

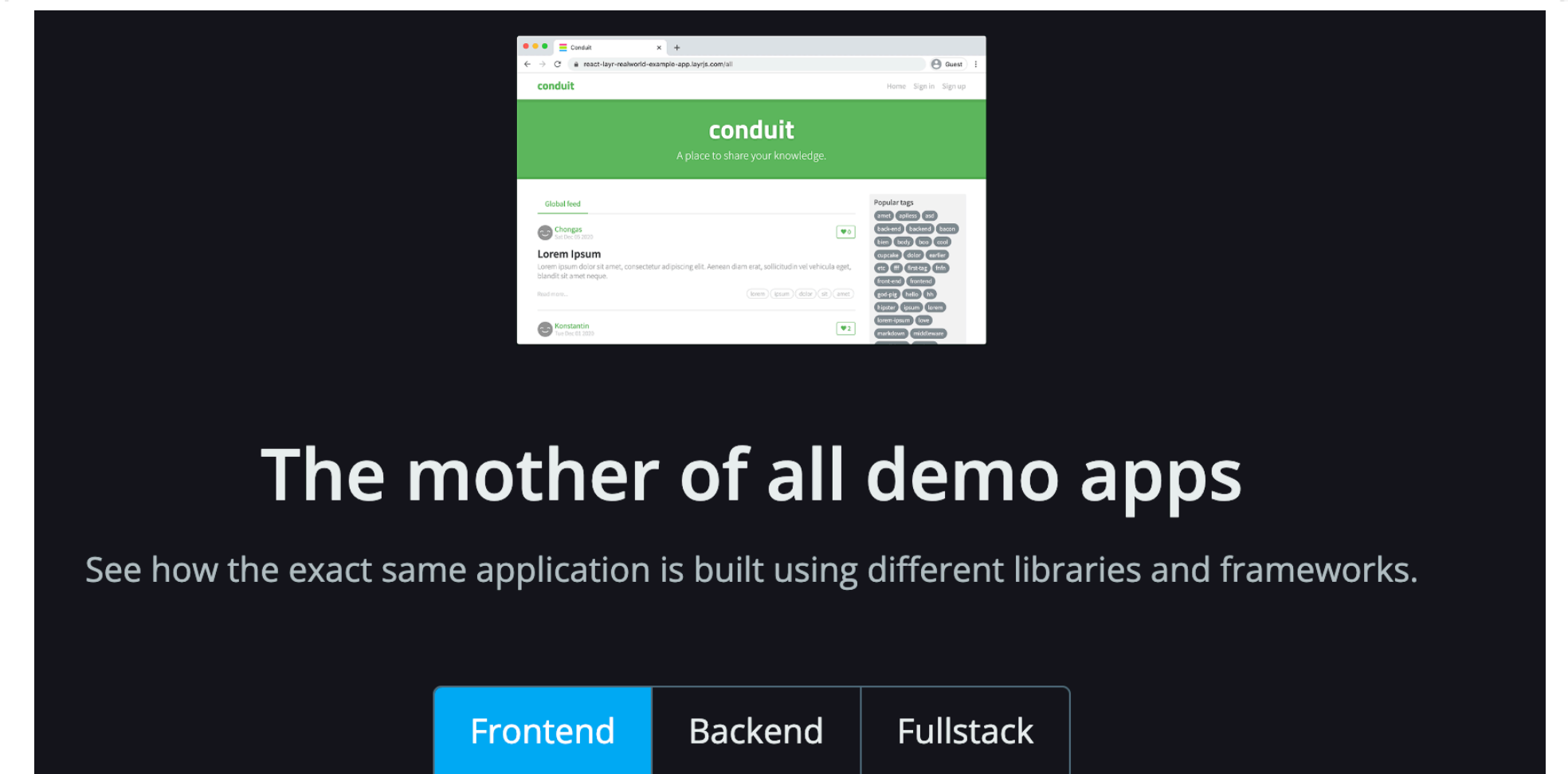
# Assignment 1 Specification



Concept, detail and grading  
spectrum for Assignment 1












# Assignment Motivation & Philosophy

- Assignments present multiple opportunities:
  - Crystallise knowledge on relevant module(s)
  - Opportunity for creativity & innovation
  - Potentially important portfolio contribution
- Its not over when submitted, presented and graded
  - Ongoing maintenance & enhancements
  - Periodically rebuild using new technology stack



<https://github.com/gothinkster/realworld>  
<https://codebase.show/projects/realworld>

# Assignment 1 Topics

<b>01: Node</b>  The fundamentals of Node. A first Node application.	<b>02: Hapi.js</b>  The Hapi application Framework	<b>03: Joi</b>  Validation with Joi	<b>04: TDD</b>  Test Driven Development	<b>05: Models</b>  Incorporate Mongo Models	<b>06: Assignment 1</b>  Concept, detail and grading rubric
<b>07: APIs</b>  Expose an API from an application	<b>08: REST</b>  Resful API implementations	<b>09: OpenAPI</b>  Documentating OpenAPI/Swagger APIs	<b>10 JWT</b>  Authenticating APIs with JSON Web Tokens	<b>11: Seeding</b>  Seeding the Database	

week no.

