StreetPaws Documentation

Inspiration

StreetPaws website is a website created to support the small community of dog lovers in my home town and in the world in helping street dogs. The website was made in honor of my dog Švrćo whose life was taken last year by the local dog shelter employees who threw poisoned food on the street to kill stray dogs in my neighborhood. In his honor I wanted to create a platform which would help stray dogs who are in need of food, water or medical attention and would bring awareness to the issues dogs are facing in my community. During the past years I have worked with an NGO which collects dogs from the streets and feeds them and gives them medicine and then finds them a forever home. Alongside the problem of finding the location to keep these dogs before they are taken in, the NGO faces another problem which is locating these dogs. The dogs are commonly left by their owners in random areas so they wouldn't follow the owner back. So I wanted to build a platform on which dog lovers, and tourists or anyone can report a dog they found, where they found it and some details so the NGO can find the dogs faster and make sure they are taken proper care of.

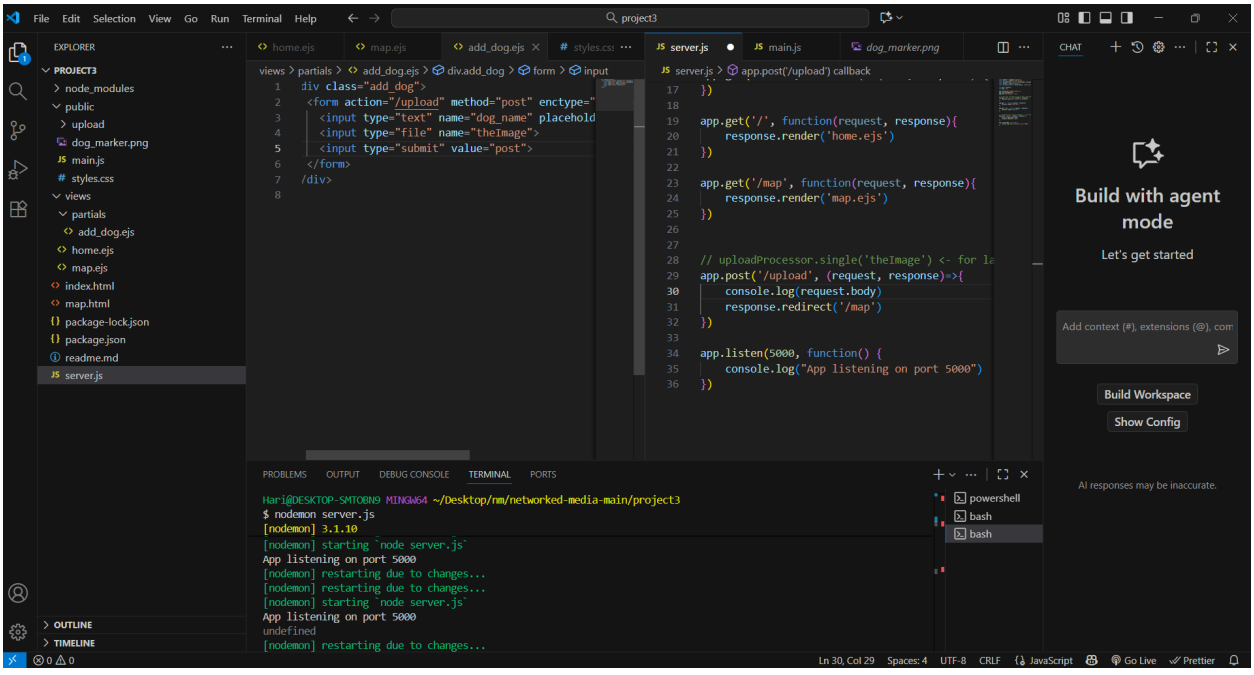
Description

The website first loads a form which user has to read and check the box on, promising that they will use the website for good and will not use it to harm the dogs. This is for now the only way I can prevent or at least make the people think twice before using the website to locate and hurt the dogs in any way. After promising not to hurt the dogs the user can press the button which will take them to the map area. On the map the user will see all of the markers left by the previous visitors and be able to add a marker by right-clicking anywhere on the map. After right clicking the user will be prompted with a panel to add the photo of the dog, how friendly the dog is, what it needs and add some additional comments that would be useful for other visitors or organizations. The users might also notice the navigation bar at the top of their screen that will also take them to an about us section where they can read about the mission of the website, alongside

to the inspiration for the websites creation. At the bottom of the about us page the users can also see the photos of all of the dogs that can be found on the map at that time which might inspire users to adopt some dogs from the street.

