



ECHOES OF TODAY



Members:

Project Manager – Jeric S. Base

Frontend Developer – Jeric S. Base

Backend Developer – Jason Michael Lorente

Database Manager – ~~Baby Jane Bajaro~~

GitHub Manager – Earl Clester Barde

Documentation Officer – Franco B. Marcelo

BSIT-2A

System Overview & Objective

Echoes of Today is a digital platform that blends the privacy of a personal journal with the interactive nature of social media. It is designed to serve as both a personal journaling tool and a space for community-based sharing. The system encourages self-expression, reflection, and connection by allowing users to document their thoughts, feelings, and daily experiences.

The primary objective of Echoes of Today is to provide a secure and supportive environment for individuals to engage in journaling and self-discovery. Unlike traditional diaries, the platform offers features that enable users to organize and reflect on their entries, as well as share selected content with specific communities. By combining introspective writing with community interaction, Echoes of Today aims to foster personal growth, mental wellness, and meaningful social engagement.

Features Implemented

The Echoes of Today platform includes the following key features:

User Interface (UI):

A responsive and user-friendly interface designed with a clean, modern aesthetic. The UI includes pages for dashboard, writing journals, managing communities, and settings, ensuring a consistent and intuitive experience across the platform.

CRUD Functionality:

Full Create, Read, Update, and Delete operations are implemented across key modules:

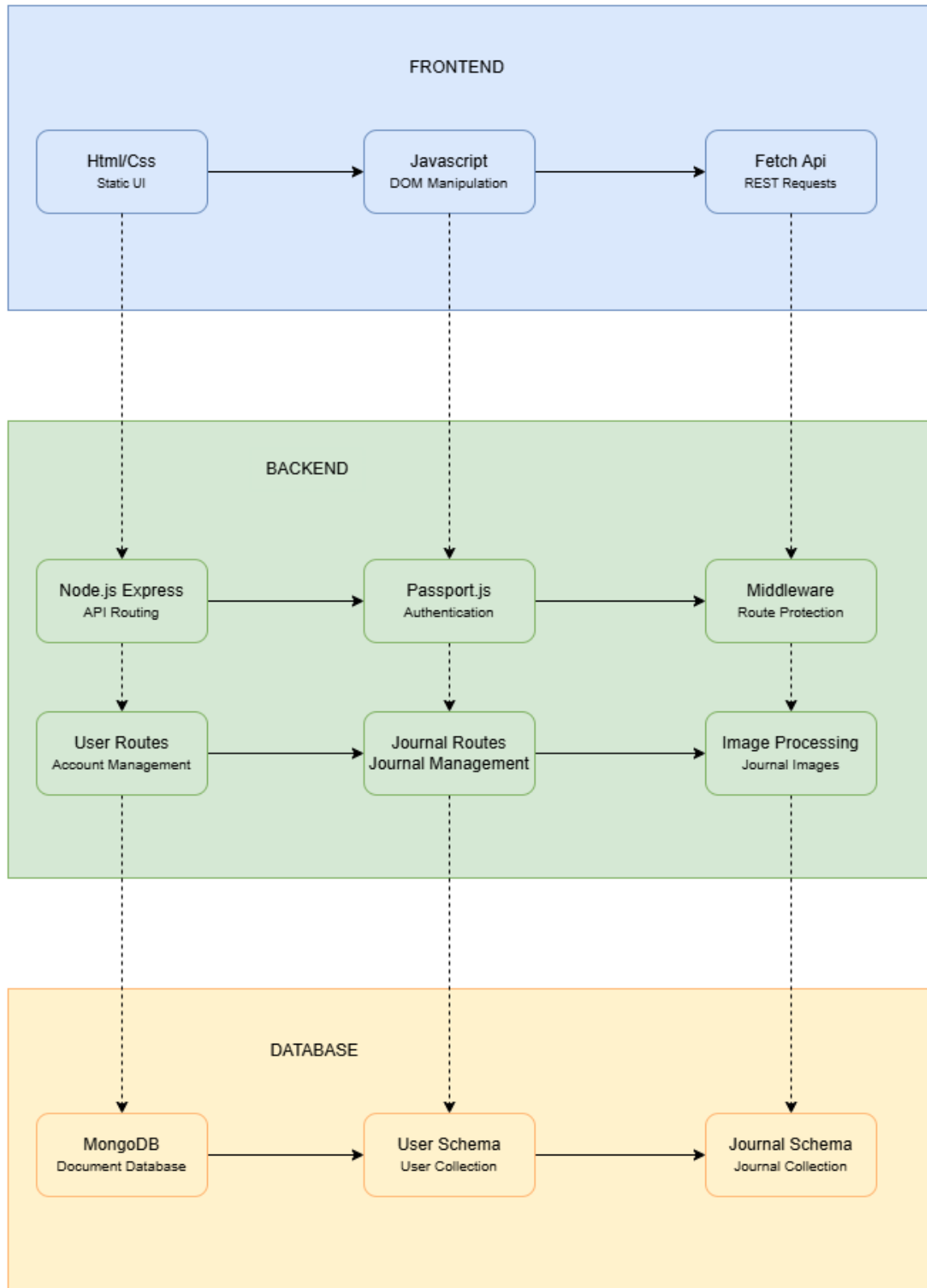
Journal Entries: Users can write, view, edit, and delete personal journal entries.

