Hobby (Tracker) Serotonin Generator

Milestone 3

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Team: Python2

Session: Afternoon (Section: 100)

Original Milestone 3 Goals

- Types of Sprites/Sprite Logic
- Days of the Week associated with Chart
- Various Hobbies work with Charts
- Finished User Hobby Page

Accomplished Tasks for Milestone 3

- Multiple Dynamic Charts on a Page
- Basic Sprite Implementation
- Better and More Appealing Format for the Login Page,
 Main Page, and Chart Page
- Improved Database functionality

Tool Chain

- HTML/CSS
- Javascript
 - Chart.js
 - Pop-up Window with Forms
 - Sprite Logic
- Python
- Django
- Bootstrap 4
 - Crispy Forms
- Gifs (for Sprites)
- SQLite3
- Ubuntu/WSL
- GitHub
- Visual Studio Code

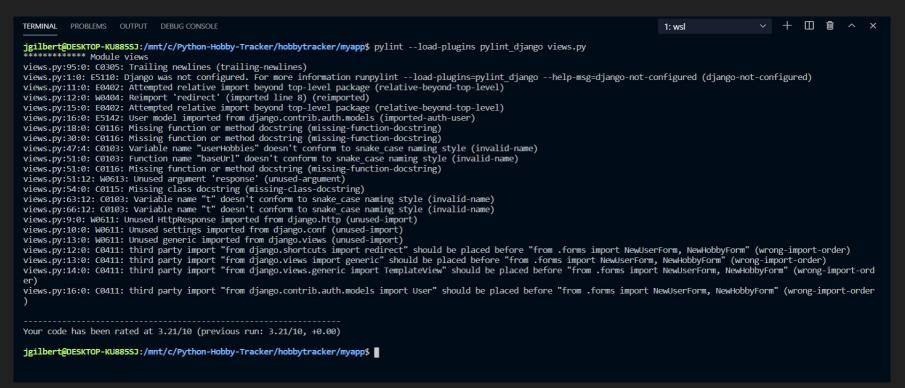
<u>Prototype</u>

Static Analysis

pylint-django

views.py

This runs static analysis on all our 4 functions in views.py and one class HobbyChatView()



models.py

This runs Static Analysis against all of our 3 classes in models.py

Unit Testing

python3 manage.py test

Class Hobby

```
from myapp.models import Hobby, Sprite
     class BasicTest(TestCase):
         def test fields(self):
             sprite = Sprite.objects.create(spriteName = "alien")
             user = User.objects.create(username = "JohnnyGilbert57")
             hobby.hobbyUser = user
             hobby.spriteId = sprite
             hobby.name = "WorkOut"
             self.assertEqual(record, hobby)
TERMINAL PROBLEMS OUTPUT DEBUG CONSOLE
FAILED (errors=1)
Destroying test database for alias 'default'...
jgilbert@DESKTOP-KU885SJ:/mnt/c/Python-Hobby-Tracker/hobbytracker$ ^C
jgilbert@DESKTOP-KU885SJ:/mnt/c/Python-Hobby-Tracker/hobbytracker$ python3 manage.py test
Creating test database for alias 'default'...
System check identified no issues (0 silenced).
------Ran 1 test in 0.008s
Destroying test database for alias 'default'...
jgilbert@DESKTOP-KU885SJ:/mnt/c/Python-Hobby-Tracker/hobbytracker$
```

Class Sprite

```
class SpriteTest(TestCase):
          def test fields(self):
              sprite = Sprite()
              sprite.spriteName = "alien"
              sprite.imageName = "alienImage"
              sprite.save()
              record = Sprite.objects.get(pk=1)
              self.assertEqual(record, sprite)
TERMINAL
         PROBLEMS
                   OUTPUT DEBUG CONSOLE
jgilbert@DESKTOP-KU885SJ:/mnt/c/Python-Hobby-Tracker/hobbytracker$ python3 manage.py test
Creating test database for alias 'default'...
System check identified no issues (0 silenced).
Ran 1 test in 0.003s
OK
Destroying test database for alias 'default'...
jgilbert@DESKTOP-KU885SJ:/mnt/c/Python-Hobby-Tracker/hobbytracker$
```

