

- Contributions:
 - A brief (not more than 100 words) from each team member about their contributions.
 - This should include the technologies worked on
 - Features that have contributed to
 - You can also include:
 - A screenshot of the project Board
 - A screenshot of the contributions on GitHub

Project Report

012-06

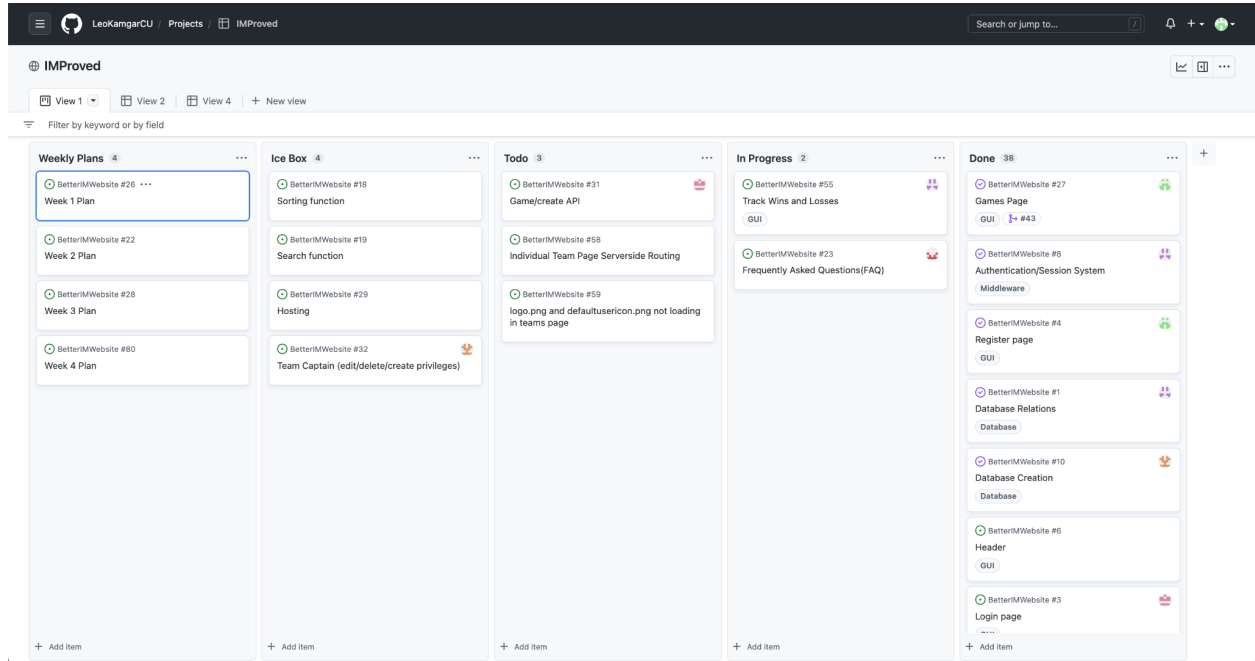
- Title of Project: IMProved
- Who: Theo Bragstad, Leo Kamgar, Zach Chen, Jaxon Paulsen, Jacob Friedman
- Project Description:

IMProved is a simple and easy to use application for the participation in and management of intramural/club/recreational sports. The app will provide players with a way to manage, explore, and stay up-to-date with their games, teams, and more. It is intended to be an improvement over imleagues.com, which is slow, buggy, confusing, and filled with ads.

Our web app will allow users to register an account as a player and then log in. Once logged in, the user will have a number of options. The user will be able to create a team, view/join/leave teams, and view other players. Games will be scheduled for teams to play against each other. Game results will be logged as well as team records. There will also be a search feature. The user will be able to modify their profile and add information such as age/year, name, and more. The user will also be able to log out of the app, change their password, and reset their password.

The website will use a database to store the various teams, games, players, and more. The players can each individually access their own games and schedules, so each user will have a personalized experience when they log in.

