Backend – Achievement 6 – Collaboration & Documentation

1) Description of the project

- What was my role for this project and what tasks did I face?
    - Using Angular, build the client-side for an application called myFlix based on its existing server-side code (REST API and database), with supporting documentation.

- Key Features
    - The app should display a welcome view where users will be able to either log in or register an account.
    - Once authenticated, the user should now view all movies.
    - Upon clicking on a particular movie, users will be taken to a single movie view, where additional movie details will be displayed. The single movie view will contain the following additional features:
        - A button that when clicked takes a user to the director view, where details about the director of that particular movie will be displayed.
        - A button that when clicked takes a user to the genre view, where details about that particular genre of the movie will be displayed.

- Technical Requirements

    - The application must be written in Angular (version 9 or later)
    - The application requires the latest version of Node.js and npm package
    - The application must contain user registration and login forms
    - The application must be designed using Angular Material
    - The application's codebase must contain comments using Typedoc
    - The project must contain technical documentation using JSDoc
    - The project must be hosted on GitHub Pages

- Lessons I learned / decisions I made during this project

    - I discussed techniques for collaborating with designers,
    - discussed Agile project management techniques and common materials,
    - interpreted user stories to determine project requirements and story points,
    - identified the basic components of TypeScript,
    - created an app using Angular CLI,
    - explained the uses of Angular Material,
    - used Angular Material to implement the user registration and login forms of my app,
    - implemented a movie card component in my app,
    - defined the routing in my app,
    - explained the role of documentation in development projects and the handoff process,
    - implemented comments in my code,
    - prepared all necessary documentation for an application,
    - identified essential non-technical skills for developers,
    - demonstrated giving constructive feedback to others,
    - discussed best practices and ethical considerations for developers,
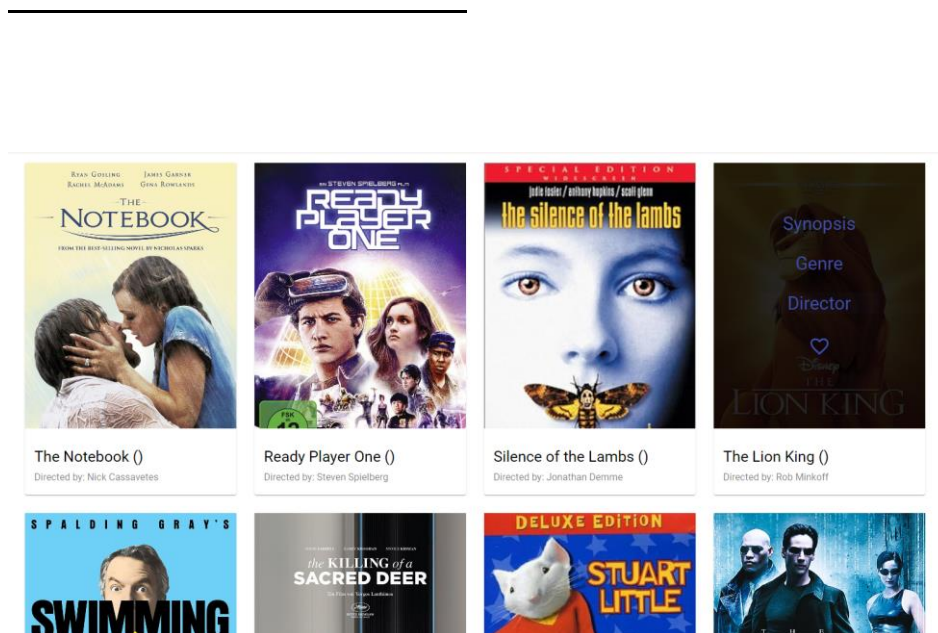   - curated project deliverables for portfolio.

o   Views

o   Welcome View

- Allows users to either log in with a username and password or signup

o   Main View
- Returns all movie from the API to the user
- Ability to see director details, genre details and synopsis of each movie
- in Navbar:
  - Ability to log out
  - Ability to navigate to Profile View

