

ImageNation Sprint #2 Presentation

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Background

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- Photos on social media are important to nowadays user.
- Tuning them on the edge is a great hassle.
- ImageNation is a web-based photo editing application.



Main Features

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- Tune photo specs: Brightness, Saturation, Grayscale...
- Generate and apply random photo filters
- Store the works on the cloud
- Share them with the community (or social medias)

Sprint #2 Backlogs --- Framework Module

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- Design pages for online storage and gallery
- Refine UI design with Bootstrap
- Refine hyperlink navigation
- Experiment with social media APIs from Facebook and Twitter

Sprint #2 Backlogs --- Photo Editing Module

- Enable update on photo in database
- Remove login requirement for photo editing page, only required when user want to store the work online
- Make urls, webpages, and their functionalities more consistent

Sprint #2 Backlogs --- Personal Storage Module

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- Create a lookup strategy for logged-in user's photos
- Enable manual removal on logged-in user's photos
- Create some interactive ways of listing the storages

Sprint #2 Backlogs --- Online gallery Module

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- Adopt "Blog Master" type of online sharing feature, but for photos
- Enable user to add tags on photos (food, animal, campus, ...)

Problems in Development

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- Facebook's Javascript SDK and APIs are poorly documented; some actions require approval from Facebook before deploying.
- “document.getElementById()” sometimes fails when invoked from “window.onload()”.

Plan for Final Presentation

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- Pick up backlogs we missed on Sprint #2
- Achieve cloud deployment
- Protect the web app against tampering (i.e. requests with malformed parameter)