- Project Tracker - GitHub project board: <https://github.com/users/LeoKamgarCU/projects/3>
- Screenshot showing your project in your project tracker:

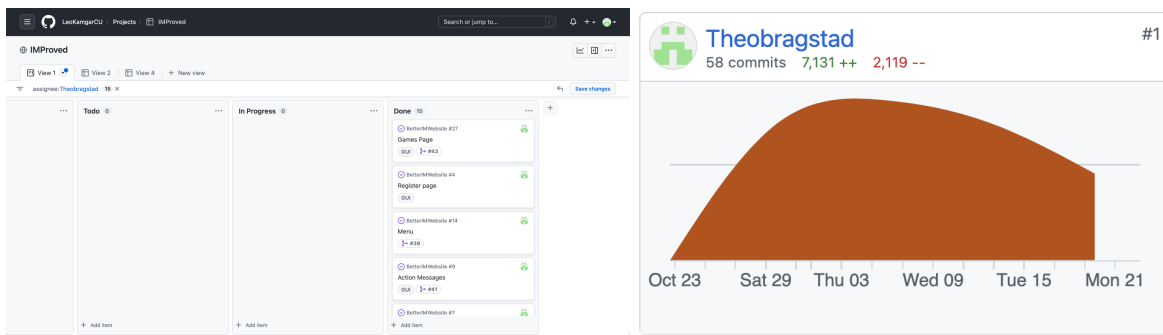


- Video Demo Link (Google Drive): <https://drive.google.com/file/d/1U5TnFlgyzKVdbVLUTOS8LMHTCIQVJNnK/view?usp=sharing>
- VCS: Link to your git Repository: <https://github.com/LeoKamgarCU/BetterIMWebsite>

Theo:

Features contributed to: I primarily contributed to the home, login, register, game, and player pages. I also made the reset password pages. The home page has the logo, and two buttons directing the user to the about page and the login page. The login page has input for login info, a login button, reset password button, and register button. The register page is a modal that has input fields and a sign up button that creates a new account. The game page shows all the upcoming games and consists of three pages with different types of games. Each game can be clicked on to show the game details. The players page shows all the players and has a search bar for filtering players. Each player can be clicked on to show their info. The reset password pages allow a user to change their password using their email address if they forget their password.

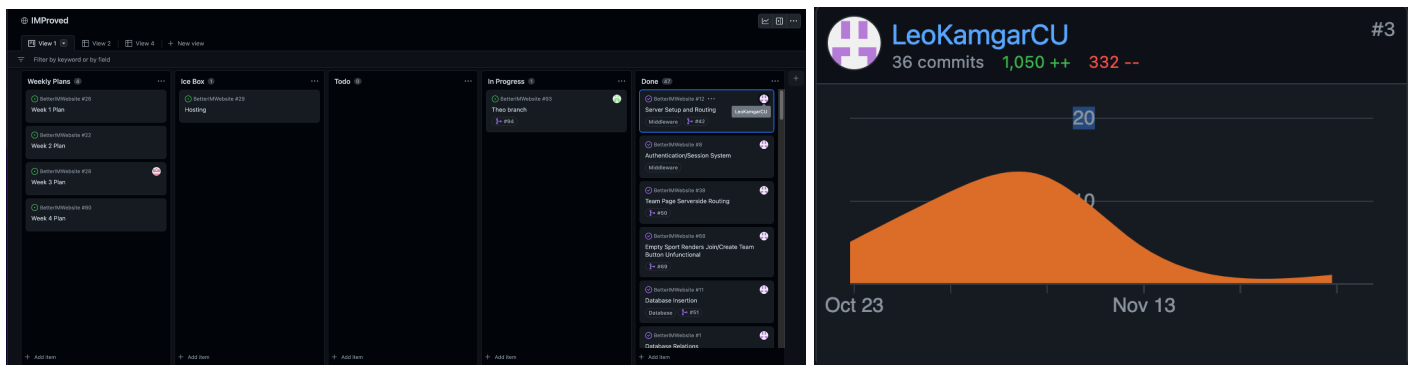
Technologies used: GitHub, VSCode, PostgreSQL, HTML, CSS, EJS, Node.js, Docker. Screenshot of project board ([link](#)), screenshot of the contributions on GitHub ([link](#)):



Leo:

Features contributed to: Primarily contributed to the Middleware/Backend structure of the application. Worked on the database relations, creating the database, and inserting testing data into the database. From there I worked on the server side of handling routing, database interactions, and setting up the server. From a UI-perspective, I worked on the games pages (allowing for full game representation), and the tracking wins and losses mechanism (along with Zach). After that, I worked a lot on bug fixes and functionality improvements of the application.