User Profile Settings: Users can update their personal information and profile picture.

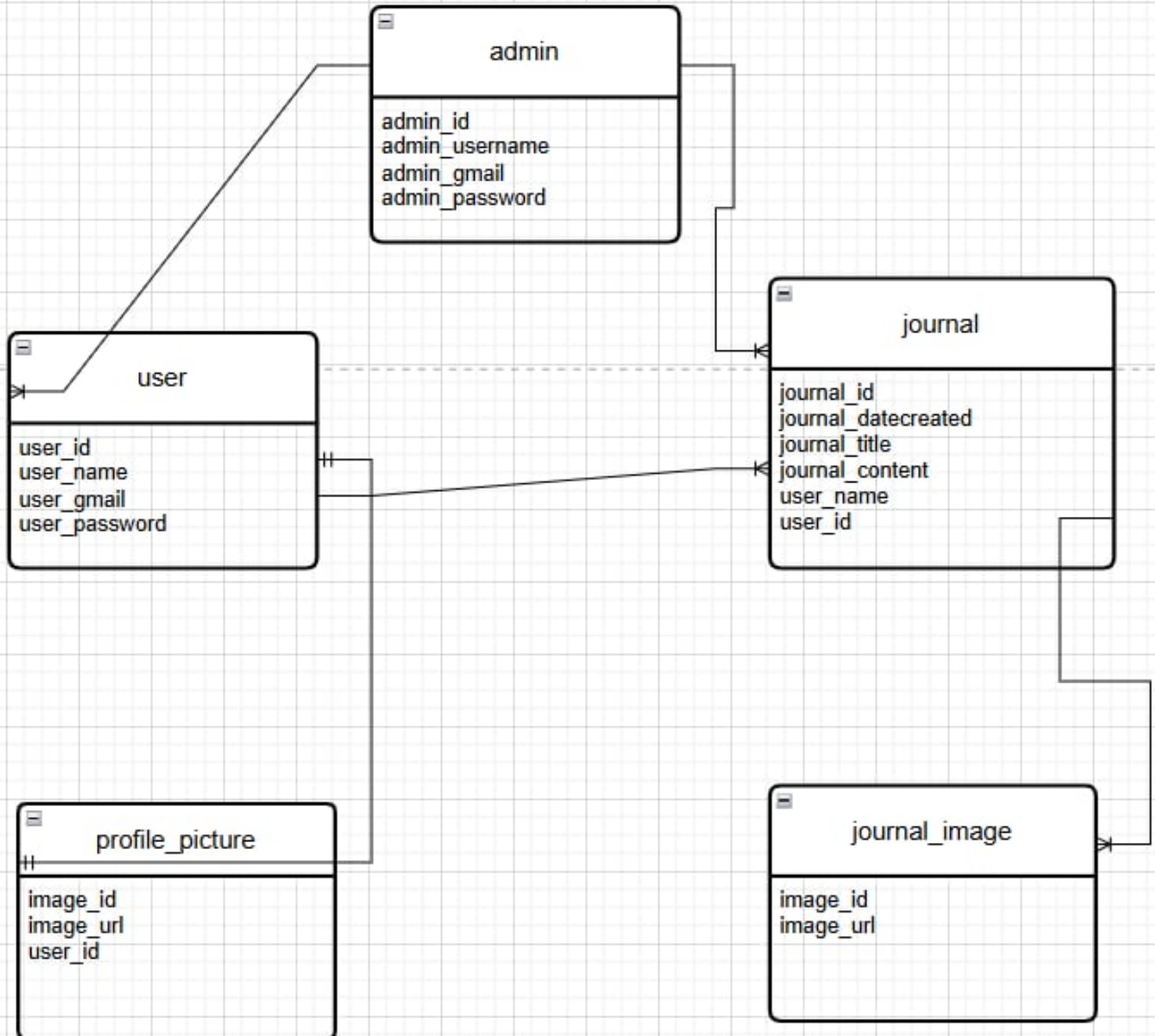
Admin: The admin can view and update the user's personal information, the admin can also view the list of users and journals of each user, and the admin can also delete a user or the journals of each user.

