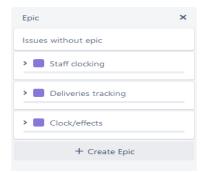
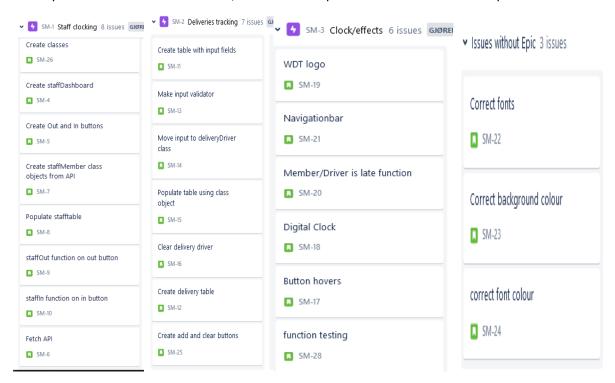
The project was designed to improve the efficiency and accuracy of staff clocking and deliveries tracking for WDT. I decided to split the project into 3 epics:

- Staff clocking
- Deliveries tracking
- Clock/effects

I also had a few issues without an epic, such as fonts/background colour as they may be important for the company brand, however they were not vital for a functioning product.



Each epic contained about 6-8 issues, and another 3 put into the issues without epic.



I decided to put it into these separate issues as that was a way for me to create chunk of code that were both big enough to create in one go whilst they also make sense as a stand alone piece of code. The code blocks would also be short enough that problem solving on them should be fairly doable if/when a problem should arise.

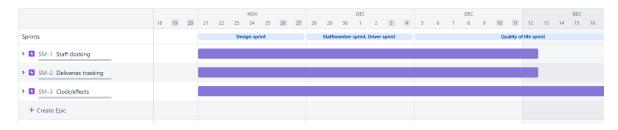
I made 4 sprints:

Design Sprint, 1 week (21-27nov)

Staffmember Sprint, 2 weeks(28nov – 11dec)

Driver Sprint, 2 weeks(28nov – 11dec)

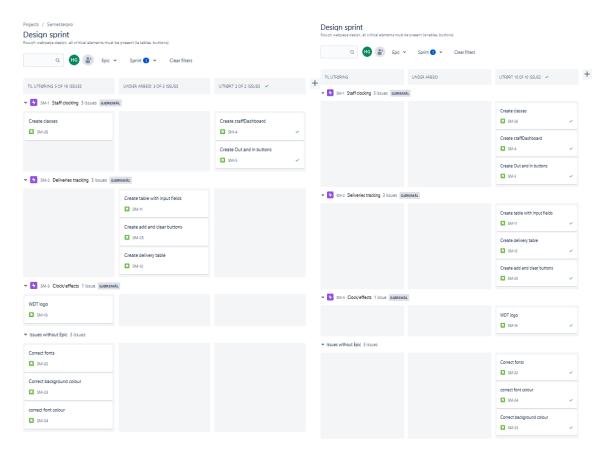
Quality of Life Sprint. 1 week (11-18dec)



I chose this setup as I would have to setup the required tables, buttons, ids(design) of the project first before moving on to the core functionality part of the project(Staffmember and driver) before rounding it off with 'quality of life' inclusions such as digital clock, navbar etc.

Design Sprint:

First off the mark was the design sprint, seeing as the provided mockup from WDT had stafftable first that was the first issues to be done, promptly followed by the scheduele delivery and deliveryboard and their buttons. This sprint was then finished with wrapping up the CSS styling so they were done. I also added class creation to this sprint as those classes/objects would be used in every other sprint.



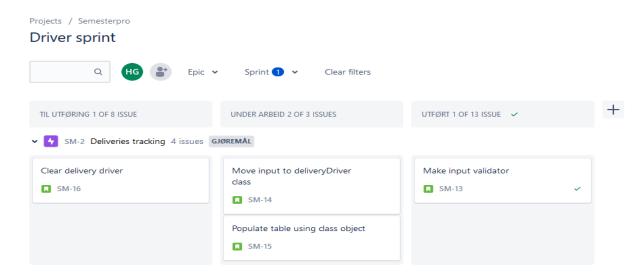
The design sprint went without many problems, with the biggest being getting the placement of the WDT logo right, as the WDT logo shares container with the main title of the staffboard I had to give the logo a class of w-25 to contain it to the the right space.

Staffmember/Driver Sprint:

Naturally the sprint(s) that caused the most issues. The biggest challenge for the Staffsprint was figuring out a way to select a staff in the table and linking it to the staffOut function. The solution was creating a row.id = [I] so that the row would match up with the correct staffmember.



Driver sprint is where I had the most issues, and by far the most challenging part of the whole project was finding out a way to delete the driver from the class object when it was cleared from the table. After trying matching them up by phonenumber or other unique identifiers, I found the solution to be to push the newest delivery to the top of the delivery board and using splice with a target of index –1, this in combination of me using unshift to add new drivers to the array would make the targeted row match up with the correct class object.



Quality of life sprint:

The last sprint before I project was complete, I thought this would be relativly painless but the member/driverislate function did turn out to be a challenge, and the issue was how to stop the toast from going on a loop as I put the function on a setInterval timer. I first thought I could get around it with stoping the interval when triggered but that caused every other members toast to also stop working. Therefor I ended up with putting in an if function that would not run if a toast had been shown for that specific class object before, I did have to add a bit of extra lines of code to staffIn function to reset the toastShown property so that that staff could go out twice in a day and get toasts notification both times.

Im also very glad I added a function testing part into this sprint as it did made me catch a few small errors that could cause bugs in the program, those were among others:

- Inventory / Orders in navbar was still active
- StaffOut would accept any input

Quality of life sprint

