WASHINGTON STATE UNIVERSITY
VANCOUVER

CS 320 Course Project Final Report

for

CraftingWizards

Prepared by

Group Name: Crafty DisNerds

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Contents

1 Introduction

CraftingWizards is a website that provides a list of craft ideas, with a list of materials and instructions for each craft. The website also includes a page on suggestions for new craft ideas via a google form that users can send in for admins to look over. Included as well are links to stores where you can buy the materials and related coupons/discounts, located in the footer. The idea of a user having their own shopping list as also been partly implemented. The purpose of this site is to provide people with ideas and instructions on how to create their own take on the crafts provided (*much like Pinterest*).

1.1 Project Overview

This project is a website written using JavaScript, HTML5, CSS, and Python, with Semantic UI.The website provides people with the information needed to create crafts. HTML with CSS is the website base. The search algorithm is done in Python, along with the sorting and arranging of the links in an order of most popular or most related to the search. At the bottom of each page are links that lead to reputable craft stores, such as Michaels, Joann, Amazon, as well as their coupons page (*if they have one*). The top menu bar of each page (*excluding the search page with just includes search and homepage*) has the links to each page, as well as to their shopping list that they will create by clicking the add button besides each material item in each craft they look at (*yet to be truly implemented*).
If we went further, we would include a login feature (*much like pinterest*). This login feature would allow the user to save crafts as well as input crafts themselves without having to use the google forms suggestion. We would also allow users to edit/update crafts with pictures or procedure information that may be missing, much like a Wikipedia page. Users would also be able to make comments on each crafts page.

1.2 Definitions, Acronyms and Abbreviations

- 402 error - Page doesn't exist
- Amazon Prime - a monthly/yearly paid service with Amazon to get free 2-day shipping and streaming services
- Bugs - an unexpected default, fault, flaw, or imperfection
- CSS - cascading style sheets
- Embed - To insert into a computer document
- GIF - Graphic Interchange Format
- HTML - hypertext markup language
- IDE - Integrated Development Environment
- Knack - a special ready capacity that is hard to analyze or teach
- MIPS - millions of instructions per second, time frame
- Pseudo - Being apparently rather than actually stated
- Reputable - having a good reputation; not a scam
- SRS - Software Requirements Specification
- Wikipedia - a web page with information on anything and everything (sometimes not accurate)

1.3 References and Acknowledgments

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“Joann.” Internet: https://www.joann.com/, 2019 [Nov 10, 2019].
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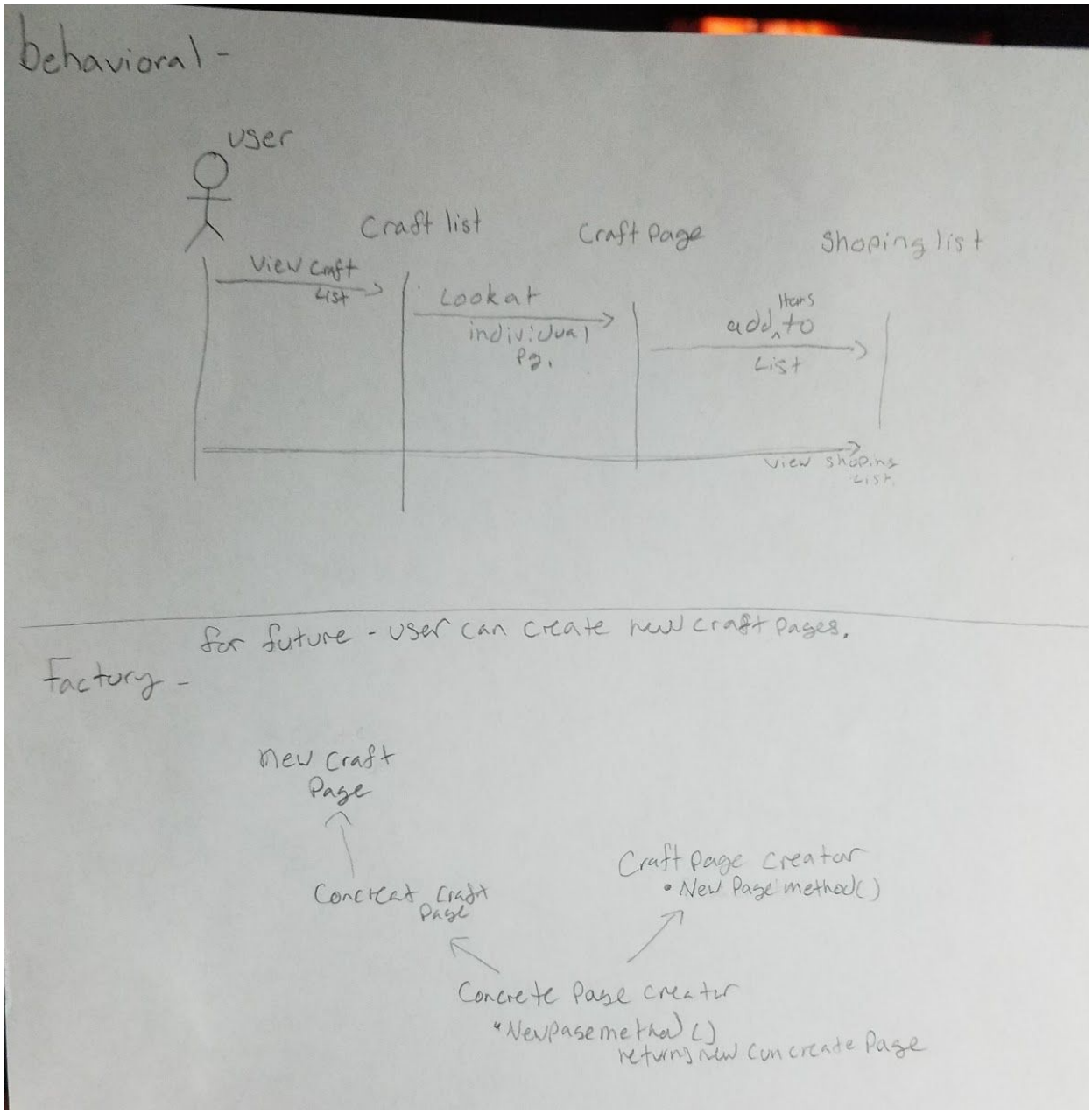
Merriam-Webster Inc. “Merriam-Webster.” Internet: https://www.merriam-webster.com, 2019 [Oct. 21, 2019].
“Yummly.” Internet: https://www.yummly.com, 2019 [Oct. 23, 2019].
“Wikipedia.” Internet: https://www.wikipedia.org, 2019 [Dec. 2, 2019].