Sidebar Navigation & Burger Menu: A collapsible sidebar and a responsive hamburger menu are implemented to enhance navigation on smaller screens and provide quick access to key sections like Dashboard, Write Journal, Communities, Profile, and Settings.

Architecture Diagram (Frontend-Backend-Database flow)



Entity Relationship Diagram (ERD)



GitHub Link + Commit Logs Summary

<https://github.com/Chesssster/final-project-Echoes-of-Today>

Commit Logs Summary

April 2, 2025:

- Initial Commit

April 3, 2025:

- Add base folder: frontend, backend, database, docs
- Update README.md

April 6, 2025:

- Update all files

April 7, 2025:

- Update README.md

April 11, 2025:

- Update README.md

April 15, 2025:

- Save all files

April 17, 2025:

- Create README.md
- Update README.md
- Save all files

April 21, 2025:

- Update

April 22, 2025:

- Add all changes to frontend folder

May 1, 2025

- Update backend changes (added models, routes), update frontend changes (polishing of ui and javascripts)

May 16, 2025:

- Update everything that I changed today

May 17, 2025:

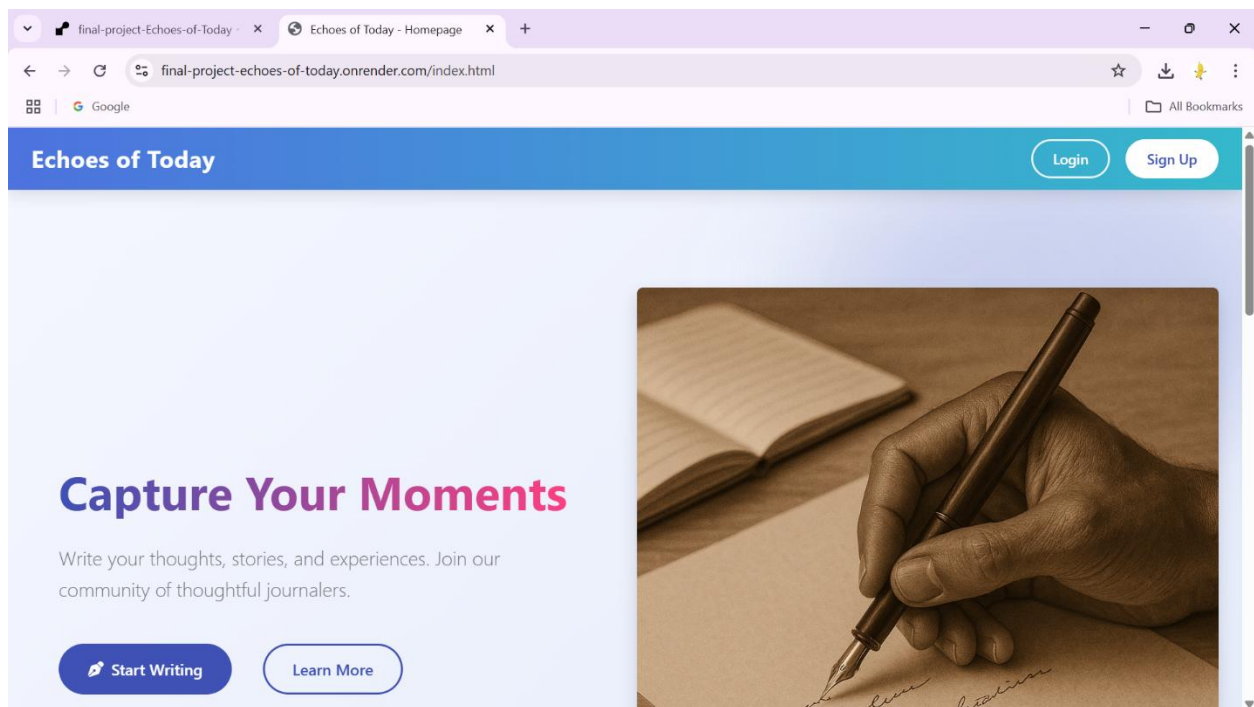
- Update home and picture handling

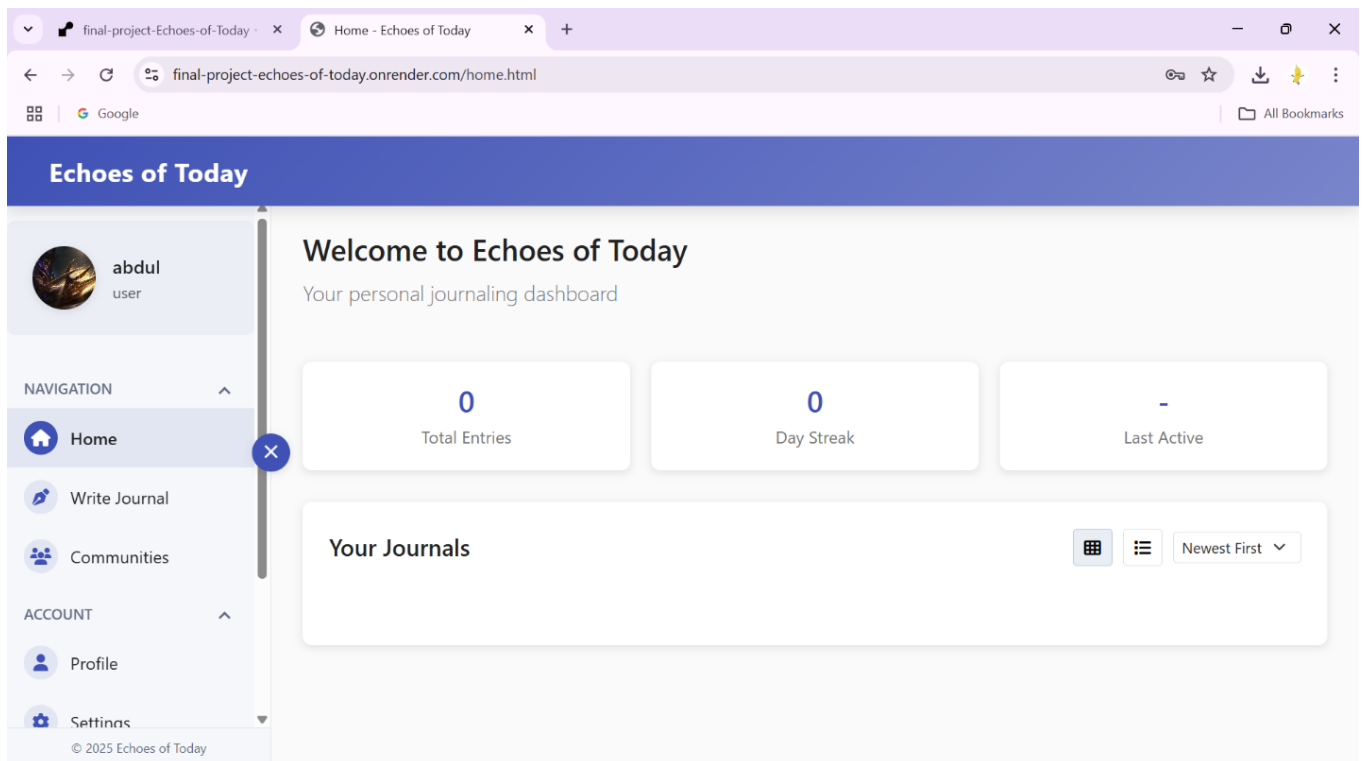
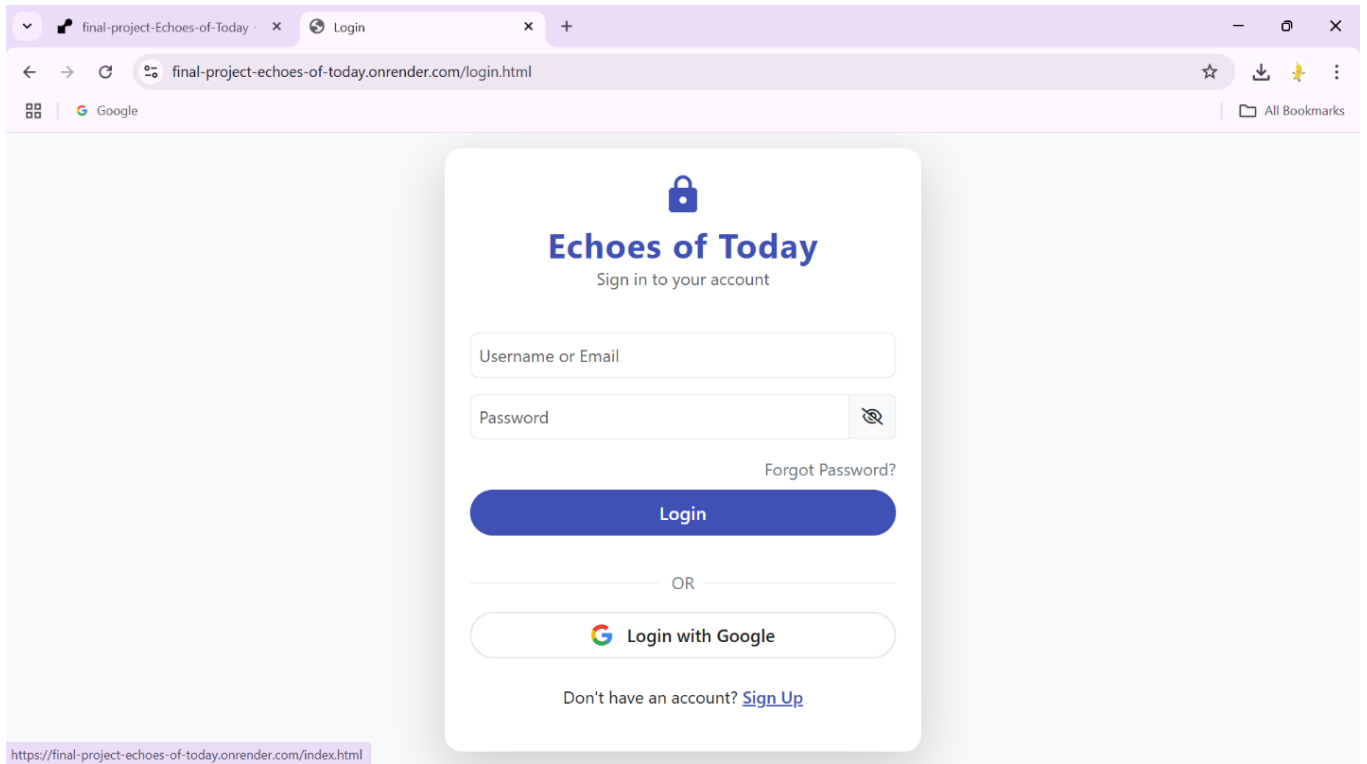
May 18, 2025:

