

## Title

Whiteboard

## Team Members

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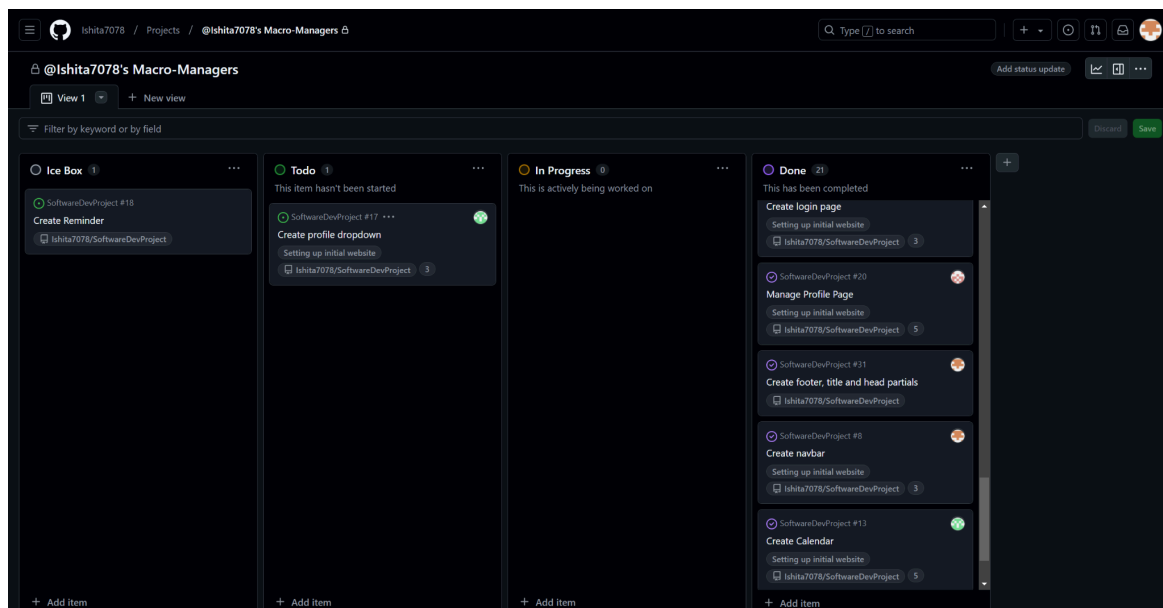
## Project Description

Whiteboard is a dynamic collaborative platform that allows users to manage group progress more easily. The goal of the Whiteboard is to offer a variety of features dedicated to making project management more visual, intuitive, and centralized.

There is an interactive “whiteboard” where individuals can write on “sticky notes” to brainstorm and problem-solve. They can move the sticky notes around for easy organization. There is a calendar where users can keep track of their meetings and tasks to ensure that their deadlines and responsibilities are clearly outlined. There is a visual progress bar that fills up as you complete todos created by the user relevant to that project. Users can add and remove group members, and designate roles (admins or not) to users. There will also be an area to store project files. This feature was created to allow for a central space for teams to store their work.

## Project Tracker

<https://github.com/users/Ishita7078/projects/1>



## Video

[https://drive.google.com/file/d/1mxCD-y\\_koBuY2u92tJ6R2uvBovLqNLzL/view?usp=sharing](https://drive.google.com/file/d/1mxCD-y_koBuY2u92tJ6R2uvBovLqNLzL/view?usp=sharing)

## VCS

<https://github.com/Ishita7078/SoftwareDevProject>

## Contributions

### Quinn Turner:

I created the login page and routes associated with it. I implemented tables for teams and team members in the database. I also made the page for displaying teams and managing teams. For these pages, I implemented the functionality of creating new teams, removing teams, the ability for admins to add and remove team members, and the ability to leave a team. I was also responsible for changing the team structure in the application from one user in multiple teams to one team per user.

### Sepehr Rezaei:

I debugged the project structure to run Docker properly and set up initial routes, headers, and footers to launch a basic website. I added a navigation bar with dropdowns to navigate pages, display the home page, and show user profile pictures. For the files page, I used Multer to enable uploads even for non-team users. I implemented file visibility adjustments for team collaboration, allowing teammates to download, delete, or share files. After designing the files page, I developed its routes, integrated it with the database, styled it, and wrote unit tests. I debugged the website, aligned the pages, and prepared the README.

### Ishita Mehta:

I created the registration page and debugged the login page. I implemented tables for users in the database and wrote the relevant queries. I made the page to display the whiteboard and implemented relevant routes. I added the creation and deletion of “sticky notes” with unique id’s and user-chosen colors to the whiteboard page. I helped debug movement for the sticky notes. I carried out the tests in the testing plan and documented the results. I integrated our website to be cloud hosted. I documented weekly meeting notes, kept track of canvas submission deadlines, turned in group assignments as necessary, and created the group presentation.

#### Ragan Lee:

I designed the UI for the web application by creating the wireframe and Figma mockup. I designed a logo and uniformly styled all of the pages using mostly custom CSS. In addition, I was responsible for creating the whiteboard page's functionality. I wrote scripts using the drag and drop API that allowed users to move sticky notes around on the whiteboard, and programmed the page to allow users to only put sticky notes in certain areas. I also provided debugging efforts for routes, the nav bar and footer, and the interface of several of the pages. Finally, I was responsible for writing release notes.