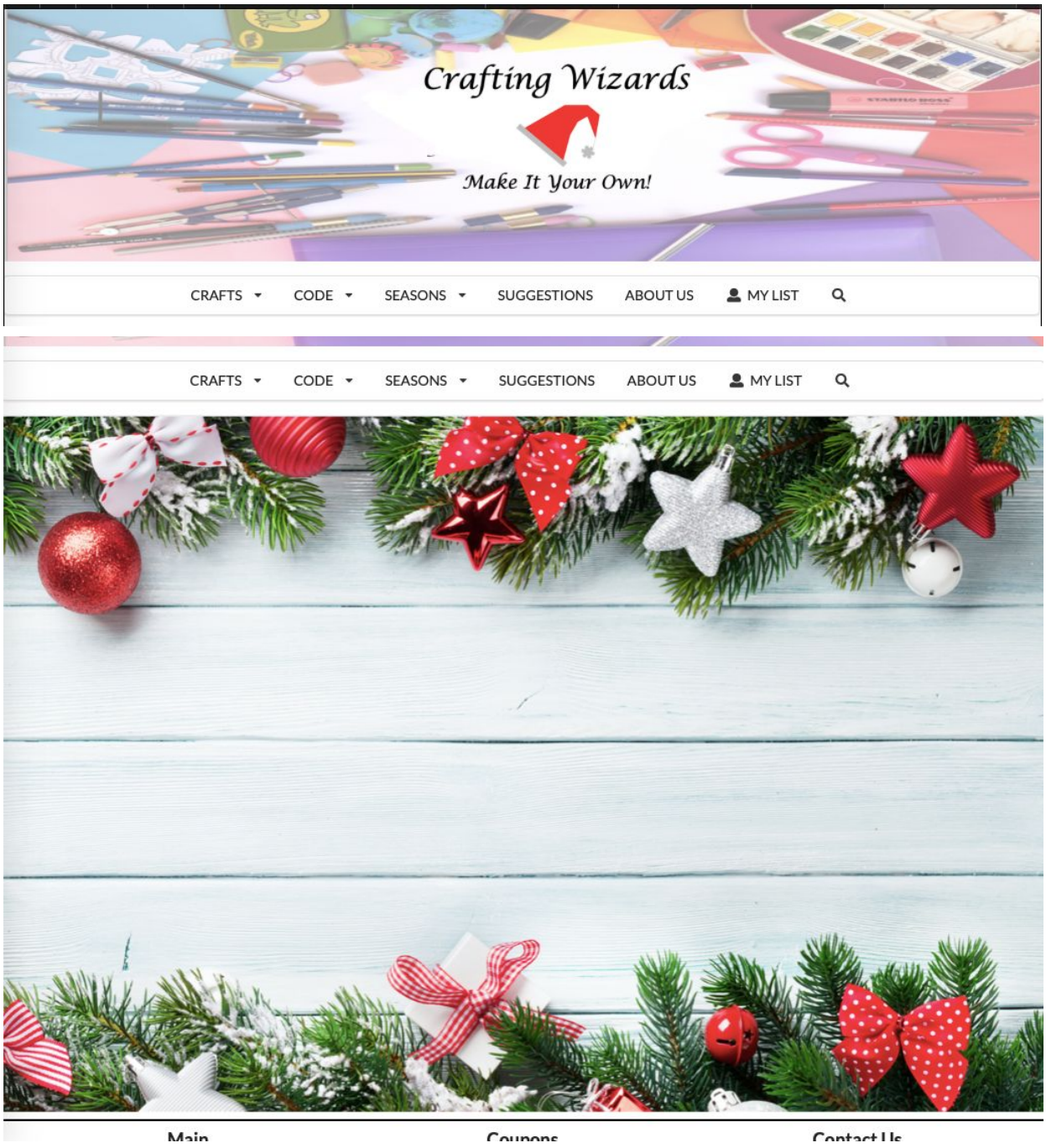
2 Design

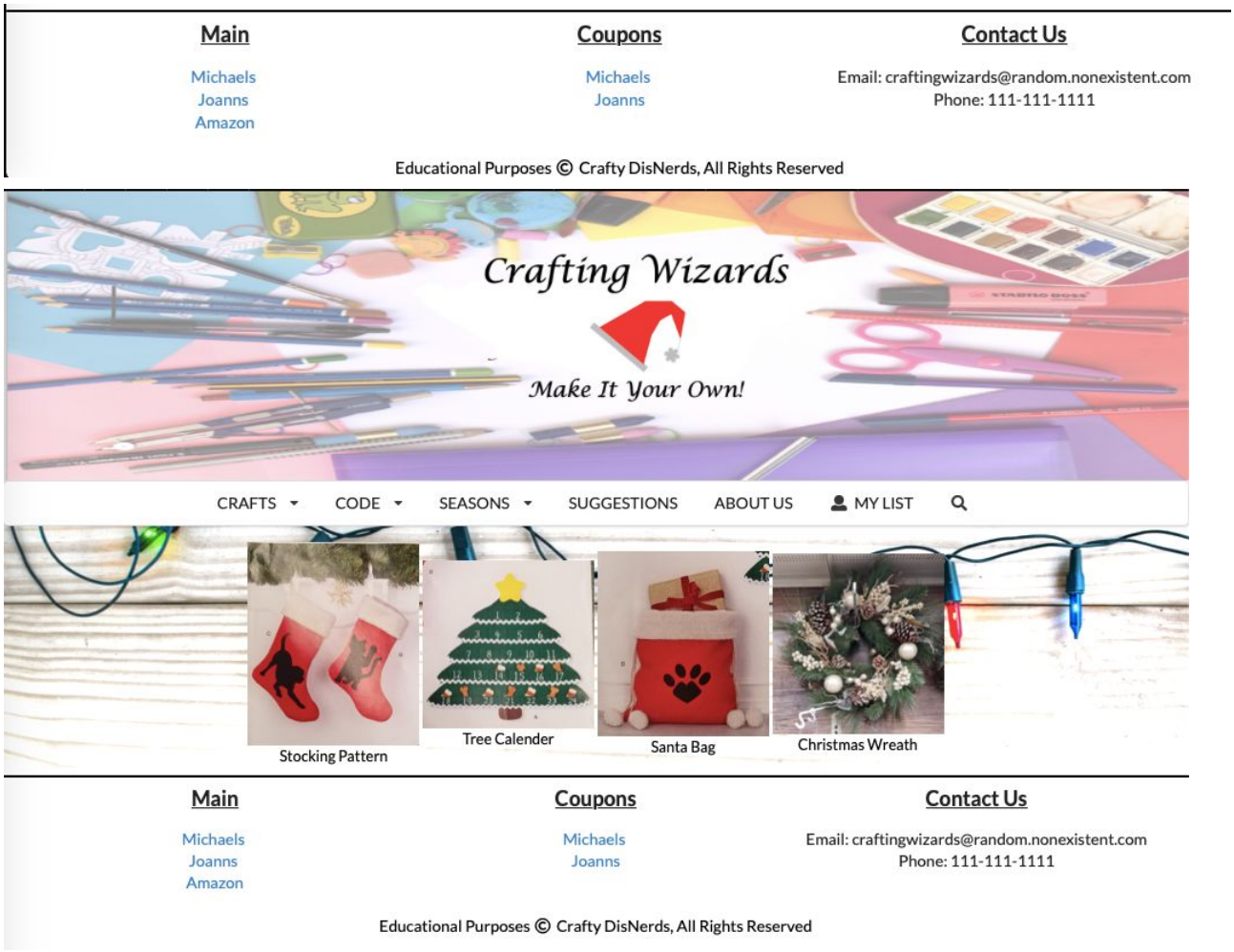
2.1 System Modeling

For some of our implementation, it strictly follows the design document Milestone 2. The following are updated ones as well as a factory design for if we went further to implement what was talked about in section 1.



2.2 Interface Design




Main
Michaels
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Amazon
Coupons
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Joanns
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SEASONS
SUGGESTIONS
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Tree Calender
Santa Bag
Christmas Wreath
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3 Implementation

3.1 Development Environment

The website base is in HTML with CSS for some of the style and Semantic UI. The search engine is in Python. The shopping list is implemented with a bit of javascript. All pages include semantic and jquery from javascript. The whole program was built in the IDE called IntelliJ IDEA, with the Python being done with Wing Python IDE.

3.2 Task Distribution

Majority of the SRS document and final report was put together by Katie Cederdahl. The github was created by Katie Cederdahl. All crafts put on the website were done by Rebekah Rolfe. Coding fixes and general creation of other documents were done by both Katie Cederdahl and Rebekah Rolfe. The redesigns of the system modeling was done by Rebekah Rolfe.

3.3 Challenges

Our main challenge was trying to update every page when you edit/change the mockup designs. We had to make sure that we pasted the code into each html document correctly or else get a messed up page or the 402 error.