Class HobbyTime

```
class HobbyTest(TestCase):
          def test fields(self):
              hobbyTime = HobbyTime()
              user = User.objects.create(username = "JohnnyGilbert57")
              sprite = Sprite.objects.create(spriteName = "alien")
              hobbyTime.hobby = Hobby.objects.create(hobbyUser = user, name = "Workout", timeLimit = 1, spriteId = sprite)
              hobbyTime.startTime = 1
              hobbyTime.save()
              record = HobbyTime.objects.get(pk=1)
              self.assertEqual(record, hobbyTime)
TERMINAL
         PROBLEMS
                   OUTPUT
                          DEBUG CONSOLE
igilbert@DESKTOP-KU885SJ:/mnt/c/Python-Hobby-Tracker/hobbytracker$ python3 manage.py test
Creating test database for alias 'default'...
System check identified no issues (0 silenced).
Ran 1 test in 0.006s
OK
Destroying test database for alias 'default'...
jgilbert@DESKTOP-KU885SJ:/mnt/c/Python-Hobby-Tracker/hobbytracker$
```

Version Control: GitHub

Git Repo

Johnny Gilbert - Maintainer and Front-End Developer

Meetings Attended: 18/18

Completed Tasks: Completed styling of user hobbies page, created a modal pop up that contains the add hobby form, successfully did Pull Requests on Issue9 and Issue6 into main branch, and centered all login/create account options.

Role: maintainer and front end developer

Tools: WSL, VSCode, GitHub, bootstrap/crispy forms and Windows.

Nathan Bennett - Web Server, Database/ORM, Forms

Meetings Attended: 18/18

Completed Tasks: Created a basic form to input time spent per hobby, began sending dates and time spent per hobby to the chart, worked on getting data for sprite logic, and continued to keep web server up to date.

Role: Database, Forms, & Web Server

Tools: Ubuntu VM, VSCode

Nathaniel Buchanan - Application Format, Chart, Logic

Meetings Attended: 18/18

Completed Tasks: Assisted our artist to create custom sprites with animations, worked on the format for the chart page, assisted other team members with Issues. Worked on Issue 3, Issue 8, and Issue 10.

Role: Front-end/Back-end development of the application; note-taker; collaborate with each member

Tools: Windows 10 PC, Windows 10 Laptop, Ubuntu, WSL, VSCode, GitHub

Spencer Deuscher - Researcher, Bootstrap 4

Meetings Attended: 18/18

Completed Tasks: Researched HTML, CSS, Bootstrap and Python logic to get a better understanding and be able to navigate the code better. Started the .gitignore file and have insert the file types into the .gitignore. Implemented Bootstrap 4 onto the Login and New User pages which was Issue 6 for our project on GitHub and got the pull request taken care of.

Role: Styling forms with bootstrap, collaborate with other team members

Tools: WSL, VS Code, Ubuntu, GitHub, Windows 10 PC/Laptop

Taylor Miller - Py Logic Developer, Researcher, Sprite Implementation

Meetings Attended: 18/18

Completed Tasks: Research, Experimentation, Organization, Powerpoint Creation, Sprite Implementation

Role: Implementing sprites on to the web page, as well as implementing background logic for sprite selection

Tools: WSL, VS Code

Milestone 4 (Final Milestone)

- Reset Function that restarts a user's data (Start New Week)
- Finished Hobby Page
- Account Alteration (Delete Account/ Change Password)
- Show various different charts of information (E.g., Line Graph and Bar Graph)
- Finished Sprite Logic

The Team

Team Meetings: Tuesday: @5:00 pm & Friday: @3:00 pm on Discord

Workflow: Branched (with Issues) because of complications with multiple people working at once