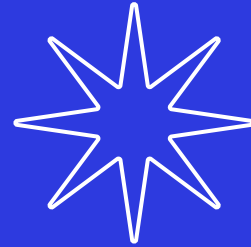


# Filesystem with php

Pere, Haroon and Jose



# Project Timeline

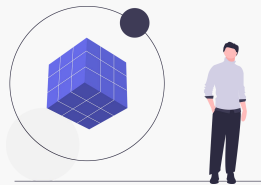
## Stage 1

Wireframes and case diagram



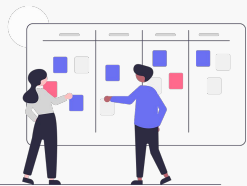
## Stage 3

Implement and mix functionalities



## Stage 2


Bootstrap the project and assign tasks



## Stage 4

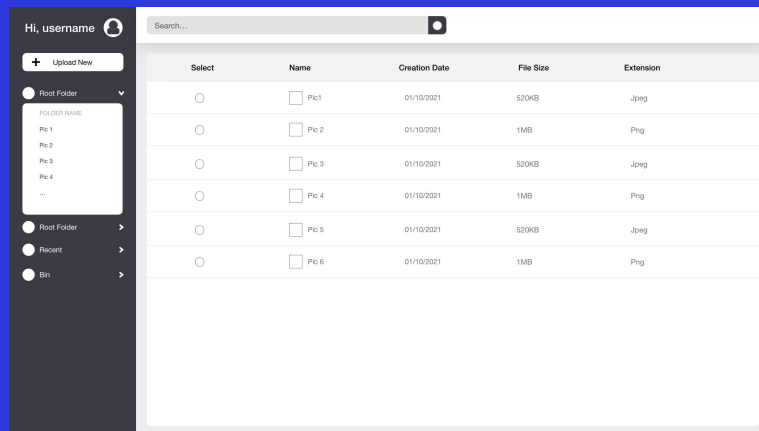
Prepare the presentation and fix multiple bugs

# Index

- 
- 01** **Sketch vs Final Version**
  - 02** **Sketch case diagrams**
  - 03** **Lessons learned**
  - 04** **Problems encountered**
  - 05** **Tasks structure**

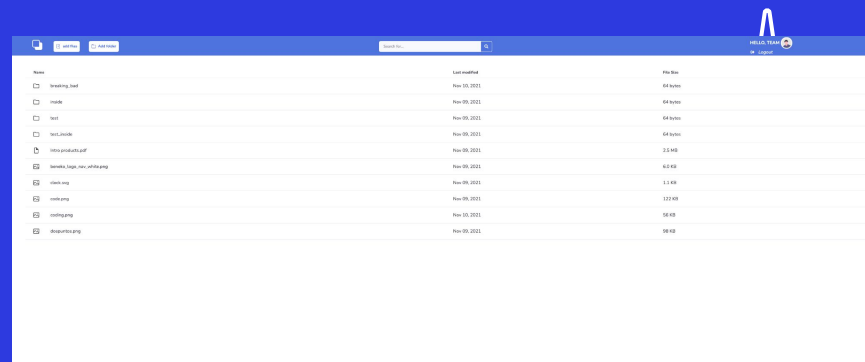
# Sketch

Wireframe with Adobe XD



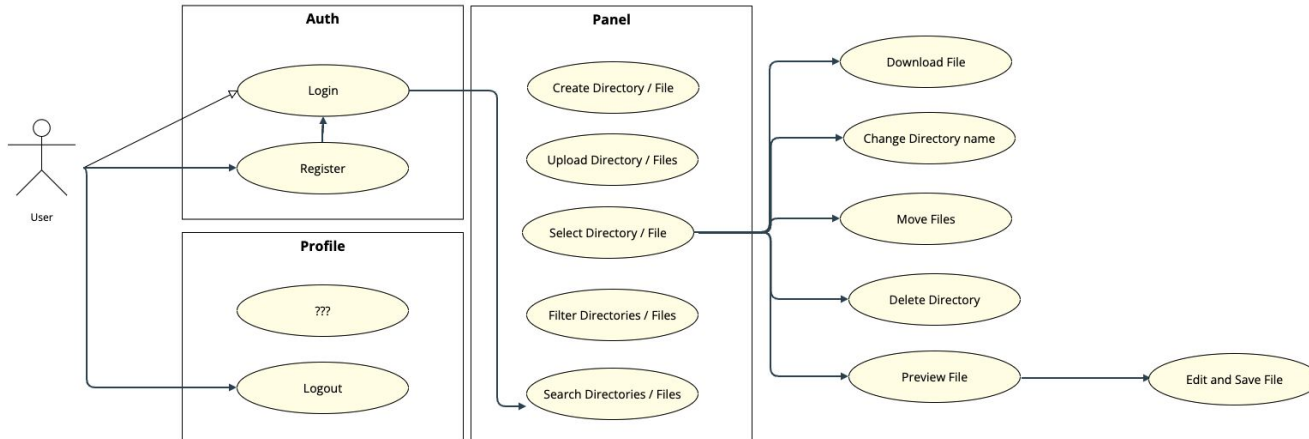
# Final

Last version seen in the browser



# Initial diagram

## File System Diagram - User side



# Lessons learned



## PHP

Basic PHP methods



## Define

Define daily goals and  
report error calls.



## Methodology

Use canvas and  
project structure.

# Lessons learned



## **Architecture**

Architecture structure should be agreed prior to start.



## **Git headaches**

Refactor before git push action.



## **Learning**

We should have focused on learning prior to action.

# Problems encountered



## **PM utils**

We didn't use a live canvas.  
We caused conflicts.



## **How to basics**

How to mix PHP and HTML  
for a proper structure.



## **Territory unknown**

A bit like Jurassic Park. We  
don't know enough PHP to  
make architecture agreements.



# Problems encountered



## **Specificity**

Remote vs Onsite.  
Communication needs to be  
more concise.



## **macOS vs Windows**

The eternal battle : MAC  
vs PC, .DS\_Store and  
routes, etc.

# Tasks structure



## **Morning**

A call every morning to list and distribute tasks.



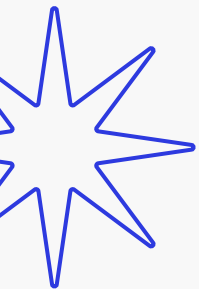
## **Continuous**

Continuous communication reporting any problems.  
Without roleplay.



## **Afternoon**

A call every afternoon to merge the new features



# Thanks

Do you have any questions?

