events_rsvp_yes: Array of event ids**

- **Events_rsvp_maybe: Array of event ids**
- **Events_hosted: Array of event ids**

Individual Contributions

Main Feed Team: Paolo and Hyden
https://github.com/CSCI-3308-CU-Boulder/Prancing-Purple-Ponies/tree/dev-main-feed

- Paolo: Developed backend for the RSVP feature of the main feed page. Users are able to RSVP "Yes" or "Maybe" to events, and that information will be tracked in the database.

- Hyden: Developed front end assets for the rsvp yes and maybe buttons as well as a counter to display the current number of each of those.

Event Team: Randy and Sung
https://github.com/CSCI-3308-CU-Boulder/Prancing-Purple-Ponies/tree/dev-create-event

- Randy: Worked with Sung on create event modal. Coded back end of the program to pass the values entered into firebase, which was then used to make a panel with event information. Currently researching how the back end will change if pop-ups are created to create event modal.

- Sung: Created the front end of creating an event modal, which will pop up with windows to input sports, location, and time. Currently researching how to make the dropdown bars for those options, with a neat and easy to use user interface.

Login/Signup Team: Nathan and Thomas
https://github.com/CSCI-3308-CU-Boulder/Prancing-Purple-Ponies/tree/dev-login

- Nathan: Researched API for CU Boulder email verification, contributed to milestone 4 by creating the architectural diagram, and are in the process of developing the profile page for the app.

- Thomas: Worked on Signup and Login screen functionality. About 70% done with both. Still need to figure out how to utilize firebase authentication methods, but getting there.

Project Management Board

Challenges

- Cleaning up and organizing code was difficult, due to a lack of experience with new programming languages. Putting the code together for a demo was a bit of a problem as well, but we did find a solution to this where everyone puts in more effort to make the code clean in the first place.
- Setting up time for everyone to meet up and work was difficult due to covid-19, as well as individual schedule conflicts. We managed to find one open time frame in a week, and meet via zoom or in-person to keep each other updated and on track for their part of the sprint.
- Staying focused and on task for this project seemed to provide a challenge, due to work from other courses piling up each week. The solution to this can't be pinpointed, but as we all push and pull each other, moving one step seems to work for now.

Back up plan

- If we were unable to resolve those challenges, our work structure would back us up and help us get back on speed. We have our most experienced developers working on simple tasks, so they could lend a hand to those stuck on harder issues. This way, our team mimics the developing team in a company, with a program manager and sprint manager to help the rest of the team out, and vice versa.