1 2 3 rd 4 5 rd 6

Full Stack 1

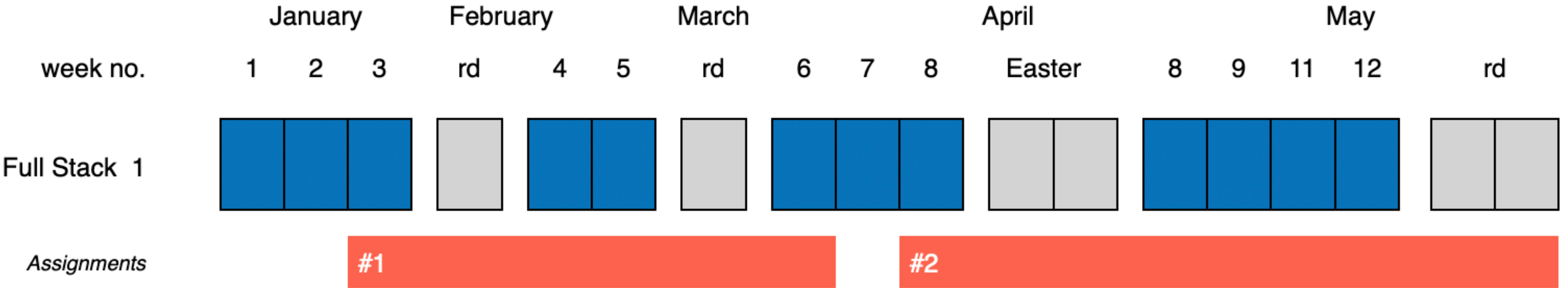


Assignments

#1

3

Assignment 1 due March 10th

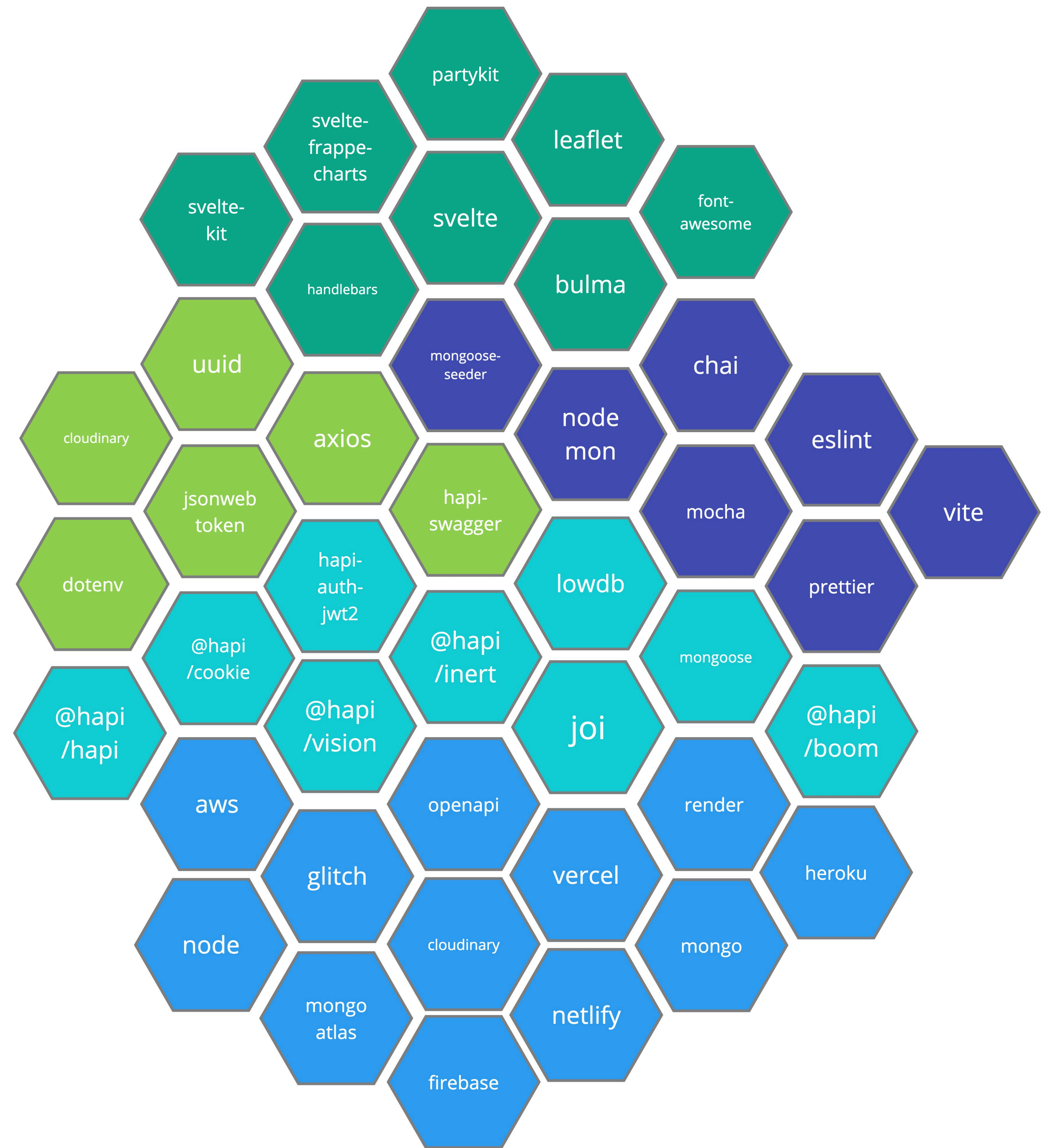


Assignment 1: March 10  
40%

Assignment 2: May 19th  
60%



