INGRESSIVE FOR GOOD + ZURI. TRAINING

PROJECT NAME; CHUNK_FILE

PRODUCT NAME; BYTSFY

A presentation for Bytsfy a platform you can rely on to splits your files, fast, easy and safely.

7TH JULY, 2022

TEAM 46

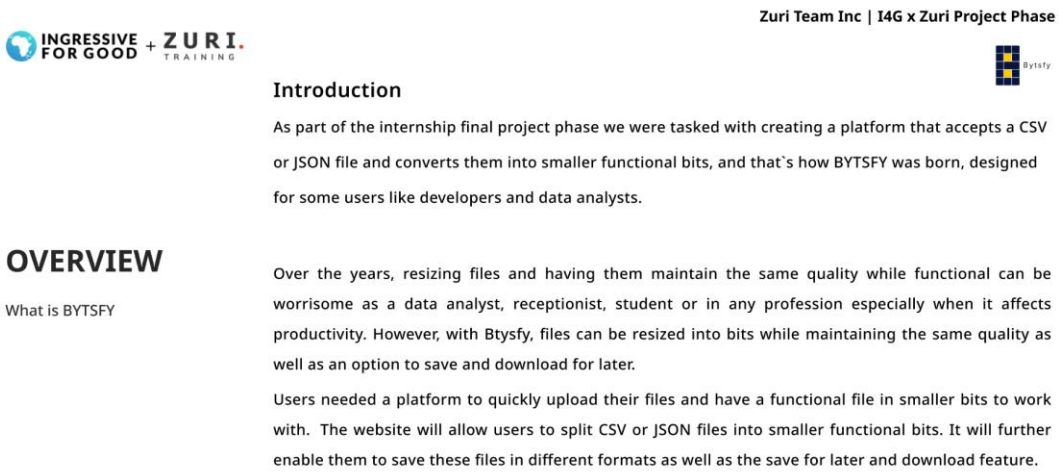
Zuri Team: Project Chunk-File
Team Name: (Proj_team_46)
Project Name: Bytsfy
Figma Link: https://www.figma.com/file/tuomUWvWQTHx92nu1u1xOV/Bytsfy-Team-46?node-id=0%3A1

Figjam Link: https://www.figma.com/file/2S0lWfdNeuw3x22oZXMw1k/Bytsfy-Zuri-Team-46?node-id=0%3A1

Github Link: https://github.com/zuri-training/Chunk_file_team_46_Bytsfy/tree/main/Back-end

Database Schema Link: https://github.com/zuri-training/Chunk_file_team_46_Bytsfy/tree/main/Front-End

Testable Link: https://github.com/zuri-training/Chunk_file_team_46_Bytsfy/tree/main/Front-End



Project Overview

Over the years, resizing files and having them maintain the same quality while functional can be worrisome for a data analyst, receptionist, student, or in any profession especially when it affects productivity. However, with Btysfy, files can be resized into bits while maintaining the same quality as well as an option to save and download for later.
Users needed a platform to quickly upload their files and have a functional file in smaller bits to work with.
The website will allow users to split CSV or JSON files into smaller functional bits. It will further enable them to save these files in different formats as well as the save for later and download feature.

Program Coordinator

Chikire

Project Supervisor

Nwokoye Praise

Project Team (Track)

