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.

**Progress:**

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 basked from the homepage on the navbar. We also implemented a stipe payment system which allows users to pay for their items.

Seaarch App:

We implemented a search functionality to our project which allows users to query our database for tickets, events etc.

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

Ticket Models:

Aesthetics/Styling

**Challenges:**

We faced multiple challenges through the development of the second iteration.

**Test Cases:**