

Project Reflection

- **Agile**

- *Successful:* allowed us to adapt to unforeseen obstacles and provided knowledge used in the industry typically.
- Example: After website was done, we noticed that it needed to be mobile friendly. The use of Agile cycles allowed us to adapt to this change and allow for it to be completed.
- *Unsuccessful:* likely needed more cycles to achieve overall goals

- **Pair-Programming**

- *Successful:* good for getting code debugged; Allowed us to better manage code, as navigators could contribute syntactic ideas that the drivers were sometimes unfamiliar with.
- *Unsuccessful:* we did not implement this technique enough; it would have been more helpful to work on all code using this type of tool. However sometimes two brains was still not enough.

- **Project Management (Trello/Slack)**

- *Successful:* Slack was an amazing group communication tool
- *Unsuccessful:* we were not prompt about moving cards on Trello, so it potentially caused some timing issues; not everyone had the Slack app installed on their phones

- **Version Control (Github)**

- *Successful:* we were able to neatly organize all of our code and relevant milestone materials as well as successfully push and pull various blocks of code amongst the group
- *Unsuccessful:* as we did not spend a long time going over version control, many of the group members did not have the various terminal commands memorized and that led to a few minor issues

- **Database Design (MySQL)**

- *Successful:* It stored relational data in our database
- *Unsuccessful:* MySQL was very difficult at times to debug as it did not send much error information back to the developers

- **Web Development**

- *Successful:* The Google Maps API was easy to use and made our map highly interactive. JQuery was very effective at taking html input and sending it to php as a json object
- *Unsuccessful:* PHP was extremely difficult to get to work across platforms having deprecated functions in older versions.

Project Report

Beaconn has come a long way since its inception in October of 2016. Our goal of sparking activity around the globe has taken enormous steps in the right direction over the past few months. In this short span of time, together we have built Beaconn from the ground up into what it is today: a nearly fully-functional website on track to provide endless entertainment and friendship throughout communities everywhere. There are still many roadblocks to overcome on the path to completion, but the highlights of the project as a whole certainly outweigh them.

The major issue preventing Beaconn from being fully-functional as of December 2016 lies in pulling data from our MySQL database and allowing that data to display on our integrated map feature. This can likely be remedied with proper PHP code. We came close, but in the end fell short due to time constraints. The other major roadblock we encountered during the design process was getting a hosted server such as Apache up and running. Again, with a bit more practice, we are confident as a group that this roadblock can be overcome in the near future. We plan on having these issues fixed before Beaconn's tentative release in Spring 2017.

All roadblocks aside, the successes and overall knowledge gained during the entire design process far outshined the negatives. As mentioned above, the website is nearly fully-functional and provides an aesthetically-pleasing visual appeal. Also, learning of the various methods and tools used in the industry to create projects similar to Beaconn gave each of us seemingly invaluable information to use throughout our careers. Specifically, gaining knowledge in the form of software development methodologies, pair-programming techniques, database construction, web-based development, and in general working as a team will go a long way.