- Product Design
- Fullstack
- Frontend
- Backend

Team Members

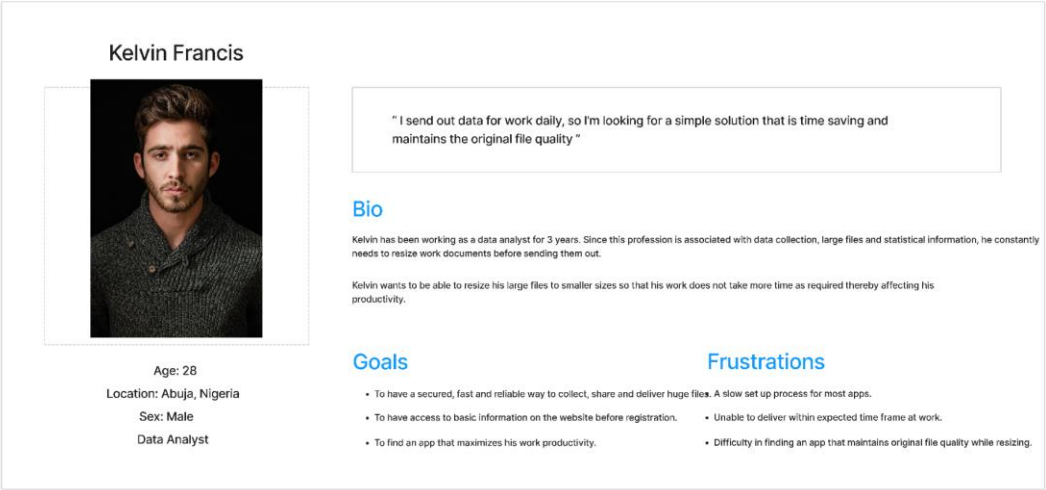
1. John Adegoke Adeleke - Fullstack **(Team Lead)**
2. Mercy Belrah Kalu - Product Design **(Asst. Team Lead)**
3. Ofua Shulamite - Product Design (**P.R**)
4. Adelesi Tinuade - Product Design
5. Likita Ruth - Product Design
6. Edith Udeagha- Product Design
7. Kieni Edojah- Full stack
8. Adakole Stephen Owochoyale- Fullstack
9. Nwoko Daniel Chidiegwu- Product Design
10. Ogunsola Julius Ayomide- Product Design
11. Shidmer Akeyo Orero- Fullstack
12. Idowu Olayinka- Fullstack
13. Edafioghor Prince Oghenemairo- Product design
14. Obed Akharia- Product design
15. Chisom Chibogu- Fullstack
16. Agoro motunrayo rashidat- Product design
17. Adu Ayomide- product design
18. Eric Gitonga Gituma- Fullstack
19. Eunice- product design
20. Abdulsamad Yusuf- Fullstack
21. Adedayo Agboola- Product Design
22. Oluwamayowa Olaoye- Product Design

