

# Web Application Project

< TIKKLE >

404\_NOT\_FOUND

<https://github.com/WEBTIKKLE/TIKKLE>  
[ec2-52-78-89-174.ap-northeast-2.compute.amazonaws.com](https://ec2-52-78-89-174.ap-northeast-2.compute.amazonaws.com)

박지원 2011037086

박진혁 2012036837

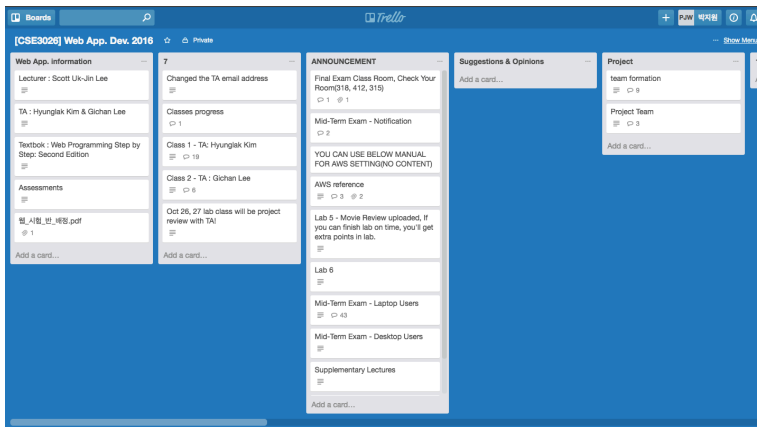
박승호 2011036704

윤진한 2012036901

이태식 2011037257

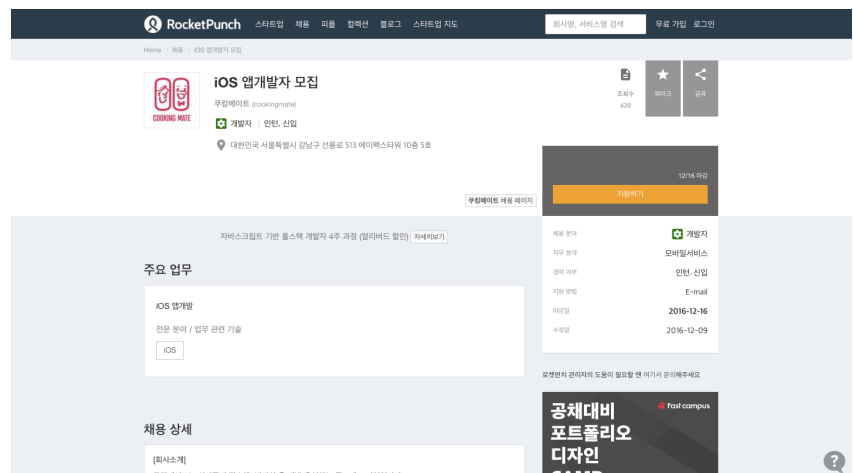
# 1. Abstract for project

We will have a team project, as a competition for various purposes. In order to do that, we need to find a team and make a team. However, it is very difficult to find a team of like-minded people in the project. People will use websites for that purpose and have similar sites already. As you know one of them is 'Trello' and 'Rocket Punch'.



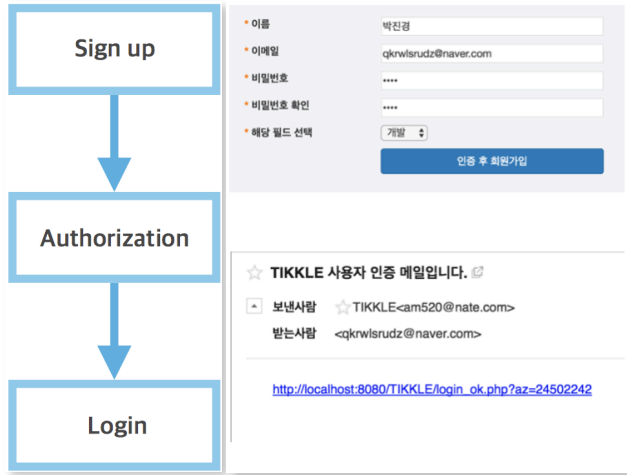
'Trello' is currently a leading collaborative tool, as it is currently being used in the classroom. But I have never liked 'Trello'. Because it is uncomfortable to show the ideas of the team members. The user interface based on the label can only be extended horizontally or vertically. It appears to be a neat but unorganized design.

Rocket punch is same, too. Although relatively organized compared to 'Trello', a rocket punch is a site that handles the recruitment of startup companies. This theme is too heavy and ineffective for most university students. It is also showing a closed architecture as it can only respond using E-mail.



