

Project Milestone 6

NAMES:

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TITLE: Hungry Hill

TOOLS USED:

1. FRONT-END DESIGN/LAYOUT:

Figma

Purpose: To create an initial, basic visual of how the website pages will look. This tool allowed us to get an idea of how we would implement our features before actually coding up the HTML/CSS

Rating: 4

2. PROJECT TRACKING:

GitHub Project management tool (Trello Board):

<https://github.com/JoshsHiddenTrove/CSCI3308SpringProject/projects/1>

Purpose: To dynamically present tasks/features that needed to be accomplished (respective to the individual team member(s); along with respective delivery dates), and tasks/features that have already been accomplished.

Rating: 3.5

3. LOGO: Created on paint.net



Purpose: was to create a logo to make the site more original to our team

Rating: 5

4. METHODOLOGIES USED:

Agile Engineering

Iterative process,

Peer code reviews

Pair programming

Rating: 5

Purpose: This seemed like the easiest way for us all to stay on track with the project and keep each other updated

5. DATABASE:

PostgreSQL

Rating: 4

Purpose: Running our full backend, taking the data from the data scrape we did and make it useful.

6. VCS repository:

Github.

Rating: 3.5

Purpose: Commonplace for us to all upload files related to the project. Helped with peer review. Also where we uploaded all the milestones.

7. TESTING TOOLS:

Expected Output vs Actual Output: Given a set of input requirements, a fixed data set, and a specific sequence of commands; we determined what a correct output set should be, and compared it to what our actual output was. For example: Select the vegan filter, swipe through all items; we compare the saved recipes, to all vegan recipes in the database (these sets should be equal). This form of testing was primarily used to check the correctness of the filters feature.

Rating: 3

Purpose: These tests helped us to make sure that our site was fully operational and ready in time for the presentation.

8. IDE's:

Atom,

Visual Studio.

Rating: 5

Purpose: Used these environments to code our HTML, CSS, and JavaScript files.

9. DEPLOYMENT ENVIRONMENT:

Heroku

Rating: 5

Purpose: To make sure our site had a host and that it can be accessed from anywhere, not just locally

10. FRAMEWORK:

Node.js

Rating: 4

Purpose: Being an open-sourced platform, made it easier for us to integrate all the pieces together.

EXPECTED TOOLS:

AWS:

We had discussed this as our hosting tool, but as soon as we used the lab with Heroku that was the obvious choice

CHALLENGES ENCOUNTERED:

-- Formatting the raw data from web scrape, such that it could be easily inserted into the database. To overcome this formatting obstacle, a separate 'parser' script was written to parse the input file into separate CSV files that correspond to tables in the database.

-- Corona disturbed usual meeting times significantly. Further disrupted our timeline laid out in the Trello board.

-- Two team members were forced to leave the US. Again making communication difficult.

-- Scope of the initial project was much larger than expected and had to be reduced as the difficulty of the project became apparent. We had another meeting to determine the minimum required features to create a working product and figured out what features were optional. This affected original plans by reducing the scope and pivoting our idea after our initial plan was changed because of the pandemic.

-- Getting 20-50 users on the site was difficult for the testing. Getting that many people together at the same time did not seem to be feasible for us. However, the 6 of us and some friends were able to get 10 people on at the same time, and everything ran just fine for the test.