# Full Stack Components & Services



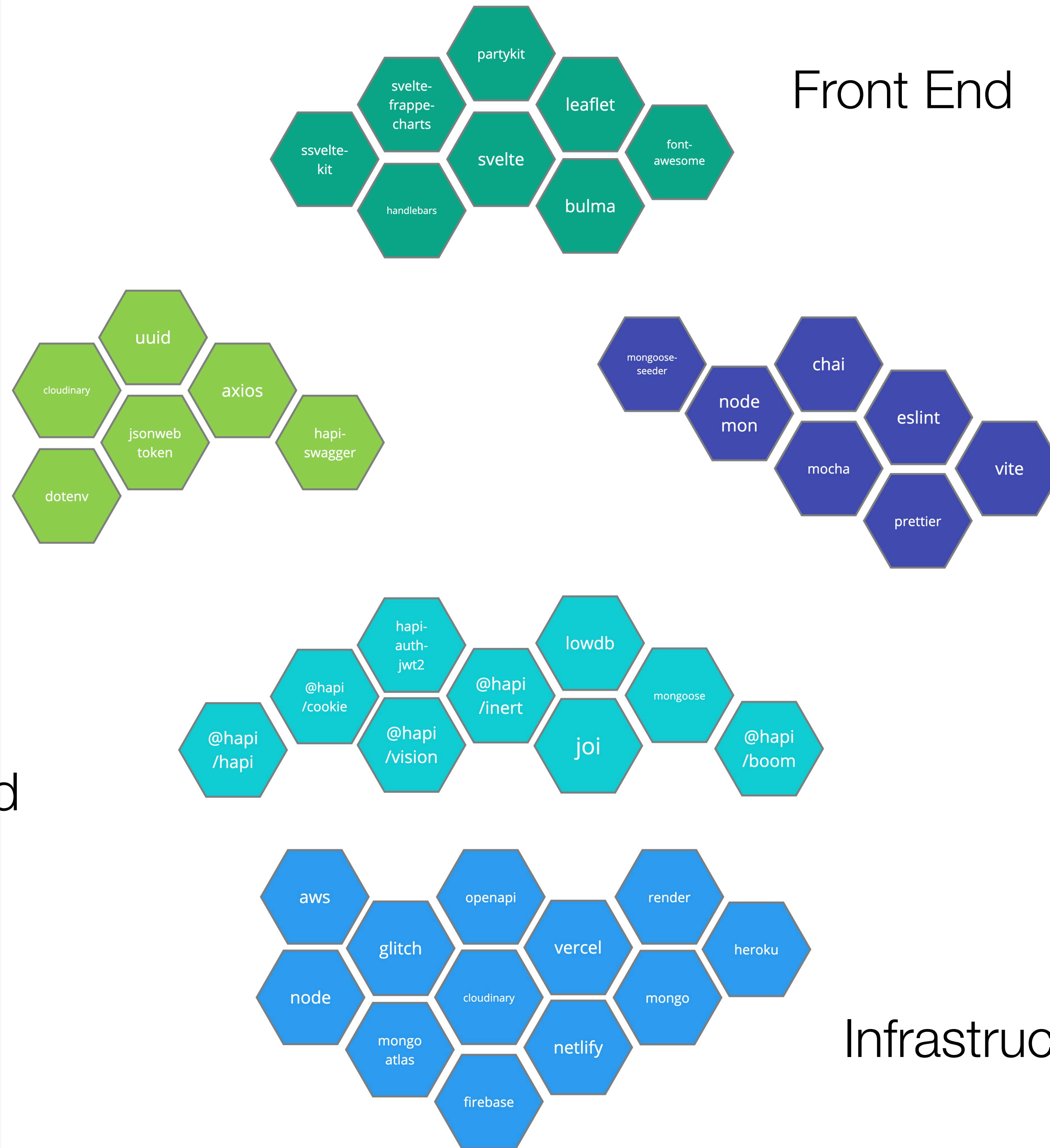
# Components

## Front End

## Tools

## Back End

## Infrastructure





## PlaceMark

A point of interest, or POI, is a specific point location that someone may find useful or interesting.



