# Team O’Brien Final Project Report

## Group Members

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## Introduction

At the beginning of this semester, this group was made to complete the ENSE 374 Project. Our idea for this project was to create a website that would allow users to rate and review movies, as well as allow them to add new movies to the user’s watchlist. We wanted to try to get something similar to IMDB, while putting our own touches on the design and feel of the website.

There were two main reasons for our idea. The first was the website itself, the purpose of our site was to allow users to have fun looking for new movies to watch and to find a movie that they will enjoy watching, either by themselves or with friends and family. Our site would be for those who don't like advertisements getting in the way of looking for entertainment, and who want reviews from real people who just watch movies for the love of it, not official reviewers at large media organizations who have ties to the industry. Our site would be for people who don't want to be harassed in an attempt to get them to buy a premium subscription service just to see reviews for new movies.

The second reason we were building this site was to give us an opportunity to apply engineering knowledge that we are observing in our software courses. We wanted to challenge ourselves to be prepared for our future careers as software engineers. We were challenging ourselves with creating the best end-to-end user experience that we can with the skills we have learned. We wanted to take pride in our work and have fun building a website that we think is an exciting opportunity to test our software knowledge.

## Goals

We had many goals at the beginning of this project, and as it turned out at the end of the semester, we had made too many goals. Our original goals were as stated: allow users to register an account, allow users to log in with their account, allow users to browse through the newest movies gotten from a movie database api, allow a user to rate movies, allow users to add a movie to their watchlist, allow users to remove movies from their watchlist, allow users to watch the trailers for the movies they are browsing, and finally send new users an email verification link to set up their account.

The goals we set for ourselves were just a little too lofty, but we are going to focus on the many goals we did complete first. We completed the user accounts system, allowing users to register, log in, and log out. We were able to have our website constantly get the newest movies via a movie database api, which also allowed us to have access to the most up to date posters, movie descriptions, IMDB ratings, and movie trailers. We were able to allow users to add and remove movies from their watchlist. The final feature that we added was the email verification for

new users. This was the most difficult feature for us to implement, but it also gave us the greatest source of pride once completed.

The only feature we could not complete was allowing the user to rate movies. Nearing the end of the project we had to decide whether to try and implement email verification, or user rating, as we did not have time for both. But we felt that implementing the email verification would be more valuable for our software knowledge as only specific websites involve user ratings, and almost every company requires an email verification when registering an account. This led to us pushing the user rating feature to our MVP2 and continuing with the email verification. Ultimately, the cause of this failure was ourselves, as we set too many goals at the beginning of the semester. If we were to do it over again, we would set fewer goals in the initial MVP, and then if we achieved them, moved on to our MVP2.

## Feedback

We received feedback from three of our classmates in Activity #4. Some main points of their feedback were: they liked our overall project idea, they didn't want to have to sign up to view the movies, and we needed to restructure our project roles. Overall the feedback was positive, and the criticism was constructive, so thank you to Sara, Julian, and Faizah for their great feedback.

We looked at this feedback and made some changes to our project roles to even them out. We had our project manager doing too much of the work so we distributed their work to the other team members. The other main point was that they didn't want to have to sign in to view the movies, only to have a watchlist. And while we considered this option for convenience, we wanted to keep our scope focused to

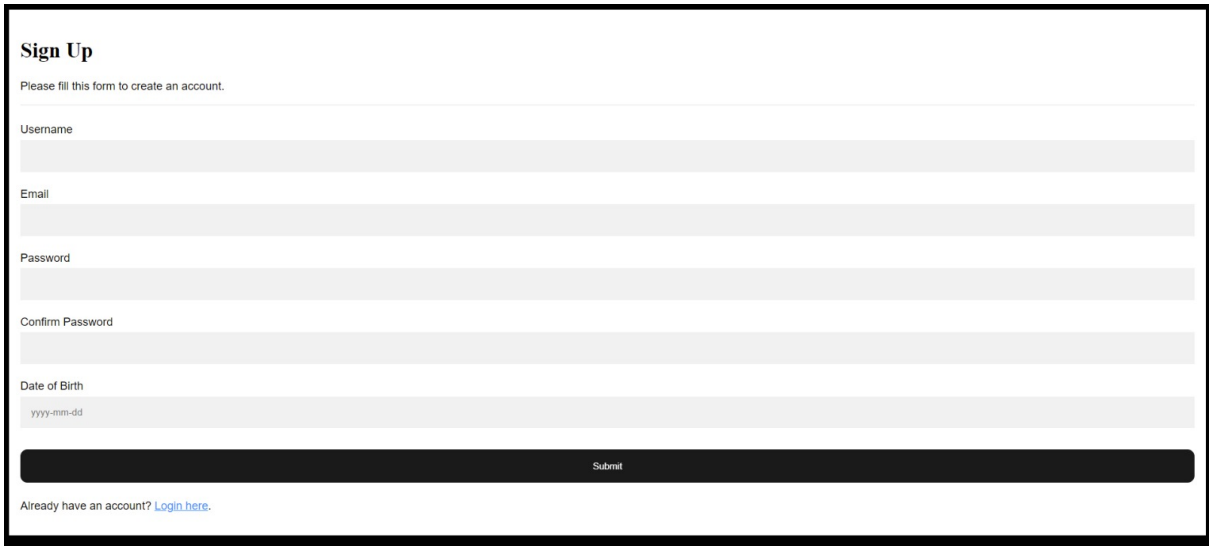
users over 18, and the only way to ensure this was to have them log in with their date of birth. If we expanded our scope to users under 18 in the future, we would definitely have implemented the account system in this way.

