Iteration 2 Report

**Introduction:**

For the second iteration of our project, we built upon the foundation we laid out in the first iteration of our project. Our primary objective for this iteration was to create more advanced functionalities for the site, resolving residual bugs and issues with our initial code, improving the aesthetics of the site, and addition of test cases.

We made progress on most of these goals, and the second iteration of our site is vastly improved from our initial prototype. We had our fair share of challenges in debugging and organizing group meetings, but we have achieved many of the goals we set out to achieve.

**Key Features:**

We added many additional features over the last few weeks since the initial version of our project. These include:

Cart app:

We implemented a shopping cart functionality to our project which allows users to add tickets to a personal shopping cart, visit a cart page to see the items in their basket, and pay for their items. We added a context processor to allow users to see how many items they have in their basket from the homepage on the navbar.

We also implemented a stipe payment system for the cart app. This allows users to securely pay for their transactions and makes the checkout process simple and fast.

Seaarch App:

We implemented a search functionality to our project. This functionality allows users to query our database for tickets, and events to find what they are looking for. This makes it so users can more efficiently navigate our site and find what they are looking for when they visit, improving the user experience.

We also improved certain areas where we were lacking in the previous version. These include:

Ticket Models:

The ticket models in our initial iteration were not structured properly which lead to problems across the site. One first objective of this iteration was to update the models, which we achieved. This then allowed us to properly expand the site with our other features listed above.

Aesthetics/Styling

Our first iteration, while functional, was severely lacking in terms of looks. We made great progress in the styling, colour scheme, and layout of the website, which resulted in a far more visually appealing site. With the change in layout, we also improved our navigation for the site, allowing for a far better user experience overall.

**Challenges:**

We faced multiple challenges through the development of the second iteration, including

Debugging  
A lot of time was spent debugging code and trying to fix previous work, which had a negative effect on the time we were able to spend on non-key areas of the project like styling and the addition of advanced features. This slowed down our progress and lead to a less impressive version of the site than we had hoped for.

Coordination/Communication

We had great difficulty in meeting together due to scheduling conflicts with our members. This had an impact on our communication and lead to difficulties in understanding who was doing what. It also had a negative impact on

Testing

Due to delays debugging and improper assignment of work, our test cases ended up being an area where we lagged behind. Many of our apps have not been properly tested which is an are we had initially aimed to make progress in for the second iteration.

What we learned

We have taken proper note of these challenges and the mistakes we made in order to improve on them for the final iteration of our project. We aim to meet up at least once weekly to organise ourselves properly, efficiently divide work, and set out a timeframe for the features we want to implement, taking into account the time that will likely be spent debugging and testing.

**Conclusion**

In conclusion, our second iteration has made great progress from our initial iteration. We implemented many of the features we set out to achieve despite our many challenges. From now, we will take into account the lessons we learned, and we plan to continue our work to ultimately deliver a polished final product for the final iteration.