*“A “point of interest” (POI) is a location for which information is available. A POI can be as simple as a set of coordinates, a name, and a unique identifier, or more complex such as a three-dimensional model of a building with names in multiple languages, information about opening and closing hours, and a civic address. POI data has many applications, including augmented reality browsers, location-based social networking games, geocaching, mapping and navigation systems.”*

<http://www.opengeospatial.org/projects/groups/poiswg>

[https://en.wikipedia.org/wiki/Point\\_of\\_interest](https://en.wikipedia.org/wiki/Point_of_interest)

[https://en.wikipedia.org/wiki/Point\\_of\\_interest](https://en.wikipedia.org/wiki/Point_of_interest)

# PlaceMark Examples

- Landscape feature
- National monument
- Walking Trail
- Bridge
- Tree
- Venue
- Ringfort
- Dolmen
- River
- Bog
- Island
- Forest
- Beach
- Museum
- Climb
- Cycleway
- Birdwatching Locations
- Diving



# Product Feature Sets

POI Sharing /  
Community Features

**Community**

- You are free to innovate an the type, range and variety of features

Richer Media  
Experience + User  
Management

**Enhanced**

- These categories are to stimulate your brainstorming

Essential Data  
Structure & Support  
Service

**Core**

- Some ideas on the next slides...

## Information Model

- Placemark
  - Name
  - Category
  - Description
  - Analytics
- User
  - Basic user details

## Features

- Sign up / log in to service
- Create, Read, Update, Delete
- Query
- Group into Categories

**Core**

## Information Model

- Placemark
  - Images
  - Location
  - Weather
- User
  - Types

## Features

- Placemark images
- Placemark Map Location
- Admin
  - Admin user
  - Admin dashboard

**Enhanced**



## Information Model

- Placemark
  - Creator / Editor
  - Rating
  - Reviews
  - Discussion
- User
  - Interaction information

