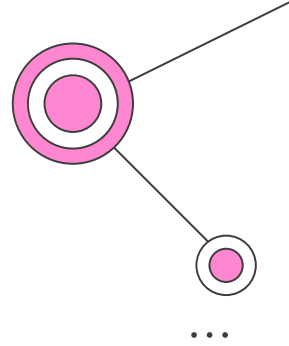
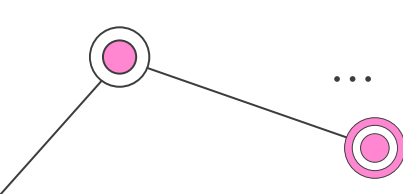


Rinder

(R-in-der)



TEAM MEMBERS

Justin Goh

Front/Backend
Developer

Austin Schene

Front/Backend
Developer

Jonny Lunney

Front/Backend
Developer

Kevin Yang

UI/Backend Developer

Benjamin Hyde

UI/UX/Frontend
Developer

Alexis Marez

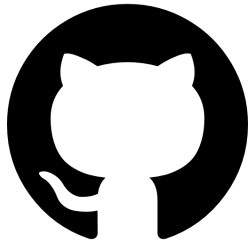
Backend Developer



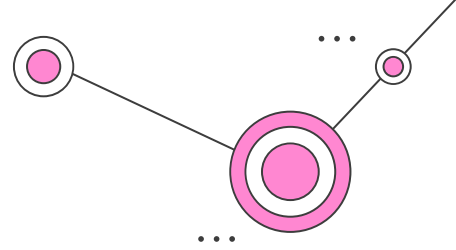
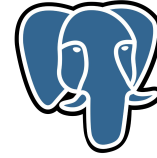
**“To preserve the fantasy of mere mortal kin
dynamically cognizant”**

Finding roommates is hard. We just made it slightly easier.

...



Tools Used



VCS: GitHub - Version control, stored our branches - Rating: 5

Database: PostgreSQL - Database for our backend - Rating: 5

IDE: VSCode - Where code was developed - Rating: 4

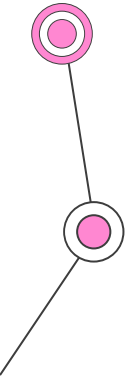
UI Tools: EJS - UI tools, Routing data to pages - Rating: 4

Application Server: Docker - Hosted Front and Backend - Rating: 5

Deployment Environment AWS:

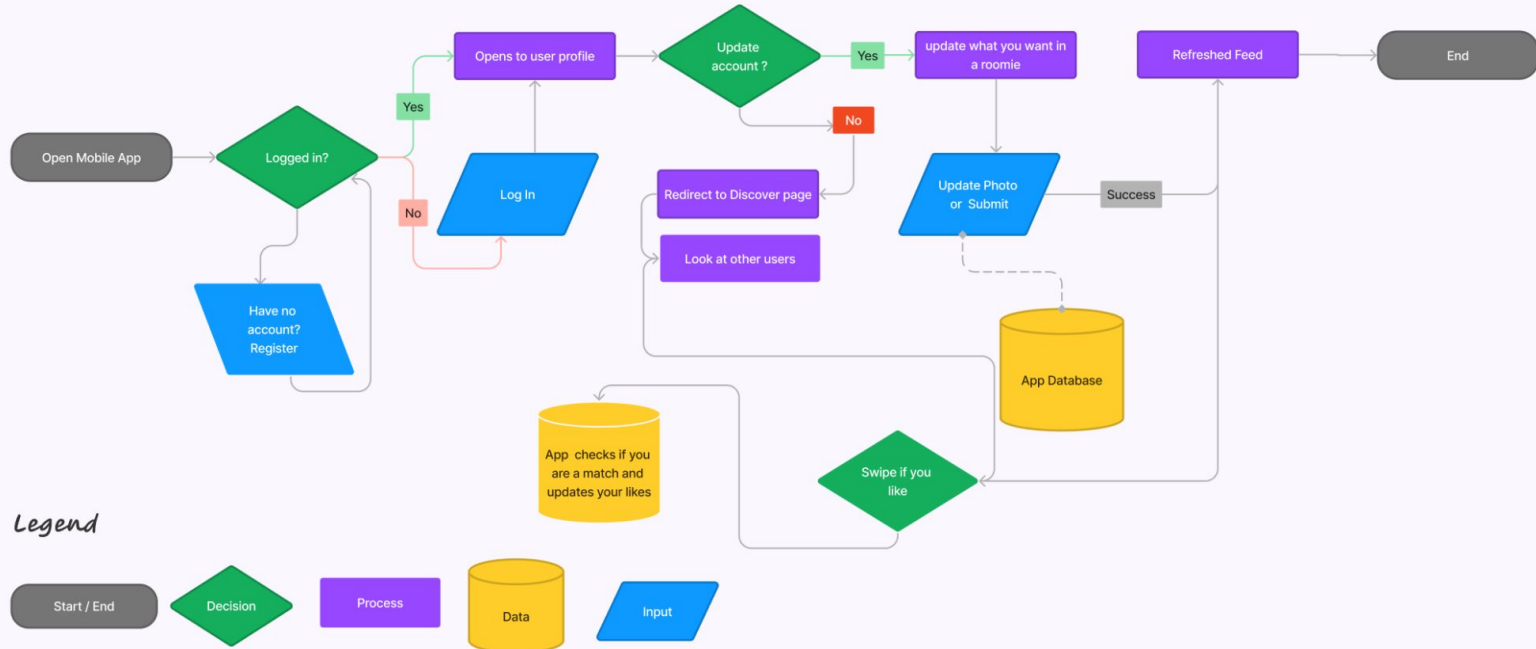
External APIs: Random User Generator API Documentation: <https://randomuser.me/documentation> - Rating: 5

