









Atlantic Technological University

House Swiper

Malek Geshash
Software and Electronics
Engineering, Project Engineering
Supervised by Brian O'Shea





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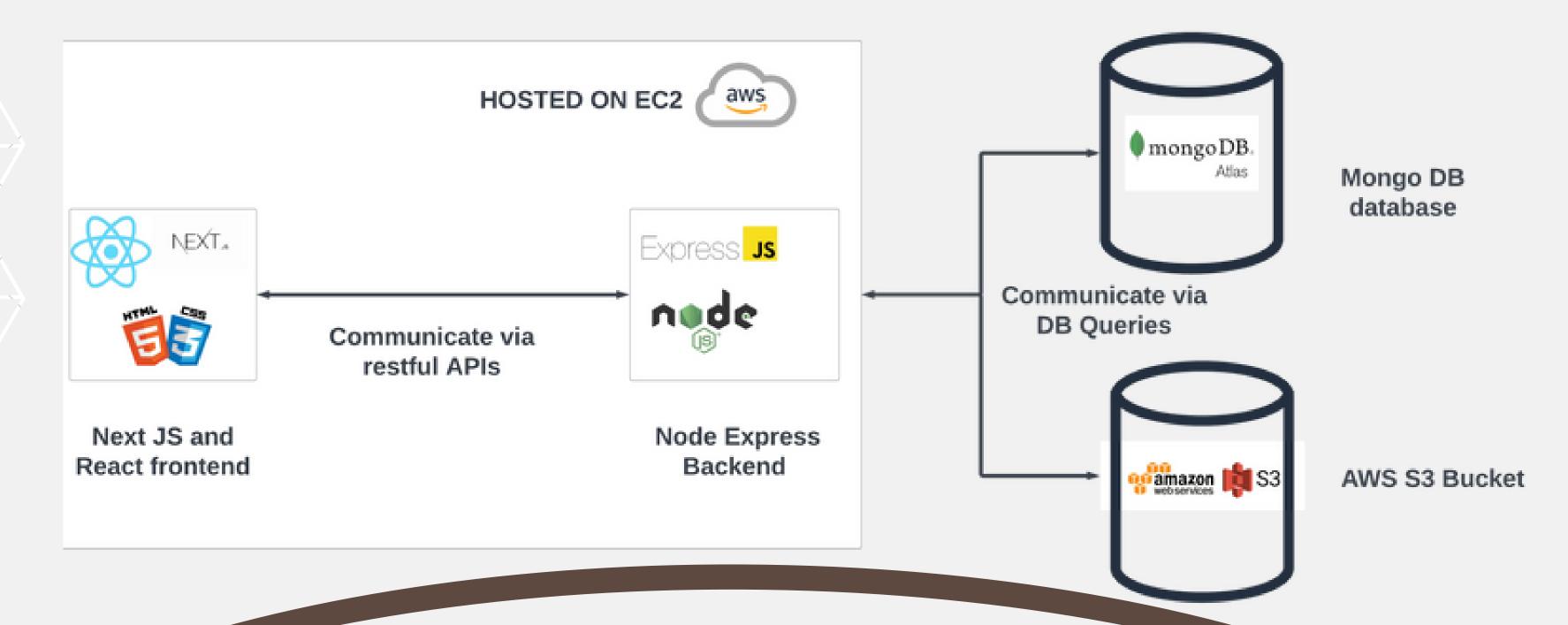


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Project Overview

House Swiper is a web application developed for finding accommodation, inspired by the famous dating app tinder, it is designed to match people looking for accommodation with landlords.

By providing a platform where users can swipe on each other, and a messaging platform where users can contact their matches, amongst other features.



