MANAGE MY DOG

Technology Research Document

MICHAEL LABUSCHAGNE 20210235

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Project Name: Manage My Dog

By: Michael Labuschagne 20210235

1   OVERVIEW

1.1   INTRODUCTION
This Document will cover research for appropriate technologies and tools to use for this project.

1.2   STATEMENT OF PROBLEM OR NEED
The Working Dog training centre (DTC) breeds German Shepard's to become working dogs. Foster families look after these dogs during certain stages of their development.

There is currently no system in place where the Working Dog training centre can view all their dogs general and medical information on the go.

The current way of viewing this information is to log into a system on site and scroll through the excel spreadsheet to find the latest update on pet's weight or when the next vaccination is due.

This current solution also relies on the foster family to remember to give the dogs flea and worm treatment during the prescribed intervals.

The solution will be to incorporate all this information into a Web App that will be accessible through multiple types of devises.

A future Addition to this solution would be to enable all foster families to have access to this app with the ability to make updates to certain pages that will reflect on dog's health and wellbeing.

2   TOOLS AND TECHNOLOGY

2.1   WIRE FRAMING TOOLS
JustinMind

> JustinMind is a prototyping and wireframing tool for the creation of high-fidelity prototypes of web and mobile apps. It's known for its ability to render realistic versions of a finished product as well offering collaboration, interaction, and design features.

2.2   PROTOTYPING TOOL
Figma

> Figma is a vector graphics editor and prototyping tool which is primarily web-based, with additional offline features enabled by desktop applications for macOS and Windows. The Figma Mirror companion apps for Android and iOS allow viewing Figma prototypes in real-time on mobile devices.

2.3 CONTENT MANAGEMENT SYSTEM

Word Press

> *WordPress is a free and open-source content management system written in PHP and paired with a MySQL or MariaDB database. Features include a plugin architecture and a template system, referred to within WordPress as Themes.*

3 NEW TECHNOLOGY RESEARCHED

3.1 WORDPRESS

WordPress CMS will be used for this project. This is a new technology for me to use.

I will be following tutorials from the WordPress website and other available online resources.

The YouTube link is presented by freeCodeCamp.org

> *Learn every step to make a WordPress website in this beginner's course. No coding necessary! You will learn how to get a domain name and hosting, install WordPress, use a theme, customize the exact website you want, and more.*

Resources:

> https://wordpress.com/support
>
> https://themeisle.com/blog/how-to-create-a-website-with-wordpress-pdf/
>
> https://www.youtube.com/watch?v=O79pJ7qXwoE

3.2 BOOTSTRAP

I would like to use bootstrap with WordPress by using a plugin.

The YouTube link relates to working with WordPress and Bootstrap

Resources Bootstrap:

> Bootstrap · The most popular HTML, CSS, and JS library in the world. (getbootstrap.com)

Resources for integration in WordPress:

> https://wordpress.org/plugins/tags/bootstrap/
>
> https://www.greengeeks.com/blog/bootstrap-wordpress/
>
> https://youtu.be/ANWmIj2lpJI?list=PLahZD2By8BGrFMNBqR6G_f1k6iNKfY3eW

3.3 A SUMMARY OF WHAT I WILL LEARN.

The resources above will enable be to build and deploy a website in WordPress and utilising Bootstrap to make it a mobile first application.

It would only be possible to summarise what I have learnt from these technologies after I have used them for this project.