

READr!

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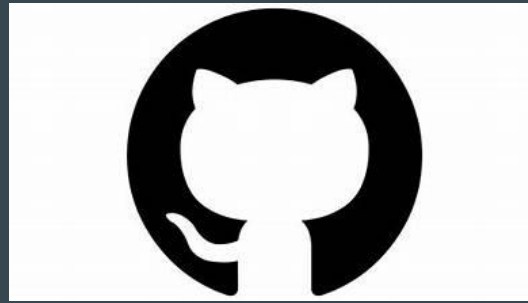
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Description of our project

Our application will be a book tracking interface that allows users to track their own reading progress with insightful statistics, share book reviews with an online community, and explore a collection of books to find their next read.

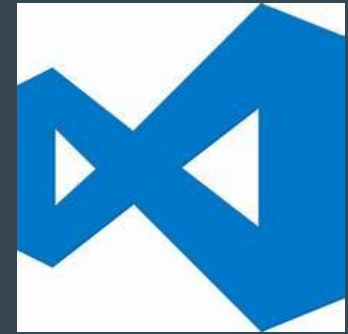
Tools we used

- Github
- Visual Studios
- Docker
- Azure
- Methodologies
 - Agile methodology
 - Two reviewers for pull request



Github was a tool for us to share and update our code with one another

Usefulness: 5/5



VS was a tool for all of us to code in and contribute to the project

Usefulness: 5/5



Used Azure to run application on cloud

Usefulness: 4/5



Docker ran our application using containers

Usefulness 4/5



We knew that using Agile will allow us to go back and modify plans

Usefulness 5/5

Expected tools

- HTML/CSS
- NodeJS
- Mocha/chai
- EJS
- PostgreSQL
- GoogleBooks



GoogleBooks was
used to show books
and their info
Useful: 5/5



Mocha and chai was used to test
login page and register
Usefulness: 4/5



HTML and CSS was used on the
frontend and to design our project
Usefulness 5/5



We used NodeJs to run our
javascript program on an
browser
Usefulness 5/5

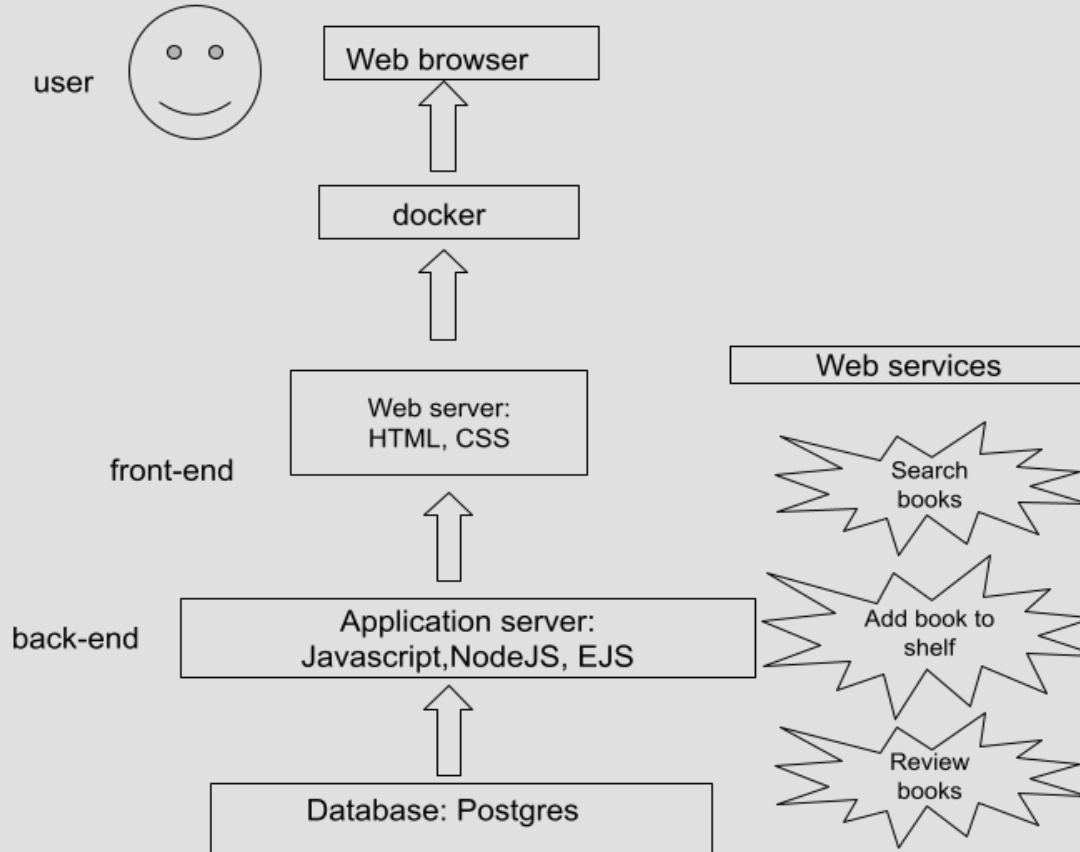


EJS was used to
dynamically create
HTML using user data
Usefulness: 5/5



Postgres was used to
store our users datas
Usefulness: 5/5

Architecture Diagram



Challenges

- Making sure users data was saved even after they logged out
 - Solved this issue: by making session variables and solving one small issue we had in the code
- Modal was terrible
 - Trial and error, asking help from peers
- Having to dependent on ones part of the project
 - A lot of communication and making sure we were getting the work done in timely manner to not hold others back
- Getting testing up and running
 - Had to use outside library: sinon