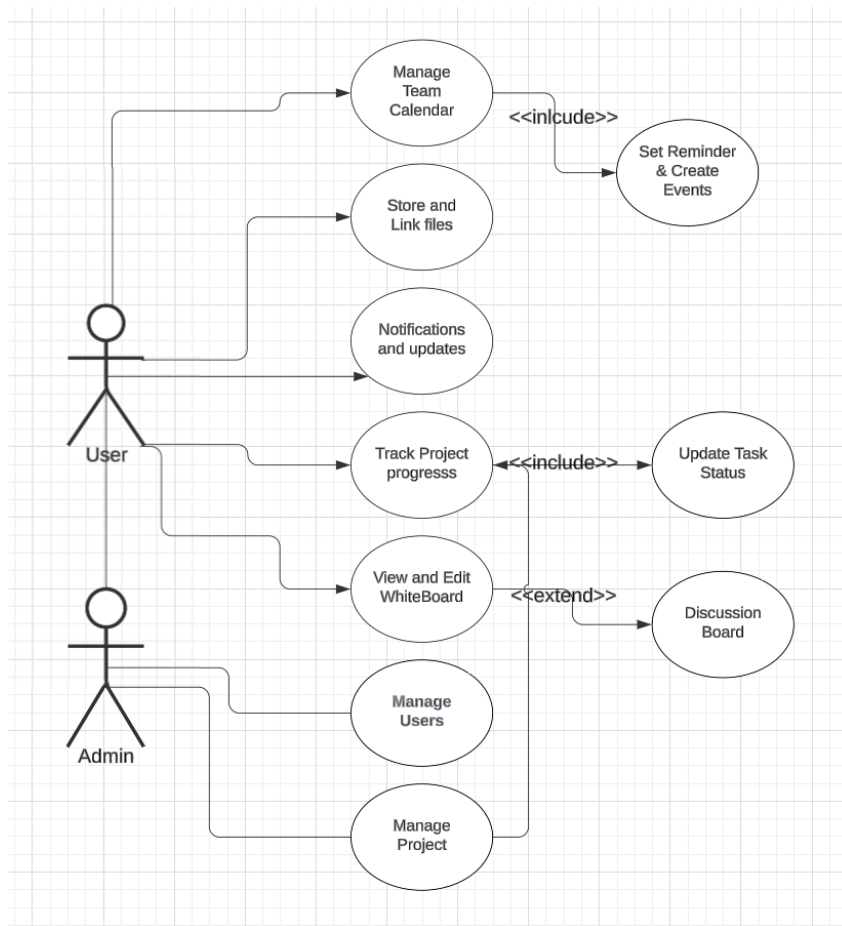
#### Deep Singh:

In this project, I created the diagram case which helped us represent the application structure and how it will operate. It shows the interaction between the users and the application showing what the app will provide. I also worked on creating the project page which had multiple features that also served as the home page to our web application, there were features such as clicking on the project and seeing the to-do list. The home page also had the feature to add new projects where you could assign tasks to your team. I also created the calendar which allowed users to assign events, and add URLs for online meetings.

#### Alexander Nguyen

I created the overview page. Within the overview page, I provided functionality for todo tasks where users can have lists of tasks and mark them as completed/uncompleted. I implemented a progress bar that tracks the todo's task completion rate, I added an announcement section within the overview page that can be updated, and I implemented functionality in linking todo tasks to the sql database. I have created a handlebar in providing functionality for message partial and created a logout page. I created a small database within sql for testing our website.

## Use Case Diagram



## Wireframe

<https://www.figma.com/design/o46v9QcsQwwiOx9YTqcaM7/Whiteboard-Wireframe?node-id=0-1&node-type=canvas>

## Mockup

<https://www.figma.com/design/Jr9m8G24c7IYUTX6Hwcvs5/WhiteBoard-Prototype?node-id=0-1&t=2fEFYLMQuEoRoGmx-1>

## Test results

Features were tested by Ishita's roommates

Feature 1: Creating a project

Since user test was written: Projects can be created with only project name

Users successfully logged in. Upon logging in they clicked on the new project button. They then entered in the name of their new project and clicked add project. This behavior was expected and in line with the expected actions.

One thing we changed since user testing was creating a red “cancel” button in order to emphasize the functionality of the button to the user.

#### Feature 2: Creating a team

Users successfully logged in. They navigated to the teams page and clicked on “edit teams”.

They then entered a team name. They could then add a new team member. This behavior was expected and in line with the expected actions.

One thing that was confusing however is that after clicking the “edit teams” button it becomes a done button. One user had a little bit of trouble finding the done button as they expected it to be on the bottom right instead of the top right.

After careful consideration we decided to leave the button where it was since we concluded that it may be more confusing for users if they see buttons moving all over the page as they click and open up forms.

#### Feature 3: Interacting with the Whiteboard

Users were able to choose the color of sticky note to add to the whiteboard. Users were able to edit sticky notes. Users were able to delete sticky notes. Users were able to move sticky notes around the whiteboard but unable to move them off of the whiteboard. This was in line with the expected behavior

One thing we changed since user testing was creating a red “delete” button in order to emphasize the functionality of the button to the user.

#### Feature 4: Calendar

During user testing the calendar did not function properly, with limited functionality users were able to interact with the calendar with expected behavior.

Since user testing, the calendar’s style has been changed to be more consistent with the rest of the website.

## Deployment

<https://softwaredevproject.onrender.com/login>