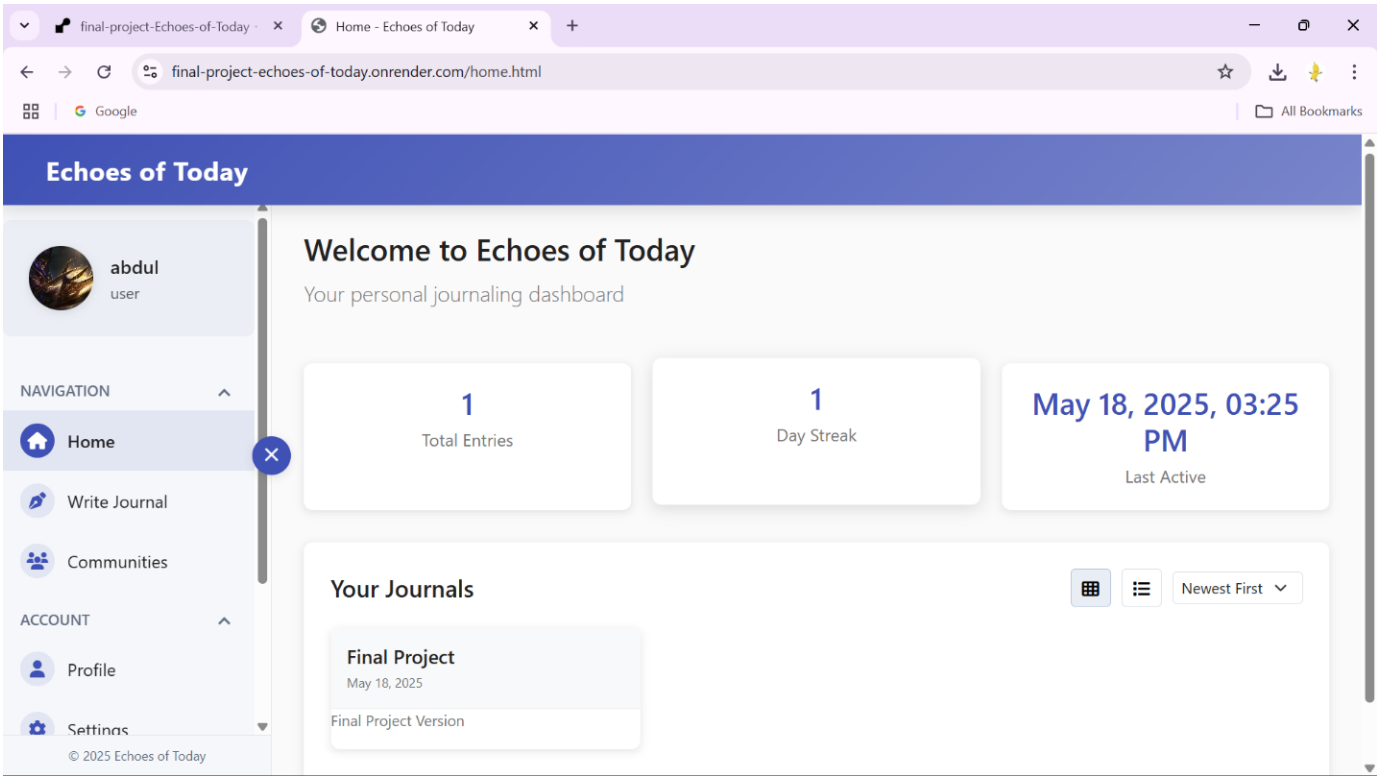