Our project 'TIKKLE' starts from these problems. Our keywords are three. It is **light**, **practical**, and **simple**. Our project deals with '공모전' a more light and practical topic for college students. You can share and collude ideas with each other using an easy mind map UI. The mind map will consist of the title of ideas and will reveal a relatively neat and simple user interface. People will use our TIKKLE to create ideas and teams and complete each other's ideas.

## 2. Problem specification



**Sign up**

이름: 박진경  
이메일: qkrwlsrudz@naver.com  
비밀번호: \*\*\*\*  
비밀번호 확인: \*\*\*\*  
해당 필드 선택: 개발

**Authorization**

TIKKLE 사용자 인증 메일입니다.  
보낸사람: TIKKLE<am520@nate.com>  
받는사람: <qkrwlsrudz@naver.com>  
[http://localhost:8080/TIKKLE/login\\_ok.php?az=24502242](http://localhost:8080/TIKKLE/login_ok.php?az=24502242)

**Login**

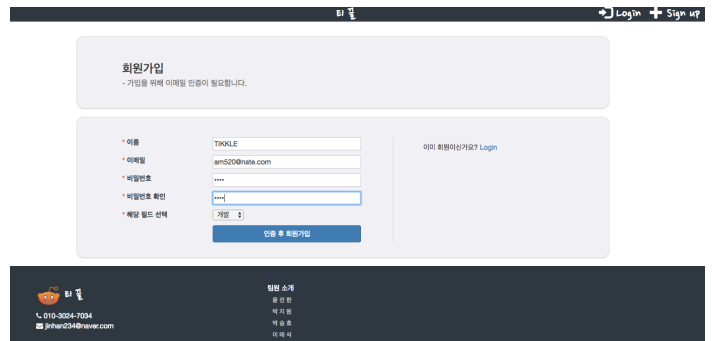
<Sign up steps>



<Mind map of a project>

Like the above, We planned a lighter subject of “공모전” than the heavy subject of recruitment. and then we developed simple UI to find a project and make a team. The important thing in developing was to focus on practicality. So we have implemented various technologies.

**First** is Email authentication. we think not only the planner's information needs to be trusted before contacting the planners but also all user's information should be trusted. So It is a simple authorization step that gives trust to identity before a user sign up.



**회원가입**  
~ 가입을 위해 이메일 인증이 필요합니다.

이름: TIKKLE  
이메일: am520@nate.com  
비밀번호: \*\*\*\*  
비밀번호 확인: \*\*\*\*  
해당 필드 선택: 개발

이미 회원가입하셨나요? Login

인용 후 회원가입

010-3624-7034  
jshard34@naver.com

입력 소개  
윤진한  
박진경  
박진경  
박진경  
박진경



**프로젝트 등록 / 검색**

프로젝트 등록: 프로젝트 검색

**프로젝트 정렬**

최신 등록 순: 마감 임박 수

**프로젝트 카테고리**

개발  
IOT Device  
Web Application  
Android  
IOS  
Big Data  
Game  
Etc

**Eat City**  
등록일자 2016-11-20 / 마감일자 2017-02-28  
<프로젝트 진행 방식> 사전 미팅 진행 후 계약할 파트너스를 선정할 예정입니다. 계약 진행 간 주당원 온/오프라인 미팅을 요청드립니다. <프로젝트의 현재 상황> 사업 디자인/전체 서비스 PM 있습니다. 서버, db, 작은 내부에서 운영할 예정입니다. <상세한 업무 내용> 음악 연주애플리케이션을 출시하고자 합니다.  
게시판 번호 > 269  
분야 Android  
등록자: 박진혁

**음악 반주**  
등록일자 2016-11-13 / 마감일자 2017-01-01  
<프로젝트 진행 방식> 초기 오프라인 미팅 1회 후 2회 이상 미팅 (월/금) 재계약 무작위 사자 대상일: 2017년 1월 둘째주 <프로젝트의 현재 상황> 기획자는 일지안 스토리보드 작성 진행 중 (80% 정도) / 모바일 웹 / 모바일 앱 플랫폼 구축 후 음악 연주 애플리케이션 출시하고자 합니다.  
게시판 번호 > 268  
분야 Big Data  
등록자: 박지현

**부동산 중개 플랫폼**  
등록일자 2016-09-01 / 마감일자 2017-06-28  
<프로젝트 진행 방식> 초기 오프라인 미팅 1회 후 2회 이상 미팅 (월/금) 재계약 무작위 사자 대상일: 2017년 1월 둘째주 <프로젝트의 현재 상황> 기획자는 일지안 스토리보드 작성 진행 중 (80% 정도) / 모바일 웹 / 모바일 앱 플랫폼 구축 후 음악 연주 애플리케이션 출시하고자 합니다.  
게시판 번호 > 267  
분야 Big Data  
등록자: 윤진한

**Second** is sharing ideas with mind map. Before developing this mind map, we focus on how to make it simple. The planners can easily register their ideas. Through mind map for a idea, we

can know how extend our ideas are and the planners will be able to accurately find the team. Likewise developers can expand ideas and contact the planners with a similar idea.