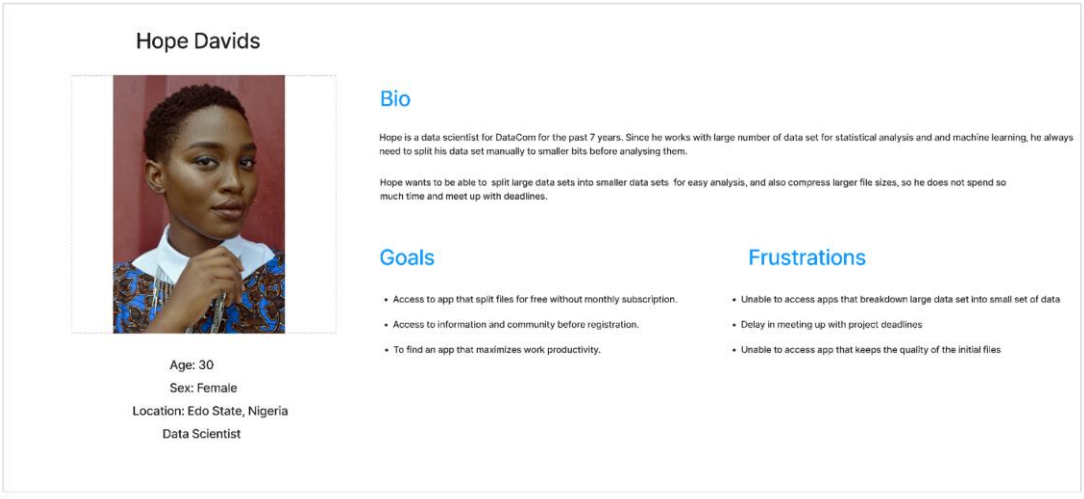
PROJECT PHASE

DESIGN STAGE

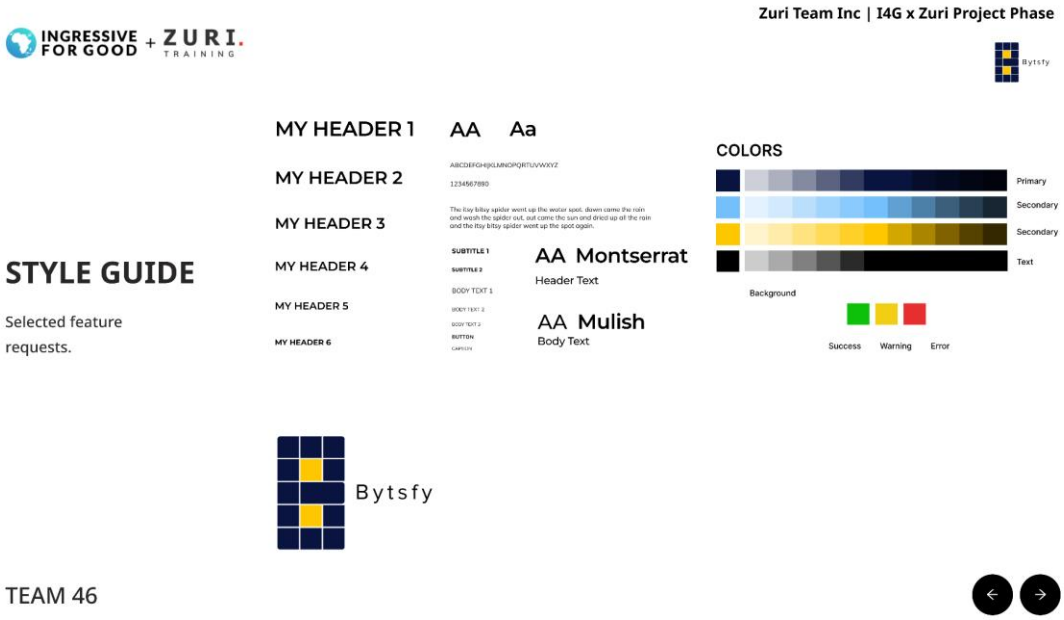
User Research & Style Guide Implementation: User Research was carried out after we had understood the design brief to better understand our users and give them a good user experience with the product.

User Persona: We carried out a user interview using the qualitative research method that involves the user's feelings, behaviors, or motivation.
We interviewed our target audience and came up with the persona.
Kindly find attached a link to view**:**
https://www.figma.com/file/2S0lWfdNeuw3x22oZXMw1k/Bytsfy-Zuri-Team-46?node-id=0%3A1





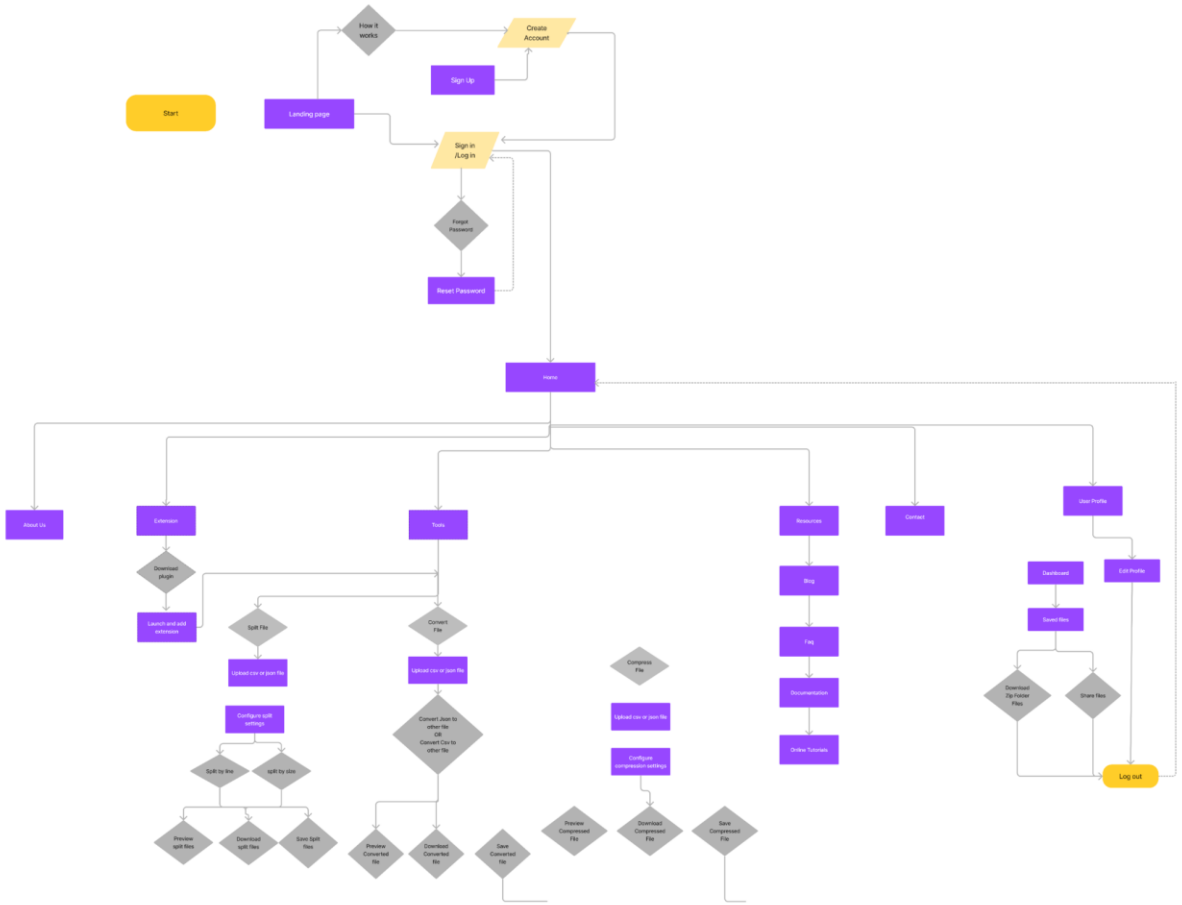
Phase 1: Style guide Implementation.