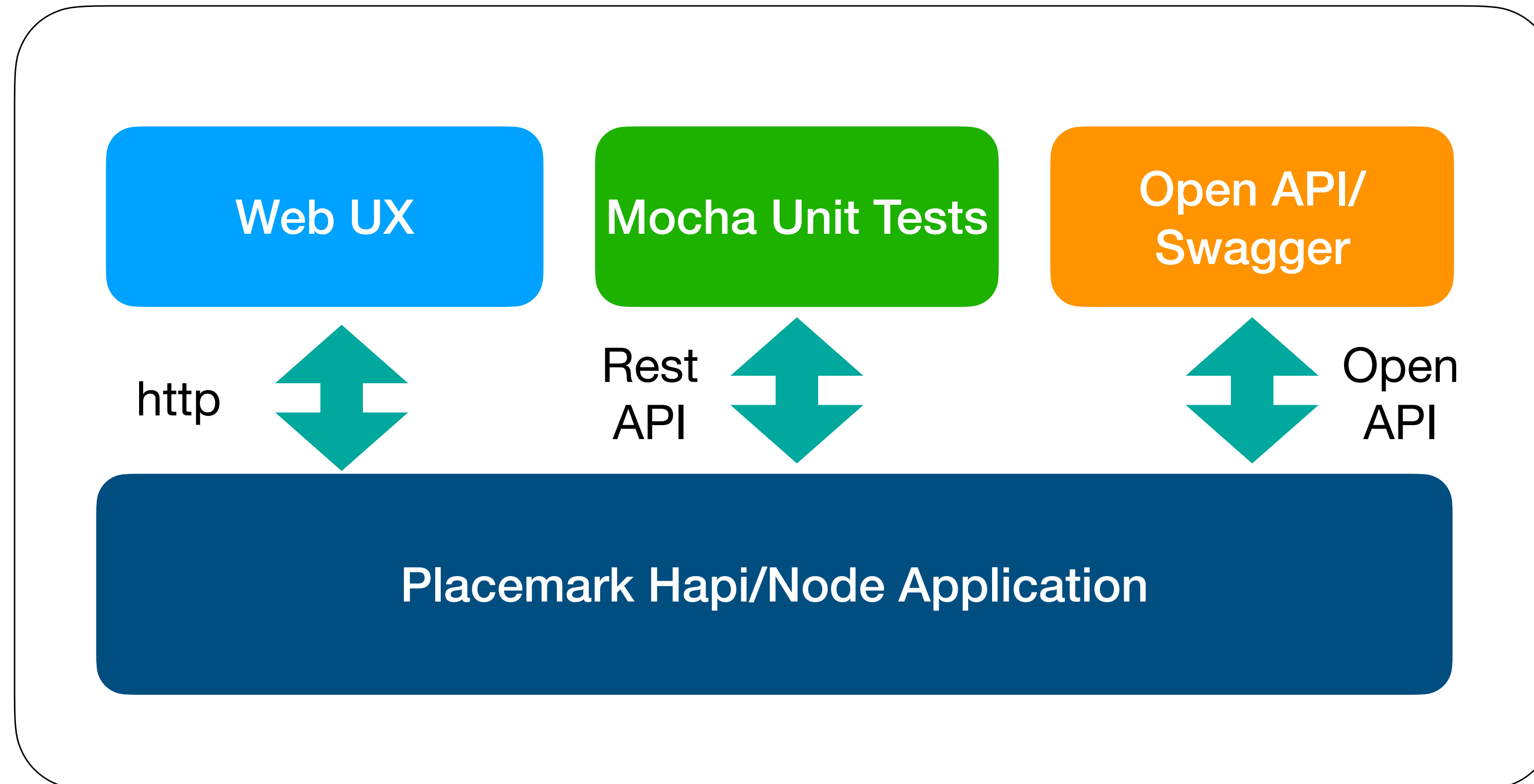
## Features

- Share
- Review & Rate
- Notice Board
- Live Updates
- Analytics

**Community**

# PlaceMark 1.0 Architecture

## (Assignment 1)



## Placemark 1.0 Feature Set

# Enhanced Core

Implement POI Core + selected features of POI Enhanced

Support the following User Management Features:

- Sign up / Login in / Delete Account
- User Admin Dashboard with simple analytics

Support the following POI Characteristics:

- Name, Description, Category, Location, Image

Support the following app features:

- Create, Read, Update & Delete POIs
- Organise PlaceMarks into categories

API

- Endpoints + tests
- Swagger Documentation
- JWT Security



	<i>Accounts</i>	<i>Placemark Features</i>	<i>API/Tests</i>	<i>Models</i>	<i>Deployment</i>	<i>Git</i>
<i>Level 1</i>	Signup / Login	Name	Basic API	Mem	Locahost	git + commit History
<i>Level 2</i>	Cookie Authentication/ User Settings	Description, Location (lat,lng)	Core unit Tests	JSON	Glitch	Structured readme
<i>Level 3</i>	Basic Admin Account List/Remove Users	Categories	Open API (Swagger) + tests	Mongo	Cloud Atlas	Tagged releases
<i>Level 4</i>	Admin Dashboard + analytics	Images	JWT + tests	Firebase	Heroku / Render	Development / Feature / Master branch

