Rails eCommerce Project

Rationale

A full stack developer needs to be able to demonstrate they can build a complete application from design through to deployment, using appropriate tools and methodologies.

This project is not assessable. Rather, it is for the purpose of practising and developing your skills and knowledge. Next term you will build on this project to create a complete two-sided marketplace including checkout and payment system. The latter will form part of your course assessment. So think of this project as an MVP that you will add more features to later.

Due date

12pm Friday 6 April 2018

Description

You are to design, build, deploy and present a Ruby on Rails application. The project is to be completed in teams of 2-3 people of your choice.

The Project

The brief is to build an online eCommerce store. You can choose any kind of (legal) product to sell - t-shirts, video games, books, etc ...

Submission

This project is not assessable, so you don't need to submit to Canvas. However, you should create a Github repo for it, and also deploy to Heroku.

Deliverables

Design Documentation (README)

Demonstrate your ability to break down the problem and design a solution.

1. One paragraph summary of your application including problem definition, solution.
2. Create user stories in Trello (your teacher may provide these)
3. Wireframes for at least 3 screens.
4. Entity Relationship Diagram (ERD).
5. Explains how to setup, configure and use your application

Tools and methodologies

1. Trello or similar project management tool to be used to track progress of build.
2. Show evidence of Slack conversations or use of other communication tools.
3. Code review. Demonstrate that you have had your code reviewed by other students and that you have provided a code review for others.
4. Github. Demonstrate use of frequent commits, pull requests, documentation.
5. Use Agile development methodologies.
6. Deploy to Heroku

Rails application code

Demonstrate Ruby on Rails development skills.

1. Create your application using Ruby on Rails.
2. Demonstrate knowledge of Rails conventions.
3. Use sqlite database in development.
4. Deploy app to Heroku and use PostgreSQL database on Heroku
5. Use appropriate gems.
6. Your app will have some type of file uploading capability (eg. images). Images should be served from a CDN (eg. Cloudinary)
7. Your app will have authentication (eg. Devise).
8. Your app will have authorisation (users have restrictions on what they can see and edit).
9. Document your application with a README that explains how to setup, configure and use your application as well as your design process.

Deployed application

Your application is to be deployed to Heroku.

Presentation

Present your project to the class, explaining your development choices, issues you faced, how you solved them, etc...