## Our MVP

### Landing Page

This is a picture of our landing page. This is the first page you see when you enter our website. In the centre we have a carousel of movie posters that change every few seconds to make the page a little more dynamic. We have our title in the top left corner, we put it there because our website will be used by English speakers, and English is read top-down, left-to-right; therefore the title will be one of the first things users see. Then in the top right corner we have the links to our sign up and login pages.

## Sign Up Page

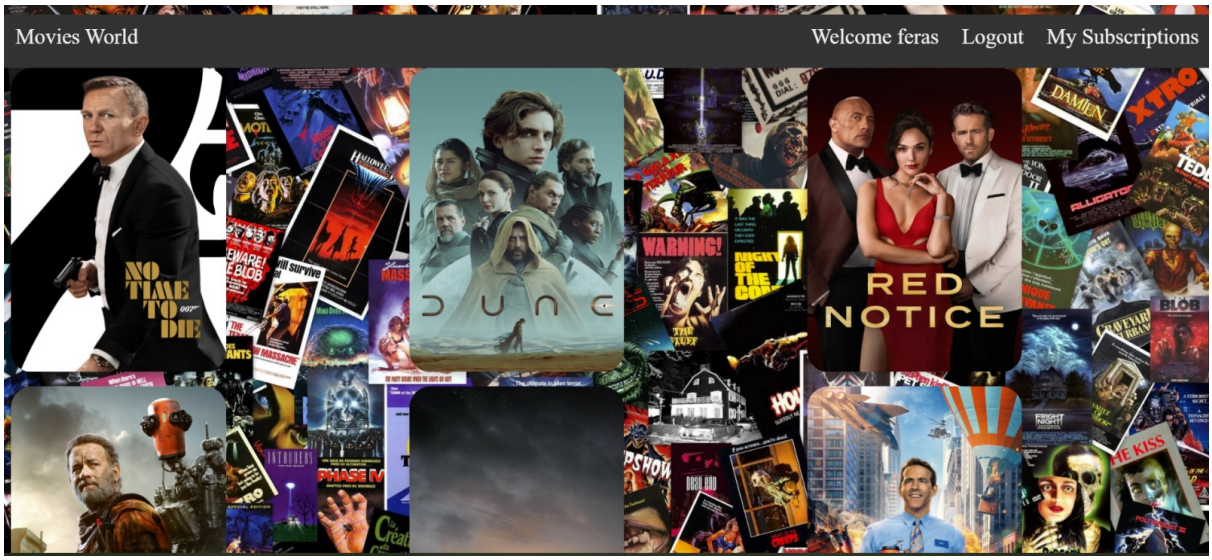



This is a picture of our sign up page. When registering a new user we require a username, email, password, and date of birth. If the user provides all these and is over 18, they are allowed to register and will have an email verification link sent to them to activate their account. We wanted to keep the style of this page simple to keep it simple for new users.

## Login Page

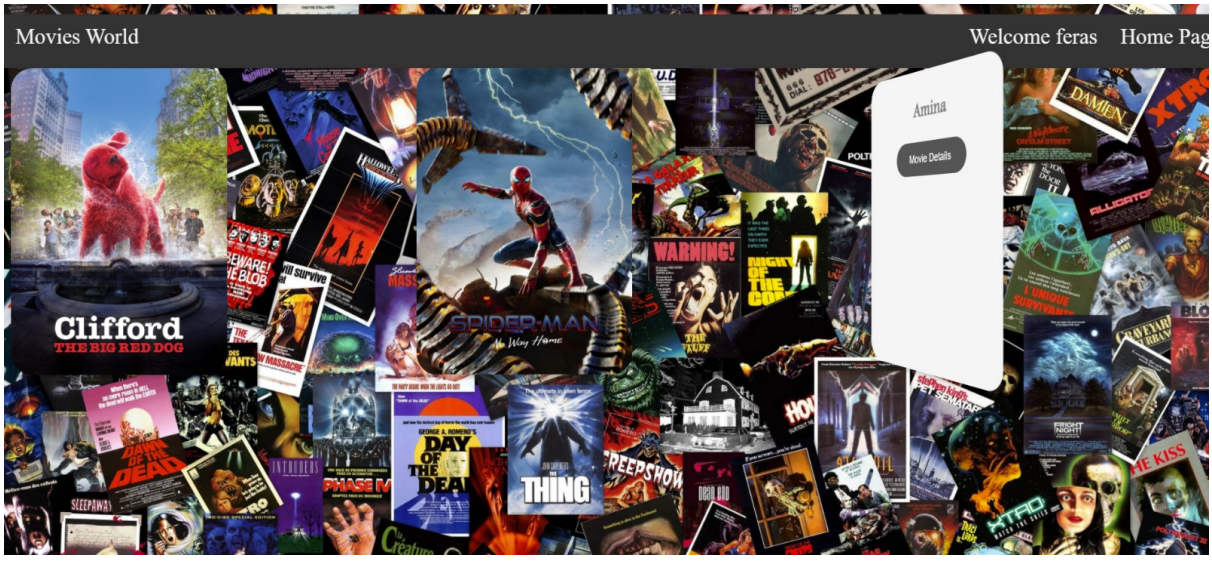
This is a picture of our login page. It looks very similar to our sign up page in terms of styling. We require the user's email and password to log them in to their account. We also have a link to the sign up page at the bottom, just in case a user accidentally selected the wrong page.