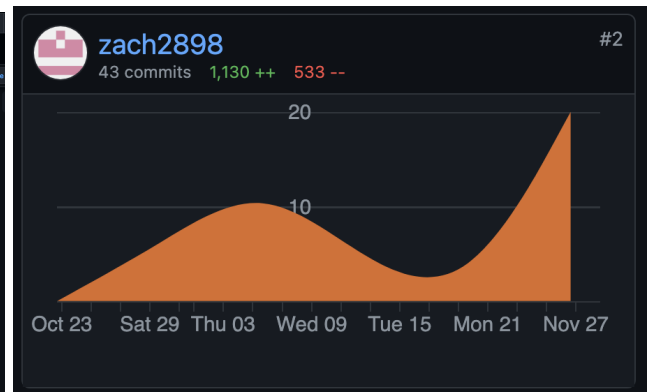
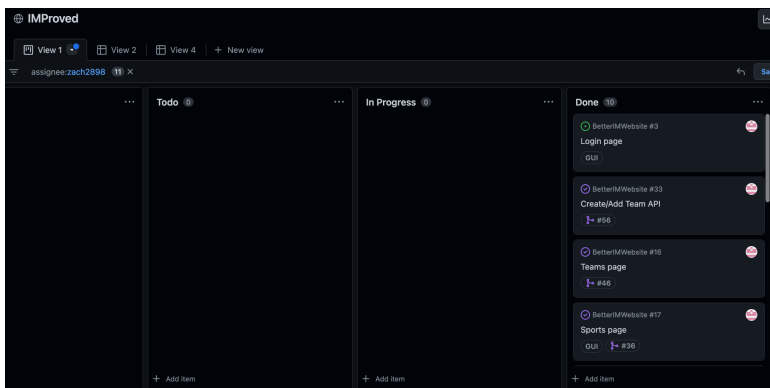
Technologies used: GitHub, VSCode, PostgreSQL, HTML, CSS, EJS, Javascript, Node.js, Docker. Screenshot of project board ([link](#)), screenshot of the contributions on GitHub :



Zach:

Features contributed to: Created the APIs and GUIs for the development of the sports catalog, teams catalog for each sport, individual team pages, team creation/join, and game creation. The sports catalog displays a list of cards each with a sport, description, and the number of teams in each sport. The teams catalog displays a create team option along with a list of cards each with a team, the team captain, the number of players in each team, and the option to join that team. Limited game creation to admins.

Technologies used: GitHub, VSCode, PostgreSQL, HTML, CSS, EJS, Node.js, Docker. Screenshot of project board ([link](#)), screenshot of the contributions on GitHub :