The screenshot displays the TIKKLE web application interface. At the top, there is a navigation bar with a user profile icon, the text '박승호 - 개발' (Park Seung-ho - Development), a 'TIKKLE' logo, and a 'Logout' button. The main content area is divided into three columns. The left column contains three filter sections: '프로젝트 등록 / 검색' (Project Registration / Search) with a search bar and a '프로젝트 검색' (Project Search) button; '프로젝트 정렬' (Project Sorting) with radio buttons for '최신 등록 순' (Newest registration order) and '마감 임박 수' (Closing soon); and '프로젝트 카테고리' (Project Category) with checkboxes for '개발' (Development), 'IOT Device', 'Web Application', 'Android', 'IOS' (selected), 'Big Data', 'Game', and 'Etc'. The middle column displays three project cards. The first card is for 'Eat City', showing registration and closing dates, a description, and the user '박진혁' (Park Jin-hyeok). The second card is for 'Test Board266', showing it is a 'Test Board' and the user '박승호' (Park Seung-ho). The third card is for 'Test Board265', also a 'Test Board', with the user '박진경' (Park Jin-kyung). The right column is empty.

**Third** is searching for your field. We believe there will be extensive projects on “TIKKLE”. When a user finds a project the user want, checking all projects is too inefficient. To solve this problem, We placed a field list on the left side and search function and sort. Search function makes it easier for users to find the project we want. Sort function align with the latest or final deadline of the project. That is very practical and simple!

Therefore these features allow users to easily share and scale ideas. also users can find their own team members. through “TIKKLE” In addition, we hope users want to find a team that is smart and suitable for their own team.

## 3. Web Application Design

our Web application is composed of 3 big parts. Member Sign up / Login part, Display categorized information part, Share idea about each main idea part.

We offer many our services to only login member. so before login, clients can access login page and signup page only two pages. we implemented this using `$_SESSION` variable. if user id and password information is not in `$_SESSION` or exist but not in our database, user state is not login.

The screenshot shows the TIKKLE login page. At the top, there is a navigation bar with a 'TIKKLE' logo, a 'Login' button, and a 'Sign up' button. The main content area is a light blue box with the title '로그인' (Login) and a subtitle '지금에 로그인 것을 환영합니다.' (Welcome to login now). Below the title, there are two input fields: '아이디명' (Username) and '비밀번호' (Password). To the right of the password field, there is a link '아이디 비밀번호를 잊으셨나요? Sign up' (Forgot your ID or password? Sign up). At the bottom of the input fields, there is a 'Login' button. At the bottom of the page, there is a footer with the TIKKLE logo, contact information (010-3324-7134, 9999999@naver.com), and a list of services: '회원 소개' (Member introduction), '회원 정보' (Member information), '회원 관리' (Member management), '회원 문의' (Member inquiry), and '회원 리뷰' (Member review).

id and password information in `$_SESSION` is inputed by user through login input.

To sign up our site user must use his/her e-mail address. we give sign up permit by sending email. if fill out the sign up form and click sign up button, we send e-mail using SMTP and user who received email can enter through link and use our site.

<main page>

After loading main page show category and A bulletin board under the category. selecting categories change content of bulletin board.

Also searching by project search bar changes content of bulletin board. So user can see page they want like below picture.

if select each content in bulletin board, can see detail by mind map depicted in the form. related nodes are hierarchically attached to center main node.



Clicking node shows detail of node only first uploader of the main node.

But all user can add their idea related to main idea.

## 4. Implementation



we upload our project amazon web service and that link is in page1.

( [ec2-52-78-89-174.ap-northeast-2.compute.amazonaws.com](https://ec2-52-78-89-174.ap-northeast-2.compute.amazonaws.com) )

'board.php' loading after buttons are registered from 'script.js'. If onclick event is delivered, its ajax request has been called with parsing data. 'ajax.php' process data to DB with receive parameters. Then, 'ajax.php' return result(success or failed, html data, etc) to 'script.js'. 'script.js' is properly handle the data received.

( The codes when add button pushed. )

When user push the add button, addNode\_function parsing the texts and deliver to 'ajax.php'. Then, close the add window and refresh mindmap using 'reset\_mindmap()' function. Delete button is same.

