

PROJECT WIKITUBE PRESENTATION

Concept Read by-

Ladies and Gentlemen,

Have you ever found yourself jumping back and forth between YouTube and Wikipedia, trying to get a complete understanding of a topic? Well, what if I told you that there's now a way to access all the information and videos you need in one place?

Introducing our latest creation, an app that seamlessly integrates the power of YouTube and Wikipedia into one interactive, user-friendly platform. With just a simple search, you can now access a wealth of knowledge and multimedia content, all on the same page.

Whether you're a student, a teacher, or just someone with a thirst for knowledge, this app is for you. It's designed to make research and learning more efficient and enjoyable. So why waste your time flipping between two different websites when you can have everything you need in one place?

We're confident that you'll find this app to be an essential tool for anyone looking to stay informed and up-to-date on the topics that matter to them. So why not give it a try today and experience the convenience of YouTube and Wikipedia combined into one dynamic platform? WikiTube!

Thank you.

Process – Read by Mike Samaras

Technology Used

Programming languages

We used HTML, CSS, JavaScript, and APIs as technologies used in app development. These technologies were essential for building and implementing the front-end and back-end of our app. HTML, CSS, and JavaScript were used for creating the user interface, styling, and interactivity of the app. APIs allows for communication between the app and other services, such as databases, to retrieve and manipulate data.

GitHub

GitHub a web-based platform provided hosting for version control and collaboration in the app's development. It helped our team to store, manage, and track changes to our code. GitHub enabled our team to work on the same codebase simultaneously and makes it easy to revert to previous versions if necessary. It also provides tools for project management, code review, issue tracking, and more.

Other technologies

In addition to the different programming languages we used platforms such as, Slack, Trello, Adobe, and Figma as technologies in the creation of our app. These tools were used for various tasks such as project management, communication, design, and prototyping our app's development. However, it's important to note that these tools are not the only technologies involved in app development and they were used with other technologies and programming languages used as well.

Breakdown of tasks and roles

Raffaele Di Martino

- **Set up GitHub and Trello boards**
- **Worked on APIs**
- **Assist teammates in pulling, pushing and merging on GitHub**
- **Worked on local storage**

Michael Frank Samaras

- **Designed the project wire frames, helped managed the Trello board**
- **Readme.md file**
- **Styling of the Wikipedia and finishing off you Tube Styling.**

Obinna Onanike Francis

- **Worked on the modal local storage**

Jenelle Spio-Garbrah

- **Worked on styling YouTube section**
- **Worked on Presentation Content**

Challenges

- Working with YouTube <iframes> Jenelle had difficulty with ratios for large screens.
- Conflicts when merging
- Not enough team members at the start
- The requirements were not clear.
- Time

Successes

- Getting our app working
- Working as a team

Future development- Read by Obinna