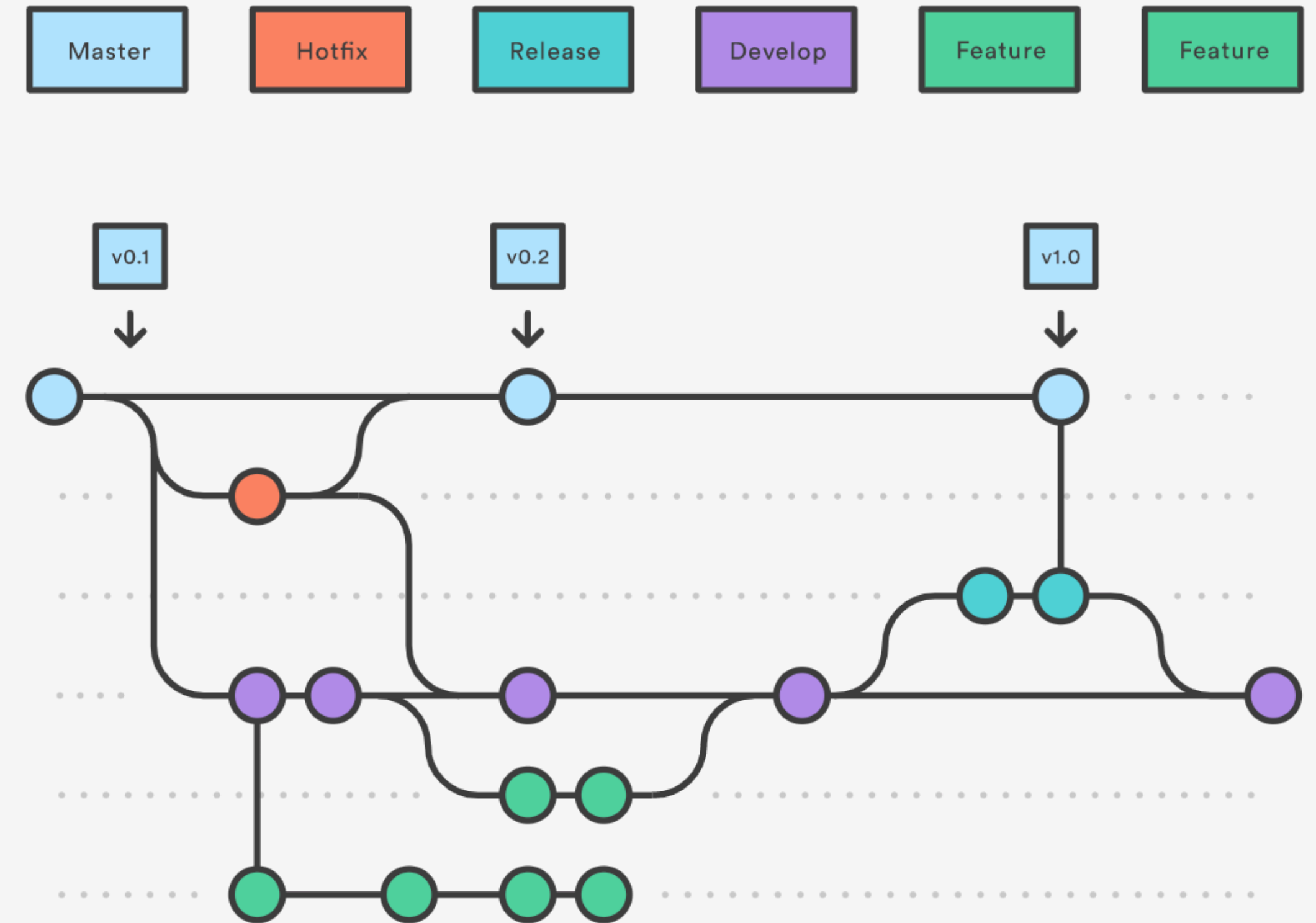
# Getting Started

- Identify a set of suitable Point of Interest concept for your app. Consider how they would be created, grouped, shared, Consider the value of the service you are inventing. To whom would it be of interest? What would they do with it?
- Once you have determined the Poi concept, compose a small set of example data you will use for testing
- Sketch out a web interface - using pencil & paper of a perhaps even a simple wireframe too like Excalidraw
- Revisit the Playtime labs - perhaps consider using the latest completed lab as a starter project.
- The User model can probably be adopted as is, however you will need to implement a new model to match your Pol concept.
- Get the user system working + some UX for creating and viewing your Pol.
