Summary of Hours and Justification

Ryan Gengler

Task Timeline - End of Spring Semester 2023 (4/17/2023)	Start	End	Aaron	Ryan	Status
Document desired user pathways through the application	10/17/2022	10/24/2022	50% - 2 hours	50% - 2 hours	Complete
Contact actual venues/performers for opinions/experiences with booking	10/17/2022	10/31/2022	75% - 3 hours	25% - 1 hour	Complete
Document stack structure	10/17/2022	3/31/2023	25% - 1 hour	75% - 3 hours	Complete
Design and implement file structure	10/17/2022	10/31/2022	50% - 4 hours	50% - 4 hours	Complete
Develop and finalize mockups in Figma	10/24/2022	10/31/2022	50% - 5 hours	50% - 5 hours	Complete
Document thought process and inspiration behind page designs	10/24/2022	10/31/2022	50% - 2 hours	50% - 2 hours	Complete
Determine necessary properties associated to a band or venue (location, genre, capacity, etc.)	10/31/2022	11/7/2022	25% - 1 hour	75% - 3 hours	Complete
Construct flat files for each database element (account profiles, show info, pictures)	10/31/2022	11/7/2022	75% - 3 hours	25% - 1 hour	Complete
Populate flat files with test data	10/31/2022	11/7/2022	50% - 2.5 hours	50% - 2.5 hours	Complete
Implement JavaScript to the Figma Components (includes HTML and CSS)	12/5/2022	3/31/2023	50% - 20 hours	50% - 20 hours	Complete
Implement JavaScript for page funtionality	12/5/2022	3/31/2023	50% - 16 hours	50% - 16 hours	Complete
Implement 3rd party connections (Spotify, Apple Music, Maps, etc.)	12/5/2022	3/31/2023	50% - 2 hours	50% - 2 hours	Complete
			61.5 hours	61.5 hours	

Ryan Gengler:

My individual contribution in relation to the senior design project consists of many things including UI design and implementation along with making our application functional and appealing to users. My focus for this project was more on the functionality of our web-based application, such as creating the search filter that filtered each band or venue based on specific filters given. For example, if one wanted to filter venues by distance or by genre, they had the option to use these filters and even stack these filters to further discard the unwanted venues for that specific user. I also linked the filter bars to the profile cards as well. The information in each profile card was linked to each search filter, so if that information is not included in the filter, the profile card will no longer be visible on the page. I did this for both the Performer Search and the Venue Search. I was also responsible for helping create datasets that we could then import into our code and then filter that data so that our search filter and the profile cards

worked properly. I was also responsible for a lot of the formatting on the page in order to make the UI experience more enjoyable and easier for the user to interact with.

We were able to create an interactive homepage for our application that provided you a prompt to choose whether you are a venue or a performer which would then lead you to the corresponding search page based on whether you chose to be a venue or a performer. We also created an About page that describes what exactly Gigseek is and about the application a little bit. It also shows the developers of the page, Aaron and I. We also have a “What’s New” page that describes the updates that Gigseek had for each patch along with the upcoming updates for the webpage. We also designed profile cards for each of the bands and venues along with profile pages for each of them so that whoever clicks on the specific profile card will lead you to that profile page. We formatted all of these pages as well, ensuring that every link worked properly along with ensuring that each page looked good, and the theme matched for all of them.