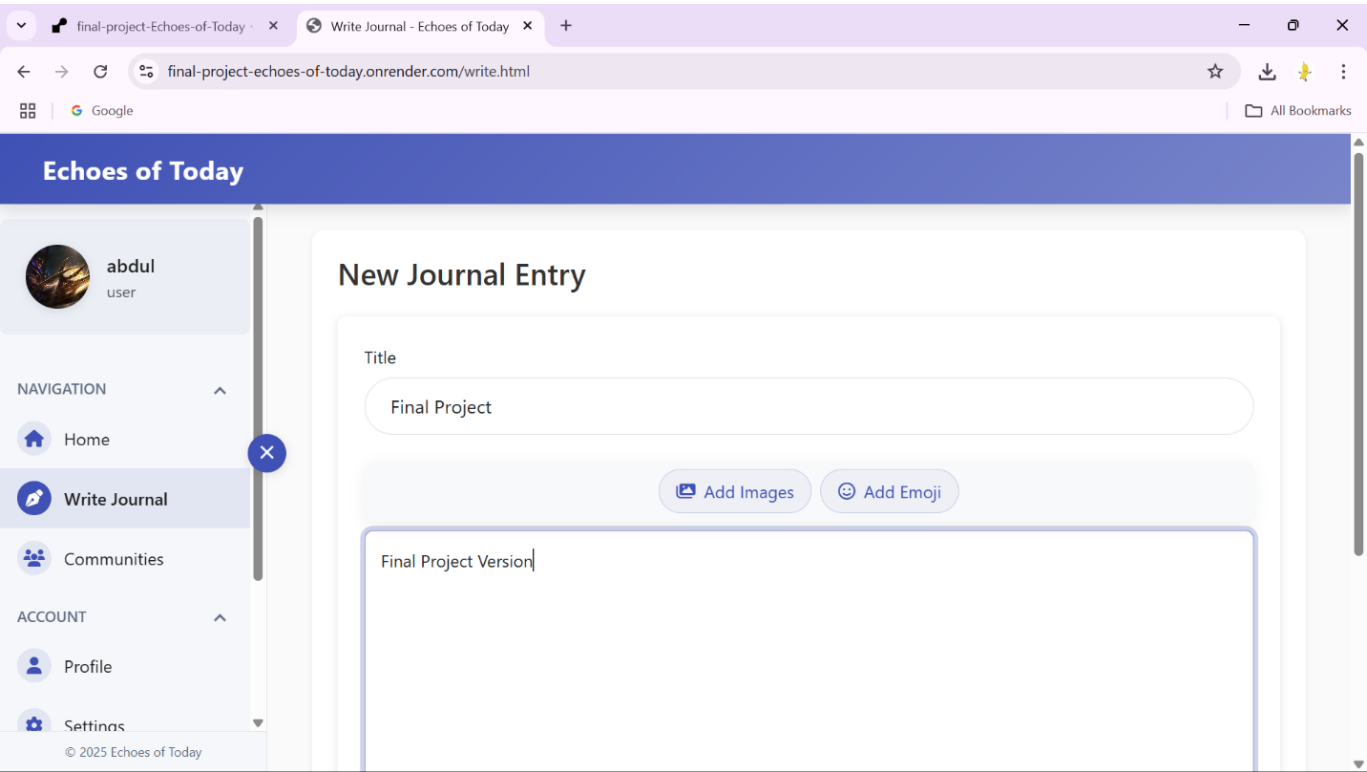
- Upload lab report

