MITTUNIVERSITETET

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[Plats för ev. illustration]

[Project report in Datateknik, Webprogrammering VT2022 DT058G, 7,5hp]

[Issue Tracker]

[Web development process of an issue tracker]

[Nordin Suleimani]

Summary

This project report document engulfs the process of developing a website using the languages HTML, CSS, JavaScript, and PHP. For this last assignment given to us during a web programming course at Mid Sweden University I have chosen to build an issue/bug tracker that is meant to be used as an inhouse tracker tool for a developer or a group of developers. The main goals of the issue tracker are that users can register with different roles, admin/moderator/user, the ability to create, edit and delete issues and comments. As my initial step I start by gathering information, I do this by getting inspired by looking at well-regarded and prominent issue trackers. The previous step led me into a brainstorming phase which further outlined my minor goals. After defining the target audience, I could precede with pining down the structure, navigation, and the design language. Lastly, I delve into the technical details, which boils down to me focusing on a specific feature and figuring out possible solutions and how I go about tackling the problem. As to the result I am happy...

Keywords: Web development, design, PHP, JavaScript, CSS, HTML, Database.

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Terminology

Abbrevations & Acronyms

ACK Acknowledge. Kvittering av korrekt överfört med-

delande.

CRC Cyclic Redundance Check. Felupptäckande kod.

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1 Introduction

In 1946 a group of scientists traced an issue in their software down to literally a moth being trapped in a hardware relay, which now we refer to as bugs when we are faced with issues such as errors and glitches in software.

Even though software in part contributes to the development of society and our daily lives, a 2002 study in the US has shown that there is a huge amount of economic backlash from poorly developed software.

Rest assured, just like real bugs that can overcome radiation, harsh environments, or human endeavors to combat unwanted bugs through pesticides some software bugs are hard to find and get rid of. Nonetheless an issue/bug tracker can help to mitigate this problem.

1.1 Purpose

The main purpose with this project assignment is to apply the experience and knowledge gathered during the course's different moments. That is to build a website with HTML, CSS, JavaScript and PHP. The second purpose of this project is to accommodate with a well-documented report that outlines the process of the web development, choices made and a discussion about possible future improvements.

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2 Method

Lorem ipsum dolor sit amet.

3 Planning and Construction

Chapter 3 will cover the nitty gritty of this project, hance it was my first concern to figure out what this chapter would consist of. I did this by reading about web development processes and steps, the following subchapters are what I figured was sufficient for this project.

3.1 Main Goals

Given that the final product is meant to be used by a developer or a group of developers and that the issue tracker will be available on the internet, one of the main goals is to have a user registration system, hence the possibility of user roles such as admins/moderators/users. Second goal is to have a neat way of posting issues to the site and lastly, those issues can be commented on and comments may have sub-comments.

3.2 Inspiration and Brainstorming

To aspire we sometimes need to get inspired; I do this step not only to get hints on how to do layout and design but also what minor features I might want to add.

Primarily I have been checking out following two leading tracker tools, (Youtrack, 2022) and (Mantishub, 2022). The inspirations led me into a brainstorming ses-

sion where I simply wrote down anything interesting that came to mind when thinking about the main goals of this project, see figure 1.

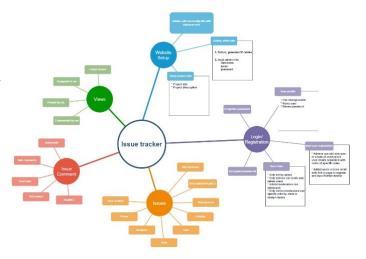


Figure 1 Brainstorming mindmap

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3.3 Target audience

The target audience is not restricted to any age group or demographic but simply consists of software developers, thus a toned-down without any distracting bells and whistles UI will be the approach.

3.4 Structure/navigation

Figure 2 depicts the sitemap, note that the red rectangles are only shown to and can be accessed by admins.

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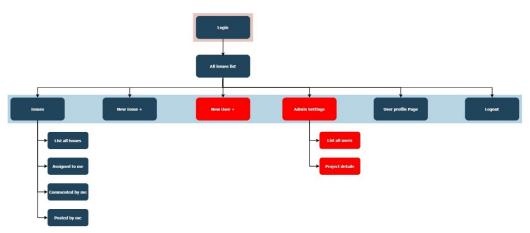


Figure 2, Sitemap

3.5 Design language/layout

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3.5.1	Mockups
3.6	Technical details
	About script languages and frameworks
3.6.1	Authentication and Authorization
3.6.2	User profile
3.6.3	Issues
3.6.4	Commenting
3.6.5	Database
3.6.6	Visually impaired solution
3.6.7	WCAG guideline

Planning and Construction

2022-08-24

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4 Result

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5 Conclusions

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6 Reference

Mantishub. (2022, August Sunday). Retrieved from https://mantishub.com/Youtrack. (2022, August Sunday). Retrieved from https://www.jetbrains.com/youtrack/