o   Profile View
- Displays user registration details
- Allows users to update their info (username, email, date of birth)
- Allows existing users to deregister
- Displays favorite movies
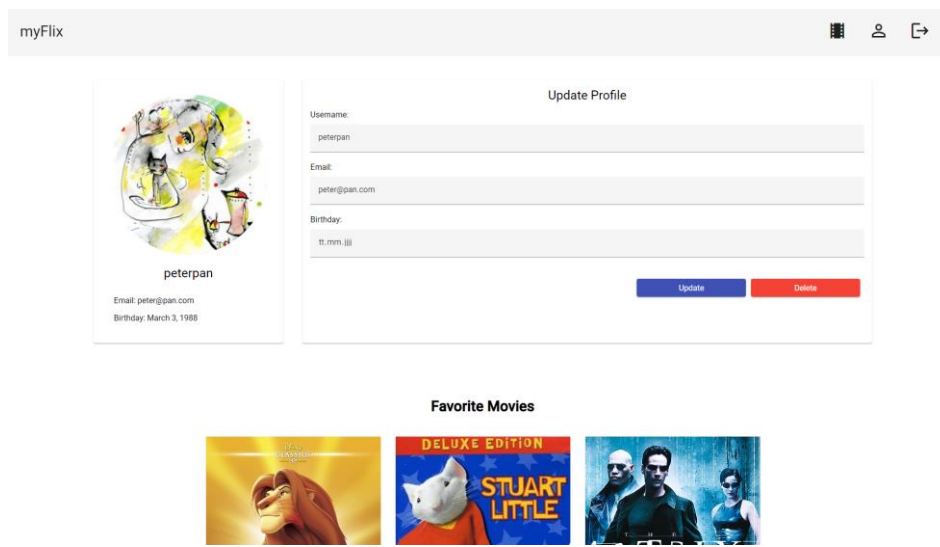 - Allows users to remove a movie from their list of favorites

2) A screenshot to represent the project

3) A link to the project's GitHub repository

- https://github.com/Luisa-Inc/myFlix-Angular-client

4) A link to the live, hosted version of my app

- https://luisa-inc.github.io/myFlix-Angular-client/welcome

5) A list of the technologies used for each project

- Angular: Web application framework for building single-page client applications.
- Angular Material: UI component library for Angular, implementing Google's Material Design.
- TypeDoc: Generates HTML API documentation from TypeScript code.

6) Any other relevant materials I created for the project

- User Stories
  - As a user, I want to be able to receive information on movies, directors, and genres so that I can learn more about movies I've watched or am interested in.
  - As a user, I want to be able to create a profile so I can save data about my favorite movies

- o Kanban-Board for showcasing my ability to work in an agile online environment

    - o visualising all project steps and tasks for this Achievement with a project management tool,
    - o setting a to-do-list of which the single items can be moved towards a card "in progress" and "done" to control their process,
    - o trying to evaluate realistic amount of times each of those steps take and measuring them in story points which could relate to estimated hours of working time
    - o project management in general was helping me to get better at estimating how long a project can take and to always be prepared for unplanned delays due to technical or human interference (this should be taken into consideration for future employers and how to communicate deadlines and realistic project development with them)
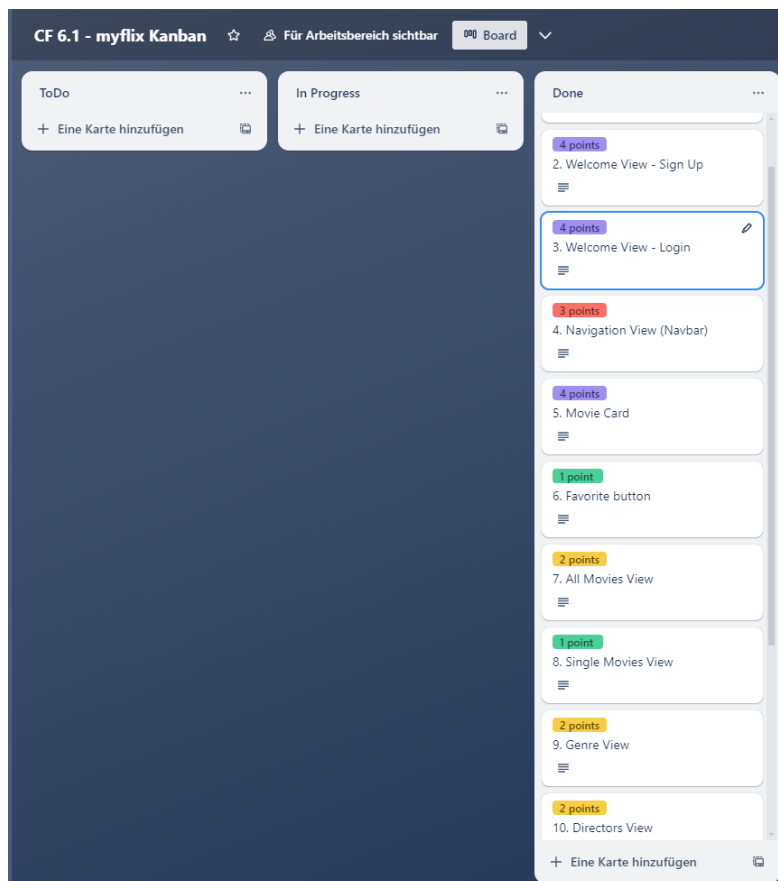
- o Answers to technical job interview questions
    - o [6.2](#)
    - o [6.3](#)
    - o [6.4](#)