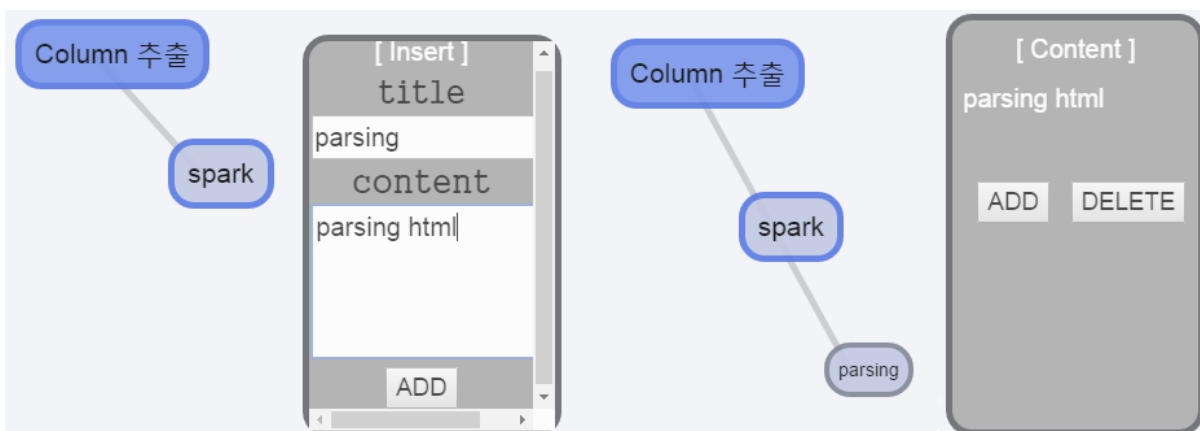
```

function addNode_function(id) {

    $.ajax({
        type: 'POST',
        url: 'database/response_ajax.php',
        data: {
            content: document.getElementById("addnode_content").value,
            parent_node_id: id,
            title: document.getElementById("addnode_title").value,
            what: 1
        },
        success: function(data) {
            $(".addNode_window").remove();
            $(".deleteNode_alertWindow").remove();
            $(".addWindow").remove();
            return reset_mindmap();
        },
        error: function(data) {

        }
    });
}

```



In this way, user can add or delete nodes continues. Because of these functions are configured to unobtrusive can prevent unusual access. User can be access content or delete by their permission.

We use open source to make mind map node and mail authentication. But when we make mind map, We revised the open source a lot. For example , MindMap open source give us the only dynamic moving node. So we created make node and delete node functions and entering the child node or parent node. When we make mail authentication, we used mail authentication open source almost as it is.

프로젝트 등록 / 검색

프로젝트 등록

프로젝트 검색

프로젝트 정렬

☒ 최신 등록 순 ☐ 마감 임박 수

프로젝트 카테고리

☐ 개발

☐ IOT Device

☐ Web Application

☐ Android

☐ IOS

☐ Big Data

☐ Game

☐ Etc

부동산 중개 플랫폼

글쓴이 문진한  
연락처 wlskgs234@naver.com

분야 Big Data  
등록일자 2016-09-01 / 마감일자 2017-06-28  
게시판 번호 > 267

<프로젝트 예상 개발 과제>

```

graph TD
    A[오프라인미팅] --- B[웹 / 모바일 앱]
    C[스토리보드 작성] --- B
    D[지도 UI] --- B
    E[지도 UI] --- B
    F[BM모델] --- B
    
```



## 5. Conclusion

TIKKLE web application is pointed at whom want to join the working project or want to recruit people who want to working with College students. we think that Existing web applications is the web applications for professionals not college students. And many kinds of contests web applications is showing the only text content not to show once because it is so long and boring. For example, RocketPunch web applications has a hard atmosphere and most of project or contest on the homepage is for professional not college student. And For the UI perspective , we think that 'Trello' or any other web application doesn't have UI to show easy every core topic or text. In this situation, Our team chosen the

topic that is the contests web applications for college students and that is used node pictures to show once easily. we hope that many college students use TIKKLE web Application to find the project or contests that is interesting for college students. That's why we designed TIKKLE web application, as you have seen in preceding part of this report. We hope that this Application will be used appropriately in right situation. For example. Be used by students who want to join contests or project. In advance, We provide this Application on the web for successors. And We anticipate that they will update more contents of TIKLLE or modify TIKLLE itself better way. It will be updated again and again. Finally, TIKLLE offers more advanced service and simple usage for many college student to want to join the working project or want to recruit people who want to working with College students. In conclusion, this report is our web application project instruction, and Thank you for reading.