4 Testing

4.1 Testing Plan

Basically, things got tested as we were developing the website for the 402 error. We did notice that our embedded Google form for suggestions didn't work in Safari, so we planned to implement a time test for the suggestions page that if the embed doesn't load, it would error. We also tested user ability as we made the pages to make sure all links worked to get to each page. We also tested the add button for the user shopping list.

4.2 Tests for Functional Requirements

The creation of pages and linking to other pages has passed. The user can get to any page we have placed without a 402 error. The add button for a user shopping list fails. It doesn't add to a list and/or the list resets as we access the page.

4.3 Tests for Non-functional Requirements

We planned on testing the mips of the embed of the suggestions page. The plan is for Safari to fail the test of the embedded Google form, but we haven't found the proper test for this and the whole page passes.

4.4 Hardware and Software Requirements

For a fully working website, it is required to have the latest Chrome browser. Any other browser will be fine for about 99% of the website since Safari won't load the suggestions form for users to suggest new crafts. To run it as an admin, the project was made with on macOS Catalina system through Intellij, though what IDE or system you run it on shouldn't matter too much.

5 Analysis

Each person spent about 4 hours a day on the project overall, give or take a few hours. Milestone 1 took the most effort as we had to really know what we wanted so we could officially type up the SRS, which is why we were very vague with the first draft. Katie Cederdahl spent the majority of the 4 hours a day on milestone 1 before that was due, while Rebekah worked on some of the web pages. Milestone 2 took Rebekah Rolfe about 3 hours in total with Katie helping to decide what should be in each part of the designs. This final report is part of milestone 3, which took Katie Cederdahl about 4 hours each day for a few days to type up, look over, and make sure everything was accurate before turning in.

6 Conclusion

Through working on the project we learned how to create a website using HTML with CSS using Semantic UI. We also learned how to make the proper diagrams for what our website is about. We discovered as we were coding that even the simplest idea can take hundreds to thousands of lines of code.

Appendix A - Group Log

Monday October 7th 2-4pm

-Figured out what project we are doing

-Drew out a design logo for our website as well as figured out a name for it

- Rebekah drew the logo using python's turtle

-Listed what we needed ideas for what to do on the website

-Briefly wrote some of the SRS document

Wednesday October 16th 12:20- 3pm

-Worked on this SRS

Wednesday October 23rd 1-4pm

-Worked on this SRS

For every day we had classes up until the week before finals week, we would sit next to each other and constantly work on the project. Every other day we discussed new ways to implement things that would make the website better. Communication was key, especially when uploading to Github, and we kept up with communicating well throughout the project even when in our own homes.