- Grouping / Categorising Pols: What would a group represent? What would the UX for this look like? Prototype an approach.
- At this stage, you might have a sufficient set of ideas/concepts/tasks in play to consider organising your work in some way. This could be a simple whiteboard - or you might like something more structured. Github Projects is worth evaluating. It can be used without necessarily using advanced git features

# Gitflow Workflow

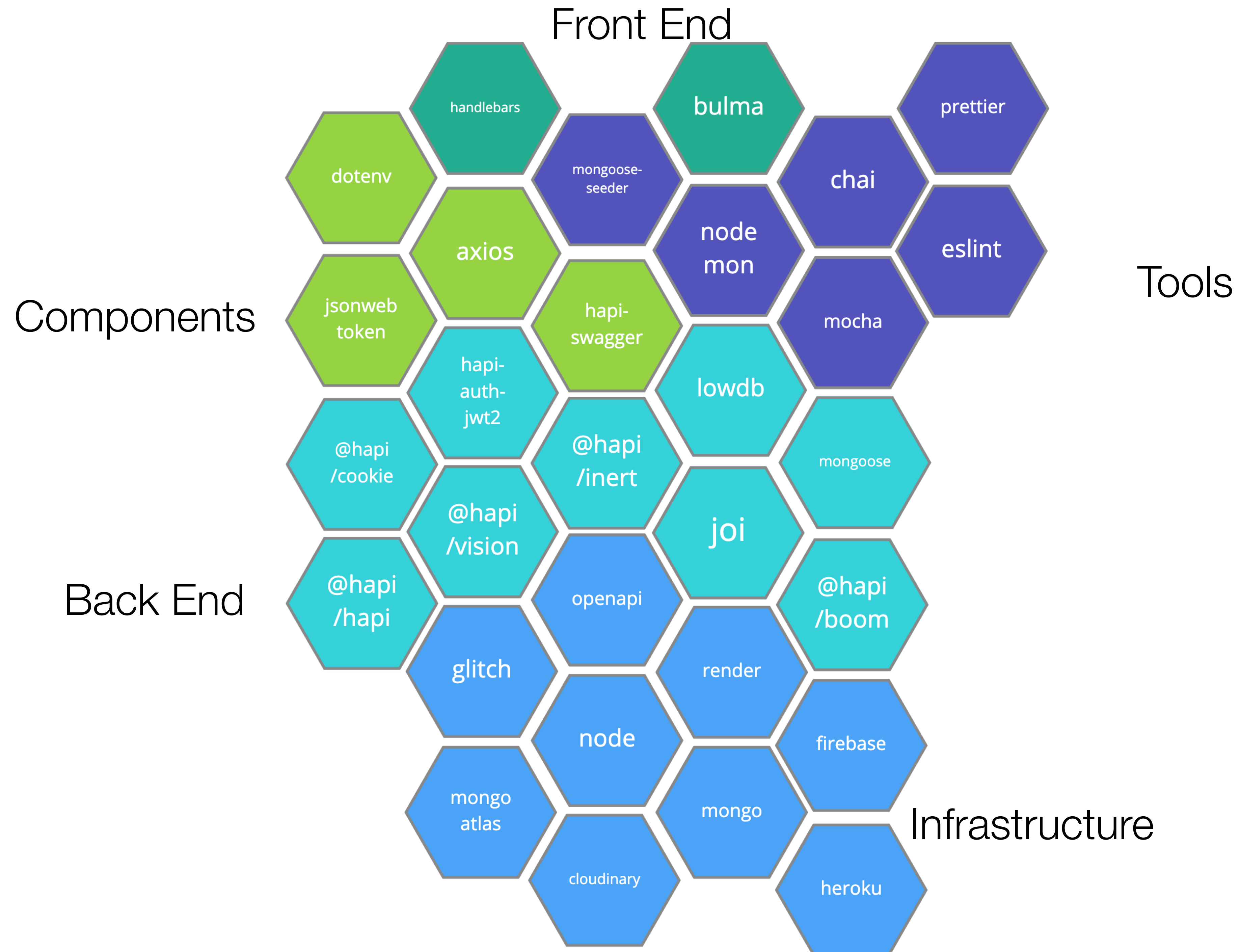
Gitflow Workflow is a Git workflow design that was first published and made popular by [Vincent Driessen at nvie](#). The Gitflow Workflow defines a strict branching model designed around the project release. This provides a robust framework for managing larger projects.

