

COMP229 – Web Application Development

Project Part 2 – First Release

Due: End of Week 9

Value: 10%

First Release

Overview:

1. Your team is responsible for the first release of your Web Application. This is **NOT** a complete web application but rather your first project release containing some complete elements and progression towards a fully polished site. Which means, they can be improved in the next releases.
 - Your site must include a **Landing Page** that is appropriate for the type of Web Application you have selected and should include the Name of the Site and your Team's Logo. A button or link should allow the user to **create** an appropriate object or data associated with the type of site you have selected to build (e.g., a Sell Used Product Site should allow the user to post an advertisement, a Tournament site should allow the user to create a Tournament, a Ticket Management site should allow the user to create a new Incident record, etc.).
 - Your Landing Page should allow the user to **view** an appropriate list of appropriate objects in a table format or dashboard created for the type of site you have selected to build (e.g., a Sell Used Products Site should list products publicly available and active; a Tournament Site lists active tournaments; a Ticket Management site should list active tickets).
 - Your site should allow the user to perform **basic CRUD** (Create, Read, Update and Delete/Disable) operations on the main type of objects relevant to the site you have selected to build.
 - **Hint:** Begin with the basic attributes of your model. You can improve in the next releases.
 - Authentication is **not** required at this stage of development.
 - Your site does **not** have to be pretty at this stage, just functional.
2. Your team must also demonstrate progress towards the final web application project by providing a link to the project's **GitHub repository**. Ensure the repository contains commits from each member of the group. Ensure your project is organized, understandable and named appropriately.

3. You must keep track of your project by using an **Agile Project Management** tool (e.g., Jira, Trello, etc.). Your tracking tool should include a Product Backlog and a Task Board.
4. Create a Short Video presentation on **YouTube** or another streaming provider. You must include a short **PowerPoint** (or Google Slides) Slide Deck that includes **two slides**.
 - a. The **First Slide** of your Slide Deck must include, your **Team Name** and **Logo** (developed during Contract creation and Team Formation), the **Full Names** and **Student IDs** of all team members involved in the project, the **Course Code**, **Course Name**, and your **Project** information (which type of project you have selected)
 - b. The **Second Slide** of your Slide Deck must include **current images** (mugshots) of each team member (no avatars allowed) that are displayed appropriately on the page. The team member's **Full Name** and **Role** must appear underneath their image.
 - c. One or more team members will **demonstrate** your site's **functionality**. They must showcase each page working properly
 - d. One or more team members will **briefly describe the code** in your web application that drives the functionality of various features of your site.
 - e. Sound for your Video must be at an appropriate level so that the voice of any presenter may be **clearly heard**, and the screen resolution should be set so that code and site details are **clearly visible**.
 - f. Your Short Video should run no more than 5 to 10 minutes.

Submission Details:

- A zip archive of your Project Files uploaded to eCentennial.
 - Without the folders: **node_module**, **.angular**, **.git**
- An External Design Document (EDD) v.1 (PDF Format)
- GitHub link to team's working project repository
- A link to your Demo video (YouTube preferred).
- A snapshot of your Project's current Product Backlog (PDF Format)