## Movie List Page



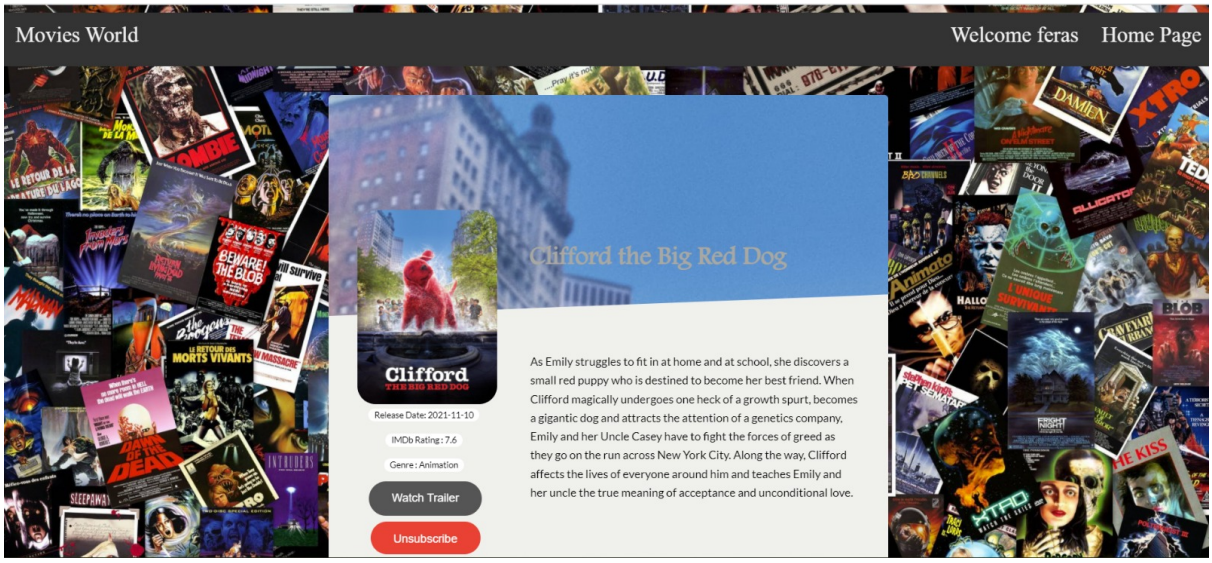

This is a picture of our movie list page. This is the page a user is taken to after they log in. We have the newest movies at the top, and then they are listed by recency. We have the users name in the top right corner, as well as the logout button and the users subscriptions page(watchlist). To add a movie to their subscriptions page, the user just has to hover over the movie they want, then the card will flip, revealing a subscribe button that the user will click. We added the flipping style to the movie cards rather than a fade or no animation at all, because we felt that it added more movement to the page, and helped the user know exactly where they are on the page. We also think that the flip animation made the cards seem like they were floating above the background, which we thought looked nice.

## Subscriptions Page




This is a picture of our subscriptions page. It is largely the same styling as our movie list page. We kept the flip animation for the same reasons listed above. In this page when the card flips over there is a button that takes you to the movie details page for that movie. We made it so if you want to delete a movie, the user must go into the movie details page for that movie, this was done to prevent a user from accidentally removing a movie.

## Movie Details Page



This is a picture of our movie details page. This page contains the movie poster, description, trailer link, release date, IMDB score, genre, and the unsubscribe button. The user can read through the movie's description and watch the trailer. Then once the user wants to remove the movie, they can click the unsubscribe button.

### Trailer Page

This is a picture of our trailer page. This page gets the trailer from YouTube and automatically plays it for the user. We believed it was important to keep the user in the site to watch trailers and not just have a link send them to the youtube page because we wanted to keep our users on the website, because if we send them to YouTube(which is designed specifically to keep users engaged), there's a good chance they're not coming back.

## Conclusion

We found this project to be both challenging and engaging for all of us. The main thing we learned from this project that we will take on to our capstone project is

that it works best when the group gives team members tasks that play to their strengths, rather than worry about if tasks are split perfectly even. It’s because of this that we started working more efficiently as the project went on. Our group worked well together and had no problems with one another. We all had the same goal, to make the best final product as we possibly could, and in that measure we succeeded.