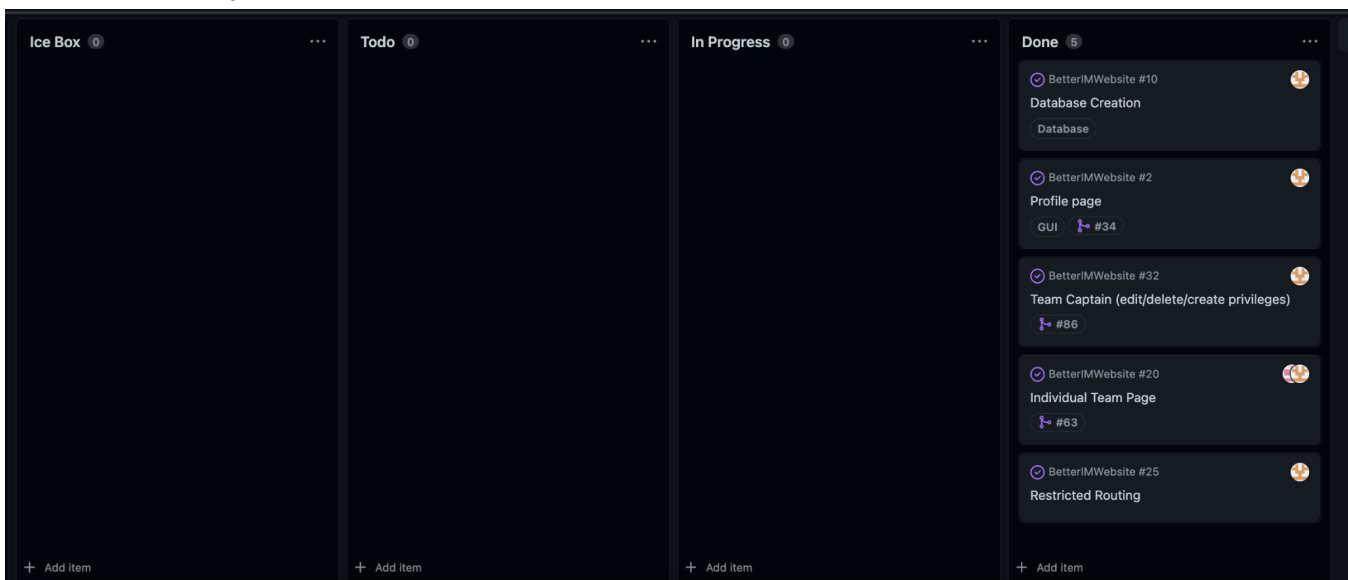


Jacob:

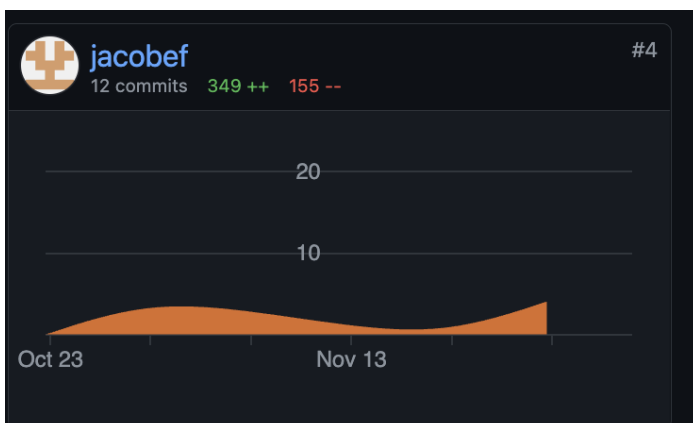
Features contributed to: Made initial profile page (including edit profile), fixed individual team page routing, made initial database creation code, made the use case diagram, added “delete team” button for team captains (later abandoned)

Technologies used: GitHub, WebStorm, PostgreSQL, HTML, CSS, EJS, Node.js, Docker

Screenshot of project board ([link](#)):



Contributions on GitHub:

