



WebWatch

Tracking Changes
Keeping You Updated

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Motivation



Set out to Achieve:

Time-constrained individuals need timely alerts for specific events

For example, buying a parking permit from TAPS or waiting for course offerings to become available



Opportunity:

Automate process to provide the latest information while minimizing manual effort

Issue:

Manually checking for updates is time-consuming

Goals



Monitoring and Notification System

Users can be notified through Email, Discord, and Slack whenever a web page is changed

Robust User Account Features Users can create accounts securely with an email and password, and reset their passwords when needed

Site-Agnostic Web Scraping Web scraper should work for most web pages, without requiring additional programming to scrape certain sites

User-friendly Interface

Create an intuitive web application with a user-friendly and responsive GUI for managing jobs

Biggest Challenges



Insufficient Planning and Code Dependencies:

Reliance on specific parts of the code without a defined interface,
 limiting asynchronous development

• Team Communication and Coordination:

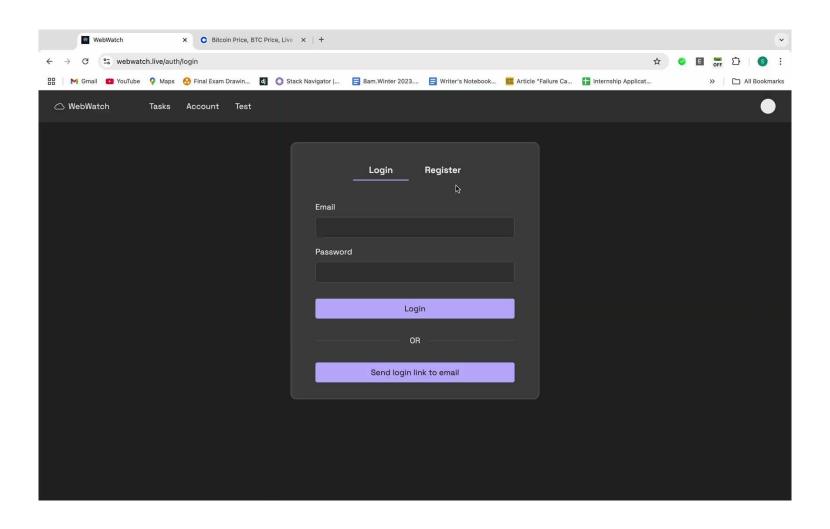
 Keeping track of team members' tasks, progress, and estimated timelines for better coordination

Accommodating More Common, Complex Use Cases:

- Many commercial websites use anti-botting mechanisms which block our current product and limit its utility.
- Making the scraper generic enough to work for most sites, while still providing utility – just scrape visible text.

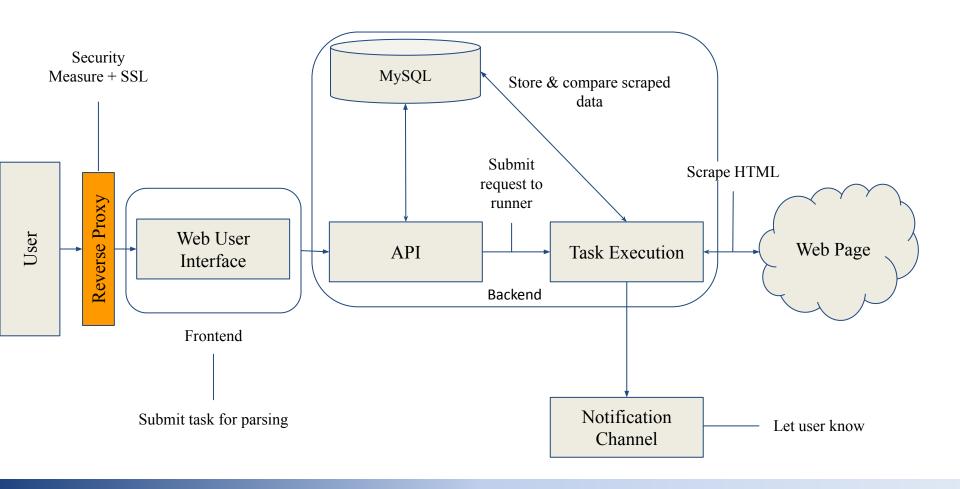
Demo





System overview/diagram

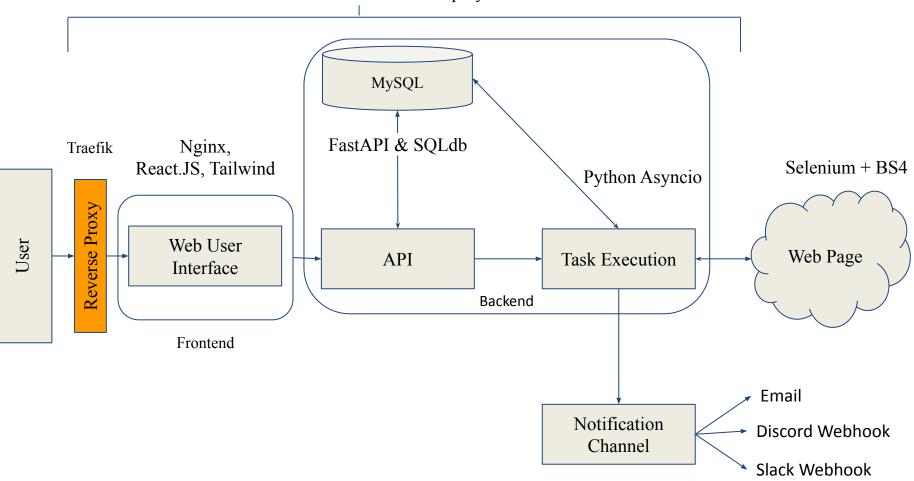




Technologies



Docker for Containerization & Deployment



Project Management Technique



Scrum Practices

- Sprints: Structured planning and review cycles
- Jira: Scrum board and burnup charts for progress tracking
- Meetings: Standard weekly times for team sync
- Leadership: Led by a dedicated Scrum Master
- **Documentation:** Detailed meeting notes
- **Version Control:** Feature branches with code reviews

Deviations from Scrum:

- Minimal planning upfront
- Frequent task creation throughout sprints







• What We Enjoyed:

- Working with each other as a team
- Experiencing Scrum framework for the first time
- Learning new technologies/frameworks

What We Didn't Enjoy:

- Debugging asynchronous errors within task scheduling
- Prioritizing user stories and functionality over code quality; resulted in increased technical debt

Valuable Lessons



• What worked?

- Using a scrum board to coordinate work
- Containerization to avoid version conflictions

• What didn't work?

 Lack of structured code review process, causing delay in integration

What We Wish We Had Done:

- More generous, larger estimates when creating user stories and tasks
- Better communication beyond weekly meetings