Architectural Diagram





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- React JS
- Next JS
- GeoLocation API
- Context API
- Nginx
- CSS
- React Icons library

- Node JS
- Express JS
- Express sessions
- Passport JS
- AWS S3
- AWS EC2
- AWS Route 53
- SSL

Technologies Used



Project Planning

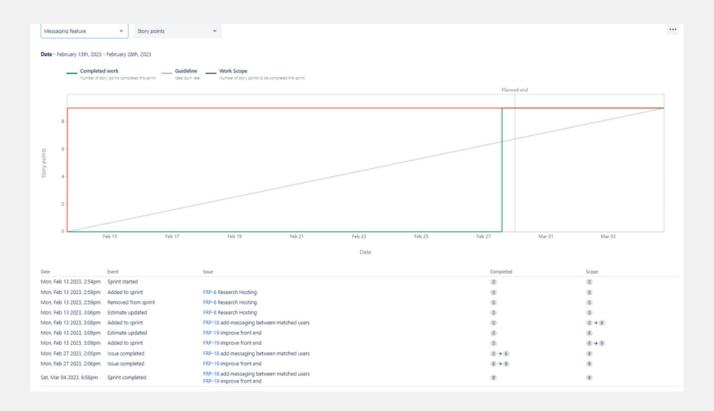
I used Jira for planning my project. Divided my work load into 2 week sprints, and divided the sprints into even smaller tasks called stories.

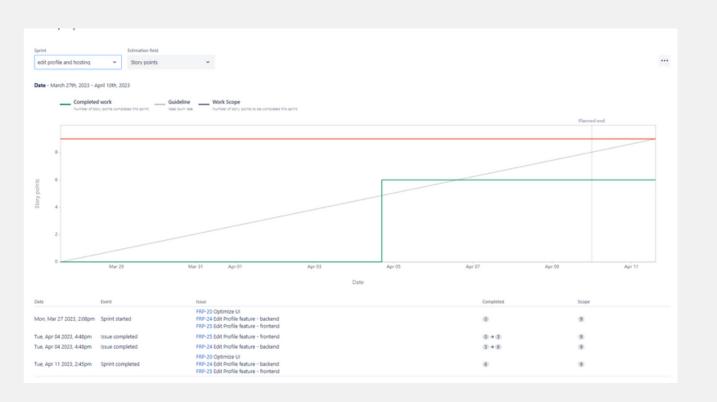
I used MS onenote for logging my weekly progress.



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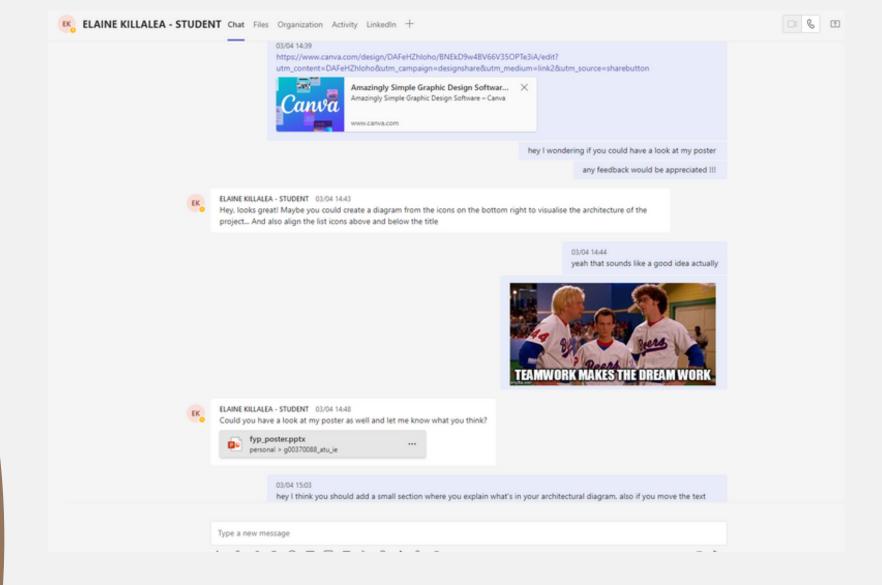