Render Link / Screenshots

<https://final-project-echoes-of-today.onrender.com>







Summary of Division of Tasks

Division of Tasks - Echoes of Today

- Jeric S. Base
Project Manager, Frontend Developer, Database Manager
 - Jason Michael Lorente
Backend Developer, Database Manager
 - Earl Clester Barde
GitHub Manager
 - Franco B. Marcelo
Documentation Officer/Tester
-

Bug testing results / final test notes

- Users can now create and log in to their accounts on *Echoes of Today*.
- Users can create journals and attach images according to their preferences.
- All journals and user data are securely stored in our MongoDB Atlas database.
- The admin has full control over users and their journals, including updating usernames and passwords, deleting user accounts, or removing journals. All changes are properly reflected in the database.
- The website is not yet fully functional or responsive across different device sizes.
- Users currently cannot update their own passwords.

Short reflection from each member

Jeric Base

(Project Manager, Frontend Developer, Database Manager)

As both the project manager and frontend developer for Echoes of Today this journey has been both challenging and rewarding. Over the course of the project, we navigated numerous hurdles, from designing a seamless user interface to ensuring smooth interaction across the platform's features like journaling, community building, and anonymous sharing.

Managing the team and coordinating tasks helped me grow in leadership and communication, while developing the frontend pushed my skills in HTML, CSS, and JavaScript to create a consistent, user-friendly experience aligned with our vision.

Despite the challenges, seeing the platform come to life and knowing it will provide a safe space for personal expression makes all the effort worthwhile. This project has truly been a valuable learning experience in teamwork, problem-solving, and frontend development.

Earl Clester Barde

(GitHub Manager)

Taking on the role of GitHub Manager in our group project was something I never expected. At first, I had little experience with GitHub and I didn't know how to even push, pull, or even what a branch was but luckily the study guide that sir has given contains some knowledge about GitHub. Since someone had to take charge of organizing our code, I decided to step up and learn more than what is given in the study guide and also learn the commands or the things in GitHub that we need. My main responsibility was to create and manage the repository, assign branches, monitor updates, and help my teammates understand how to use Git effectively. It felt overwhelming in the beginning, but as I got more familiar with the platform, I started to enjoy the role. I learned how to resolve merge conflicts, approve pull requests, and keep our repository organized so that the team could collaborate more smoothly. I grew not only in technical but also trouble shooting skills.

