

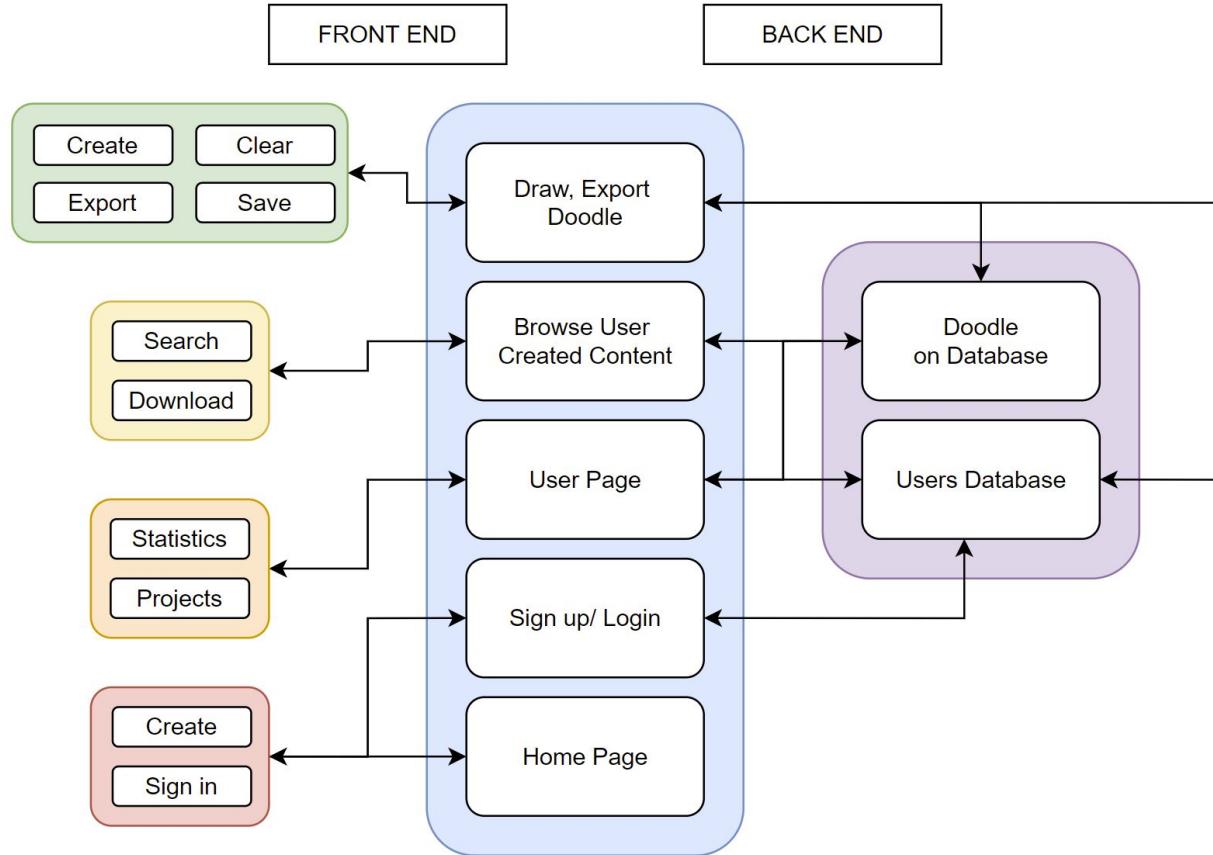
# Doodle Designer

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# Demo

<localhost/CSCI-3308-Fall21-013-07/root/index>

# Architecture Diagram



# Project Tracker - Jira



## Purpose

We used jira to manage our workflow and to keep track of individual assignments throughout the projects creation process.

## User Rating

Disagreeable UI and a bit unintuitive. Non-conductive to our work style. We found Jira to be unnecessary, and it only really added extra steps.



## Methodologies

Agile

# VCS repository - GitHub



## Purpose

We used Github as hosting site for all our software development code and resources. Since we were working asynchronously, this made it very simple to add our code once we finished different steps.

## User Rating

We would've liked to explore more of the project planning for this rather than JIRA, so that we could keep everything in one place.



## Methodologies

Asynchronous development

# Database and Testing - MySQL



## Purpose

We used MySQL to manage our database. User drawings were stored in the database as PNGs, along with user accounts.

## User Rating

We didn't have any specific complaints with MySQL, but at times it was a bit unintuitive. It's possible that given more time, we'd change the rating to 5 stars.



## Methodologies

Asynchronous development, agile

# Deployment environment - XAMPP



## Purpose

XAMPP to host the local host

## User Rating

At one point, the database got corrupted and the only solution we could find was the uninstall and reinstall XAMPP. This took quite a bit of time and required having to remake the database.



## Methodologies

Asynchronous development

# IDE - VSCode



## Purpose

We used VSCode to develop our code. VSCode was very simple to use and provided many troubleshooting and quality of life features.

## User Rating

VSCode was great and we didn't have many complaints, but it wasn't perfect since it would sometimes highlight the wrong stuff, and it had a few bugs.

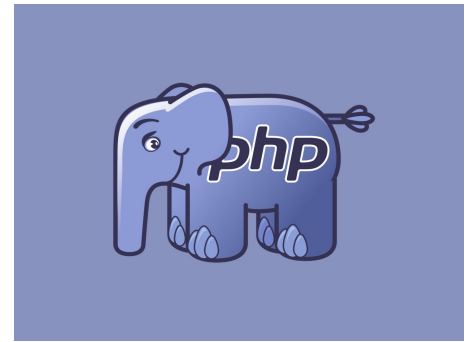


## Methodologies

Asynchronous development



# Framework - PHP



## Purpose

We used PHP to implement the architecture for the back end.

## User Rating

Occasionally, there were non-intuitive error messages which often resulted in spending extra time searching for a solution not related to the actual error



## Methodologies

Asynchronous Development, Agile

# Challenges

## Incomplete Features

Support for grid based drawing with snap to grid functionality and ability to import assets onto the grid proved to be unstable and not feasible without a larger scale adjustment of the project as a whole.

## Implementation difficulties

There were many struggles with bootstrap, particularly positioning, that required more custom CSS

## Testing

Coming up with a clean way to print errors for forms if the user fails a UAT

Q&A