Gitflow is ideally suited for projects that have a scheduled release cycle. This workflow doesn't add any new concepts or commands beyond what's required for the [Feature Branch Workflow](#). Instead, it assigns very specific roles to different branches and defines how and when they should interact. In addition to feature branches, it uses individual branches for preparing, maintaining, and recording releases. Of course, you also get to leverage all the benefits of the Feature Branch Workflow: pull requests, isolated experiments, and more efficient collaboration.














<https://www.atlassian.com/git/tutorials/comparing-workflows/gitflow-workflow>





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week no.

1 2 3 rd 4 5 rd 6

Full Stack 1



Assignments

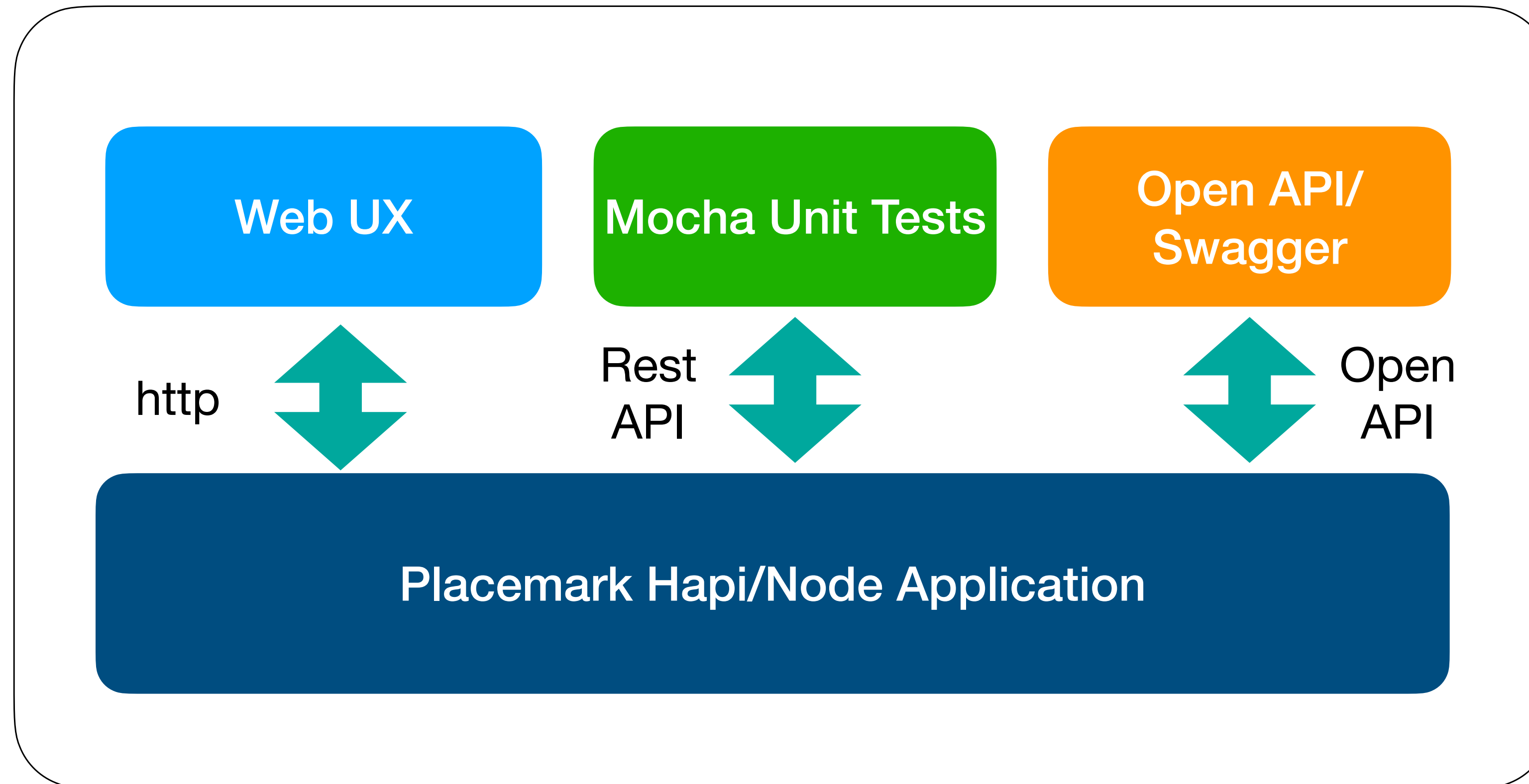
#1

Assignment 1 due March 10th

# PlaceMark 1.0 Architecture

## (Assignment 1)

Submitted as a  
single repo

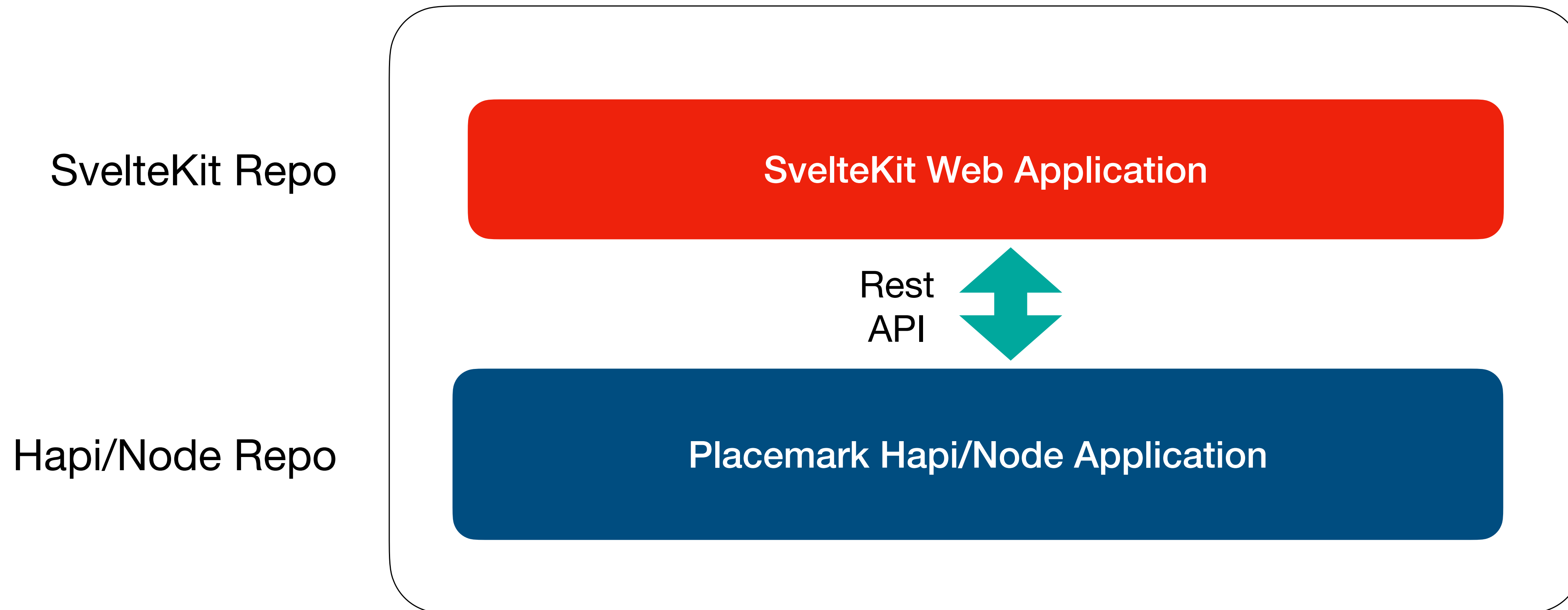


	January			February		March			April		May					
week no.	1	2	3	rd	4	5	rd	6	7	8	Easter	8	9	11	12	rd
Full Stack 1																
Assignments	#1								#2							



# PlaceMark 2.0 Architecture

## (Assignment 2)



	January			February		March			April		May					
week no.	1	2	3	rd	4	5	rd	6	7	8	Easter	8	9	11	12	rd
Full Stack 1	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div> <div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div> <div></div>
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