As a group, we definitely faced a lot of struggles along the way. Like the issues in our frontend wherein it wasn't in responsive designs cause we forgot to add the bootstrap. Also connecting the backend to frontend in which the data we input doesn't show on the frontend. Lastly, many of us were new to using GitHub, so there were plenty of issues like some of my collaborator or teammates forgot to pull before pushing, which caused conflicts, and others accidentally worked on the main branch or committed broken code. Communication was also a challenge at times, especially when we had overlapping tasks or weren't clear about who was working on what. Despite these problems, we learned to adapt. We started having quick check-ins, divided tasks more clearly, and became more disciplined in how we committed and reviewed code. It wasn't always smooth, but those challenges helped us grow as a team. In the end, we were able to deploy our project successfully, and seeing our final output online made all the effort and learning worthwhile.

Jason Michael Lorente
(Backend Developer, Database Manager)

Working on our final group project was a really big learning experience, especially for me as the person in charge of the backend. We went through different stages, and each one had its own problems and chances to learn and grow. I had to be able to change what I was doing, solve tough problems, and work well with my team.

When we first started in Phase 1: Project Planning, I was right there helping to plan everything out. I worked closely with the person who was supposed to be in charge of the database to figure out how we would organize all the information. We also talked about the big picture of how the system would work. This part was like drawing the blueprints for a house – we had to be careful and think ahead because what we decided would affect everything later on.

Then, in Phase 2: Frontend Design, the focus shifted to how the website would look. I didn't do as much in this phase, but I kept an eye on what the frontend dev which is Mr Base's doing. I needed to know what kind of information they would need from the backend so I could get ready to build the right tools.

Phase 3: Backend Setup was when I really got busy. I had to set up the server using Node.js and Express, create the database structure with Mongoose, and start building the API. This was like building the frame of the house – it was complicated, and I had to pay close attention to every detail.

But then we hit a major snag. The person who was supposed to manage the database wasn't there. This meant that things like connecting to the database and making sure the data was organized well fell on the rest of us. It was tough, but it actually brought us closer together. We helped each other out, shared what we knew, and figured things out as a team. In the end, we managed to get through it.

In Phase 4: Form Submission & Data Insertion, I had to work very closely with the frontend dev. I built the tools that would allow users to send information through forms and make sure that information was saved correctly in the database. This was like making sure the doors and windows of the house worked smoothly – everything had to fit together just right.

Phase 5: Data Retrieval & Display was about getting information out of the database and showing it to the user. I created the tools to grab the data and format it so the frontend team could display it on the website. This required me to make things run as quickly as possible and ensure the information was accurate.

Phase 6: Update & Delete Functionality involved adding the ability to change and remove information. I built the tools to handle these actions safely and correctly. This was like adding the finishing touches to the house, making sure everything worked perfectly and was secure.

Finally, in Phase 7: Project Polishing & Documentation, we focused on testing, fixing any problems, and writing down how everything worked. My job was to make sure the backend was stable and reliable and to create documentation so others could understand and maintain it.

Overall, this project taught me so much about building web applications. I learned how important it is to plan carefully, work well with others, and design the backend in a smart way. I also learned a lot about managing data and making sure everything works smoothly. The problems we faced,

especially with the database, were challenging, but they helped me become a better developer and a better teammate.

Franco B. Marcelo

(Documentation Officer/Tester)

Being the Documentation Officer for Echoes of Today has been a meaningful part of my growth both as a team member and as a contributor to something that meaningful. From the start, my role centered around keeping everything organized—whether it was writing down meeting notes, tracking our weekly progress, or drafting and compiling our lab reports.

While I wasn't directly involved in the coding side, I had the chance to closely observe how each part of the system came together, which gave me a deeper appreciation for how important communication and documentation are in a collaborative project like this. Keeping everything updated and clear helped our group stay on track and ensured that everyone's work was aligned with our shared goals.

This experience taught me the value of consistency and teamwork. It also helped me improve my word writing and time management skills, especially when it came to preparing reports and supporting the team's workflow. Overall, I'm thankful of our leader and my teammates for role I played in helping bring Echoes of Today to life and grateful for the experience of working with such a dedicated group.