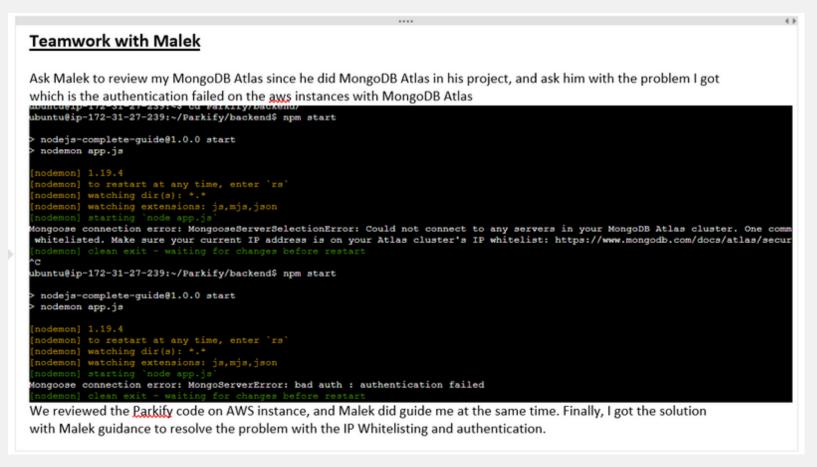


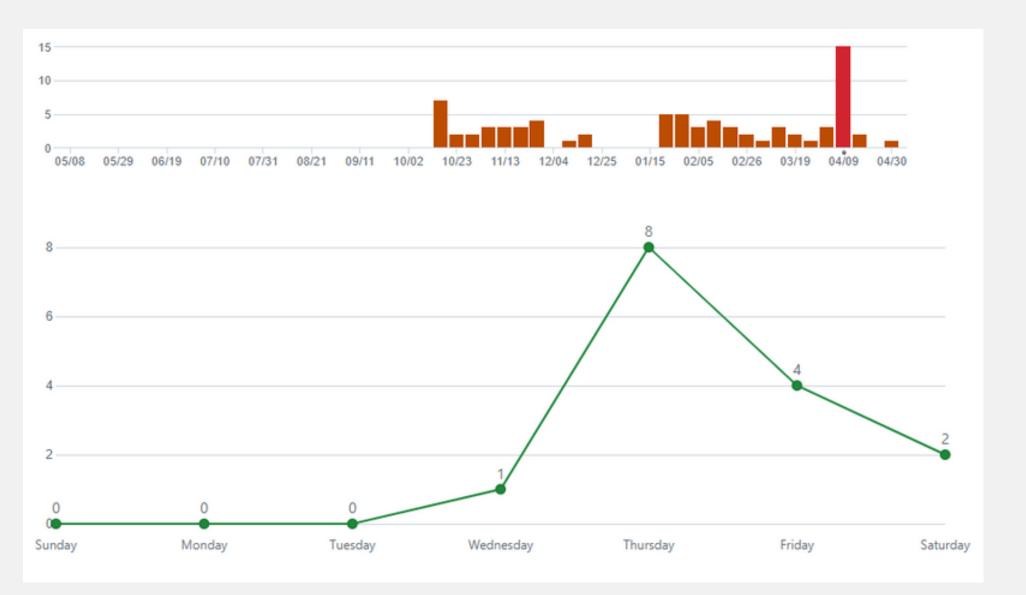
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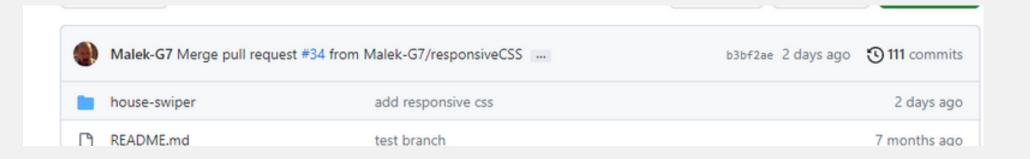
Teamwork

Teamwork was an important part of my project, I incorporated weekly stand up sessions with my team, and I on I sessions with my classmates who are working on similar projects.











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Version Control

Version Control was an essential part of my project, allowed me to create feature branches to test new functionality without risk of breaking my main code, used git and GitHub as a VCS.





Thank you for listening:)