Additional Libraries: Anime.js - Javascript animation library - Rating: 5



Architecture Diagram

Use-Case
Diagram



Challenges

01

...

Backend Structure Changed

While developing, backend structure became difficult to traverse

02

...

Github issues

Github became a mess at the beginning with merging issues.

Combining Preferences and Users

Struggling to pass preferences and users through EJS. Made inner join.

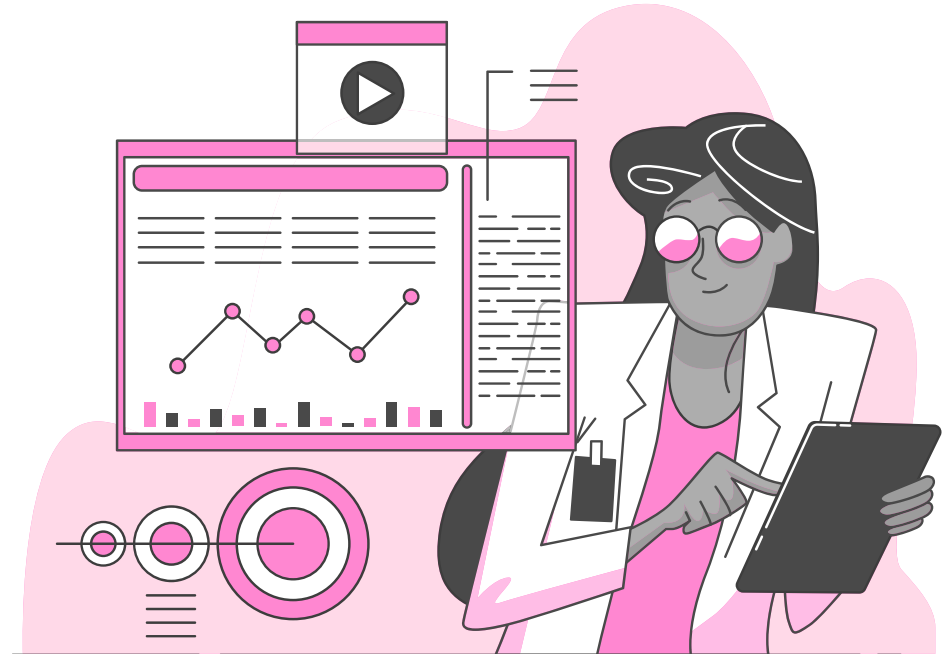
03

...

04

...

Preferences (Kevin)



Frontend animations

Purpose

More immersive and attention grabbing.

Library: anime.js

Open source javascript library with a robust set of targets; CSS properties, SVG, DOM attributes and Javascript objects.

More polished front end

Using this additional library allowed the front end of Rinder to be delivered with a more complete capacity to manipulate the users experience.

Challenges

Creating a personalized object to a specified shape and orientation.

Compatibility as a partial, to be easily added or removed from any page.



Demo Time