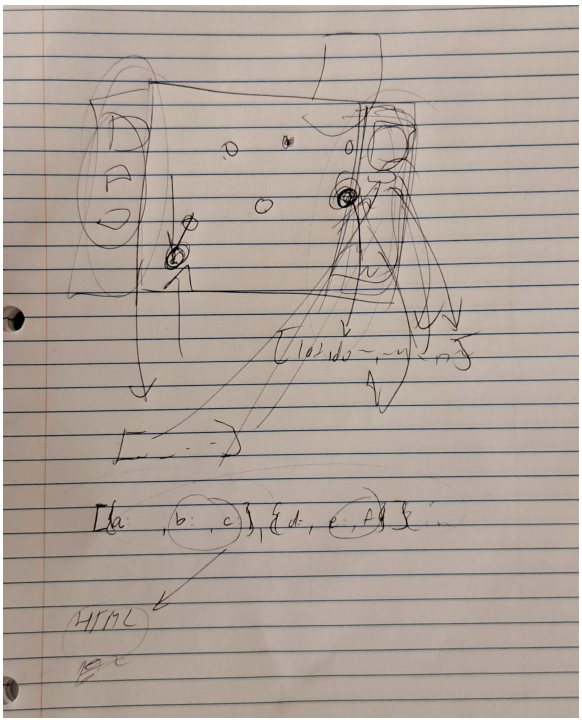
The Process

When I started the work on the website I was both excited and scared to work with some back-end JavaScript but the demos from the class made me feel confident into making this website with no big issues. This project was so much different from anything I have worked on before and that is something that made this so exciting. I first had to read the leaflet documentation to understand how to work with the map that I was using. I first made sure the map would run properly and everything was working, before starting working on more complicated functions of the website. Everything was going good until I ran into the first problem.



We are using the multer library to get the data and the images from the user. But what I didn’t realize initially is that multer is expecting data and files to be passed

so without the file it just gives back undefined. After fixing that I came to another issue. I needed to somehow send the lat and lng data to the server, where the server would store it and then send it back to main.js which would display it on the screen. Now this is not that complicated and would be achievable. But what I also wanted to do is display the information of the dog that was clicked. I have tried with arrays, but I couldn't figure out how to do it. One idea that I had was to give every dog object an id and then when I sent it back to main.js which would call view_dog.ejs I would tell it to look up that id and display that information.



I tried using the uuidv4 library to do that. But I realized that brings another problem. While I would be able to send the id to main.js I wouldn't be able to send it back to view_dog.ejs and would have to go through the server and use the fetch api. So instead of going through that I decided to leave the view_dog.ejs empty and populate it from main.js with innerHTML. I also discovered that I can't embed an array directly into the ejs file and instead I have to JSON to convert the objects from the list into strings and back into objects.

```
const dogsFromServer = JSON.parse('<%- JSON.stringify(AllDogs) %>')
```

This allowed me to store all the data in the server and safely transfer it to the main.js aka client side JavaScript. After this the rest was fairly simple and it was mostly just doing the css.

I know one part of the assignment was to show that we knew how to use the ejs files to embed the data from the served onto html so I decided to add a gallery part to the about us section where I would pull the images of all the dogs. :D

References

This project was inspired by the following websites:

Geocaching - Similar to the concept of people hiding caches and having other users find them on an interactive map and interact with them, StreetPaws allows users to mark locations of stray dogs and help them.

iNaturalist - This website allows people to share photos and observations about plants and animals, it inspired me to include the add photo and comment section to my website.

Prijatelji životinja (animal lovers) facebook group - This is the facebook group of the the dog lover community in my hometown with whom I have worked before. They help find, neuter and find forever home for stray dogs and other animals.

I also used these websites for coding references:

https://leafletjs.com/reference.html

https://developer.mozilla.org/en-US/docs/Web/HTML/Reference/Elements/input/file

https://www.w3schools.com/css/css_form.asp

https://developer.mozilla.org/en-US/docs/Web/CSS/::file-selector-button

https://www.w3schools.com/cssref/css_websafe_fonts.php

https://stackoverflow.com/questions/45015/safely-turning-a-json-string-into-an-object

https://www.w3schools.com/js/js_json_stringify.asp

https://developer.mozilla.org/en-US/docs/Learn_web_development/Core/Scripting/Network_requests

I also referenced class slides and class demos for some parts of the code.

Sitemap and wireframe

Link to the sitemap and the wireframe can be found here.

> http://canva.com/design/DAG09Xf-J3g/W_sYrHSuuD3eLxx8Px7Eyg/edit?utm_content=DAG09Xf-J3g&utm_campaign=designshare&utm_medium=link2&utm_source=sharebutton

Questions

Do you think the agreement page is a good way to keep people who want to hurt the dogs out of the website? Do you think there is any other way this could be done differently and possibly more effectively?

Is the adding and viewing dog logical? Would you naturally right click on the map and see that that adds a marker and would you think of left clicking it to view?

Final words

This project was a big one, I had an opportunity to work with many libraries I hadn't before and learned so much about back-end development. Even though I faced some challenges (getting the array to be sent to main.js took me the whole day of work to figure out) I really enjoyed this process and I think this is ironically the most fun I have had in weeks. This project has motivated me to do more back end and I can't wait to see what more I can make with different libraries.

Also if you see a stray dog, please consider logging them on the website, giving them food, water and a lot of pets!