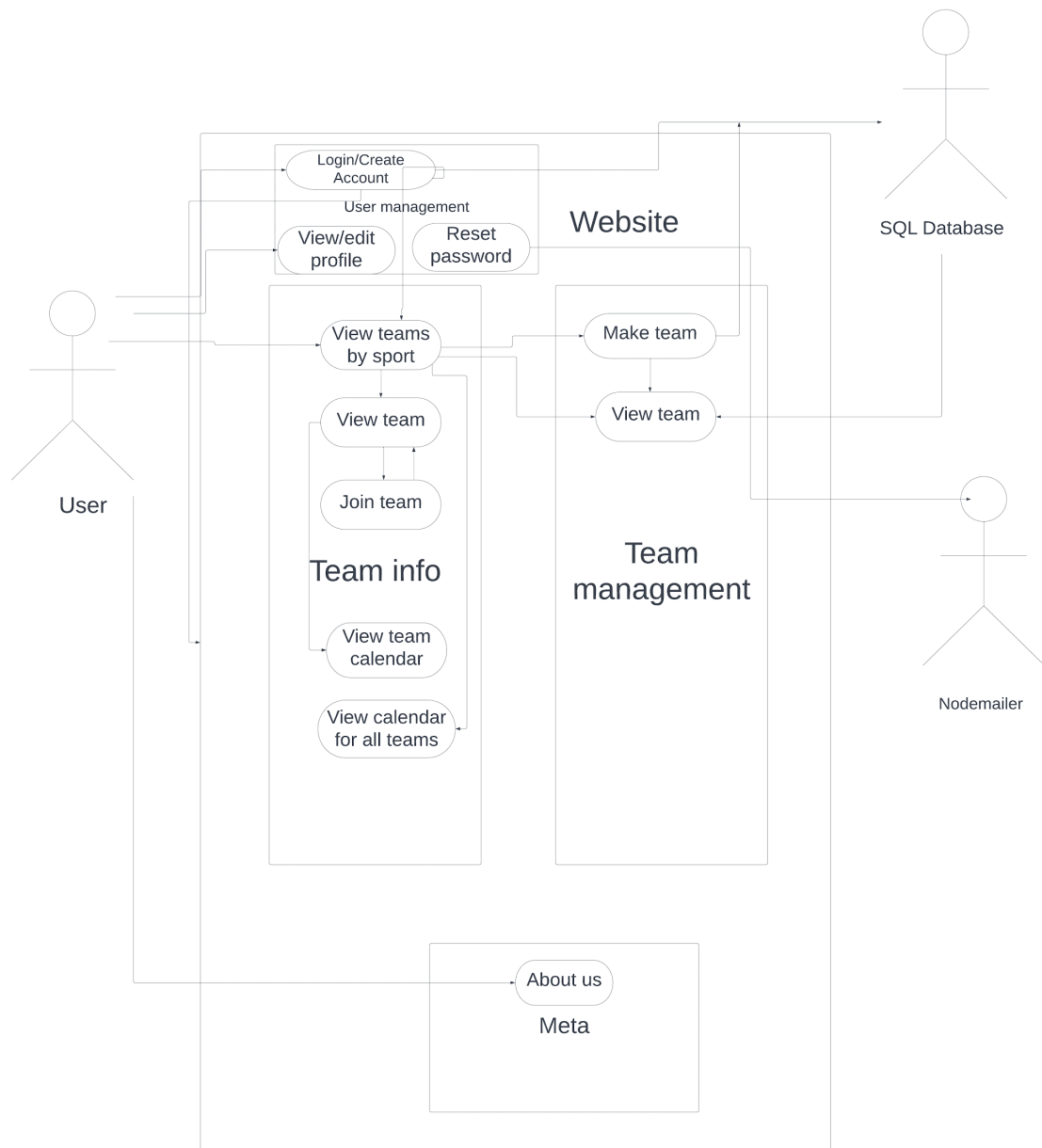


Jaxon:

Features contributed to: The about.ejs, menu.ejs, register.ejs, faq.ejs, and worked with Theo on the home and login page. About is a button on the login page that gives the users info about the creators of the website. The description for the home and login pages can be found in Theo's response above. The frequently asked questions page was something that I completed solo, but we ended up axing it in the end because we didn't feel that it went super well with the overall flow of the project and we had better things to worry about. The menu page is pretty self explanatory. Register.ejs I contributed to the creation of the modal so inputs could be entered.

Technologies used: Github, VSCode, PostgreSQL, HTML, CSS, EJS, Node.js, Docker.

- Use Case Diagram:



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- Test results:
 - Registration/Login:
 - Name: Greg Friedman
 - Information Provided: Your goal is to create an account and login.
 - Test Result: Success
 - User feedback: Greyed-out “About” button makes it look disabled, “Failed to match requested format” for second password needs to specify requested format, password matching check failure should not reset form
 - Action: None; none of the other testers reported problems with the grey buttons, we could not figure out a secure way to do a password matching check on the frontend (as it would leave us vulnerable to a timing attack), and we sadly did not have time to fix the “Failed to match requested format” error message.
 - Team Creation:
 - Name: Joshua Hodgson

- Information Provided: Your goal is to create a team for some sport.
- Test Result: Success
- User Feedback: Was straightforward like account creation; the buttons being filled in with colors is a nice touch
- Action: None, as it was only positive feedback
- Join Team:
 - Name: Cary Chung
 - Information Provided: Your goal is to find a team and join it.
 - Test Result: Success
 - User Feedback: When I try to leave a team as the only member, it just redirects to “your teams” without leaving the team, but it should show an error message. Other than that, very simple, no complaints.
 - None, as we prioritized other things and unfortunately did not have time to fix the issue.

All the testers were able to complete their assigned tasks, and (surprisingly) did not behave unexpectedly when navigating the website.

- Deployment:
 - The website is not hosted online, so the project must be run locally.
 - How to run locally:
 - Download and open Docker Desktop
 - Clone repository and navigate to 'Project-Code" directory
 - Add a .env file to the 'Project-Code' directory
 - The .env file should contain:

```
# database credentials
POSTGRES_USER="postgres"
POSTGRES_PASSWORD="pwd"
POSTGRES_DB="users_db"
# Node vars
SESSION_SECRET="super duper secret!"
EMAIL='improved.notifications@gmail.com'
EMAIL_PWD_MAC='uxcrdmglaeqmndqf'
EMAIL_PWD_WINDOWS='veovyaqwufkamvti'
EMAIL_PWD_IPHONE='azrmgmiukvanxopt'
EMAIL_PWD_IPAD='ejpstjpkhxrclui'
```

- Run 'docker compose up' and go to localhost:3000 in a web browser