

Team R_

Uncommon Grounds

<https://github.com/EEmonds/Uncommon-Grounds>

Overview

Uncommon Grounds is a social media application that allows users to connect with and explore special locations off the beaten track. Unlike similar applications, Uncommon Grounds focuses on non-commercial locations that are not widely known, encouraging users to stretch their legs and get to appreciate the unique character of their physical environment. Users can also connect with fellow explorers who share their tastes in peculiar, magical, peaceful, or secret places.

| Team Member Name | Github Username |
|--------------------|-----------------|
| Dmitry Aristarkhov | daalegend |
| Patrick Barber | barberp |
| Emily Emmons | EEmonds |
| Trevor Kearns | tckearnsuamass |
| Anthony Lee | jungcom |
| Liam McCarthy | llmccarthy |

Design Overview

We use four models in our application: Users, Locations, Tags, and Comments (main URL paths: locations/, location/ID#, users/, user/ID#, tags/, and comments/userID# or comments/locID#). The homepage will be a “Discover” page that offers a clean search bar as well as recommendations of nearby locations. We will also have an “Uncommon Friends” page that returns search results for users based on their tag preferences or geographical locations. Neither of these have been implemented yet, nor has a user’s profile page. The implemented UIs are dummy lists of all users and locations, an individual user detail page (including a list of contributed locations and comments), and an individual location detail page (including ratings, popularity, a link to the contributing user and a list of comments).

Problems/Successes

As far as problems are concerned, we discovered some overlap among the pages we’d originally created for the application (for example, the Discover page and Look at a Spot, both of which did the same thing). We’re also continuing to wrestle with Bootstrap and CSS elements to get our site to look more attractive and unique. Our greatest obstacle in terms of communication so far seems to be in setting up realistic and complete work schedules / mini-deadlines for individual tasks, so that some parts of the application couldn’t have substantial work done on them until other parts were completed by the team members to which they were assigned. Also, we still haven’t addressed the location safety problem we identified early on (letting users determine how safe it is to go to or be in certain locations alone, at certain times of day, etc.), although we think we might be able to address this in the tag system.

Our successes include great team camaraderie as well as good collaborative problem-solving on the fly, implementing nearly everything we want in our models without major problems, and being able to adapt our plan for the application easily as we thought more about the user issues and desirable features. We also worked pretty well with Bootstrap to produce clean, functional UIs.

INDIVIDUAL WRITEUPS

Trevor

I created task lists out of the assignment requirements and checked in with team members on how their tasks were going. I also did the mock Search/Discover page, helped set up and fix structure problems in our GitHub repo, set up our uniform navbar, did the project writeup for Team Project #1 and submitted it, created the base template and the Discover template, created the templates directory and blank templates, and set up some of the generic Views in views.py and path names in urls.py. Finally, I identified remaining work to be done for Team Project #2 and helped fix bugs. I estimate my contribution to be close to 20%.

Anthony Lee

I have created the initial Django project structure for our team to start on it. I have also worked on implementing the data models, especially the User, Location and Tag models and registered them. I have also created the superuser account in order for our team to access the admin site. I have also helped the team with bugs associated with the git repository and the templates. I believe I have participated about 15-20% on the project.

Patrick

Added mock data to database. Fixed issues with models that prevented me from adding data. Created user registration page. Figured out how to load images temporarily. Not a sustainable fix. Helped with bugs. 15ish%

Dmitry

I created the UML diagram with Liam, creating most of the diagram. I have made the models for the diagram and created the base relations for said modules as well as conceptualize the models. Afterwards, I created the location_detail page and have attempted to link the pages together. Finally, I have helped fix bug related issues with the team, with great success. I estimate my group participation to be about 16%.

Emily

I created the comment model, added url paths, and added profile view. I created the profile page template, but had trouble linking static images. I was able to use template tags to get to user favorites, but there was another level I needed to get to the location images, so I took it out and will add it later. I didn't add user information on that page because I wanted to wait to see how Django users worked. I helped Liam set up the home page template and view and map the urls. Spent some time researching how to load images (static and dynamic), but wasn't able to. My participation was about 16%.

Liam

I worked with Dmitry to create our UML diagram, focusing on correcting and finalizing it. Additionally I created our homepage template in our templates folder. Additionally I tried to modified the homepage so that it would display data from our locations list, but due do to a bug we couldn't figure out, the homepage is unable to access the location list. My work was around 14%.