Presentation Scripting:

Concept

When we set out to decide on a direction for this project we weren't really sure what we wanted to do that would also check off all of the necessary criteria. What we all wanted for sure was to work towards creating something that could aim to solve a real-world problem. After some very careful deliberation and a few very questionable name choices.. lol we came to Med Mail!

Med Mail is an application that sets out to give its users a powerful too packaged in a simple and easy-to-use interface that allows enables them to stay organized and updated with all of their different medications. We wanted our users to be able to log into a secure application and store information about the different medications, drug names, dosages, and instructions, and then receive handy email reminders that keep them from losing track of anything ever again.

Motivation

Many people are extremely busy buzzing about in their day to day and it's all too easy to find yourself forgetting to take doses and losing track of all of your different prescriptions. This app is designed to enable its user to be alerted with an email notification, at a time prescribed by the user, that contains information on which medication times are approaching. More importantly, our goal is to lay all of this out so that It wouldn't be confusing or difficult to navigate for any user, regardless of their technical acumen or computer savvy.

Design Process

- Which brings us to the technologies we used.

So to make everything come together we used a couple of different technologies, node packages. To set up all of the stuff on our side we used express and sequelize. We would then employ bcrypt to safely secure a password from our user. Then Use MySQL to store our user data. Our idea was to then use a package called node mailer for email functionality, and the package cron so that users would be able to schedule when to receive the emails. Finally, we would use handlebars to kind of serve everything up on a silver platter and render the different states of the application on the user side.

- How were tasks and roles broken down and assigned?

As for setting up the tasks and different roles and deciding who worked on what… from jump, Corey was really on top of the Kanban notes and kind of laying everything out as far as the different tasks and key pieces that we would need to get functionality. We set up the basic file structure and we'd either have one person typing, usually Joe lol while we work together, or just all just break on to our own branches and tackle different aspects as we could.

- What Challenges we encountered

Well as many of you may know, any project is going to come along with the usual suspects of challenges. I'll let everyone give their own take on some of those. Some things I think we would probably all agree on, just us having enough meetings with all of present or maybe finding a better way to separate our different branches just for solving individual pieces of functionality. We had a lot of pull request that were going in and working on multiple files at a time, which of course just inevitable some times when… you end up having to tweak something in another place to get one aspect to work and vice versa.. it just gets to be a lot when four hands are working on the same bunches of files at the same time but I think we did a good job overall.

— — me personally Im always good for having an epic one line of code fail and this time I was having trouble running things locally, and after dragging Walter into our room and walking through so many aspects of the code it just turned out that I had the wrong database name on my env. File. So yea.. good times lol

What were our successes?

Having said all of that, I think we did have more successes than failures which is always the goal for life. I think at the end of the day we would all like to have had some more time to plan, maybe more time to decide on what functionality to keep in order to reach a MVP earlier in the design process.. but I think we should all be proud of our progress and its always nice having an idea and watching that idea turn from nothing into conception and into something tangible.

…So without further ado THE DEMONSTRATION

So there's that!

In the realm of directions for Future Deployment, I think that with all of the different features and aspects we had in the planning stages we wouldn't have any problem or

shortage of ideas for improvements. Throughout this process, we got really hip to that concept of SCALING DOWN…. Which I like way more than pivot lol

— we can just rattle off a few ideas

Currently, the email process is minimal and limited to when and whether the user has a "New Mail" notification. Future plans will include a method of utilizing a calendar app that will add additional notification methods, such as sound effects or tones, when timed events are approaching.