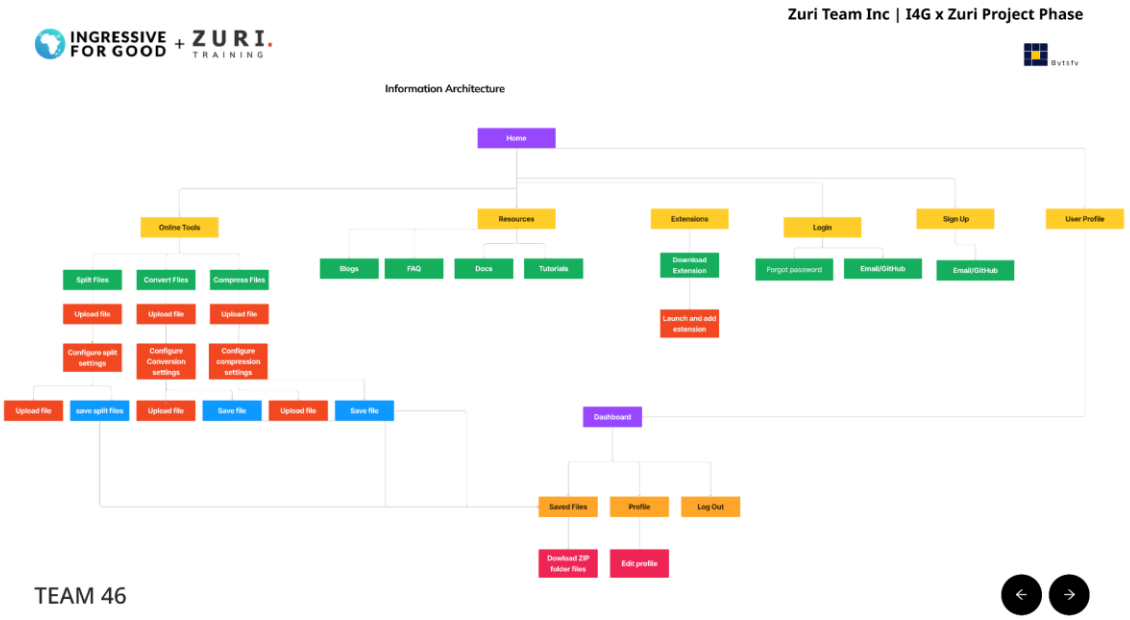
Phase 2: User Flow, User Journey Map, Competitive Analysis, Information Architecture, and User Story.

We also did a **User Journey Map, User Flow, and Information Architecture** that shows the start-to-finish engagement of a user with a product in a different presentation.

User Flow:



Information Architecture:

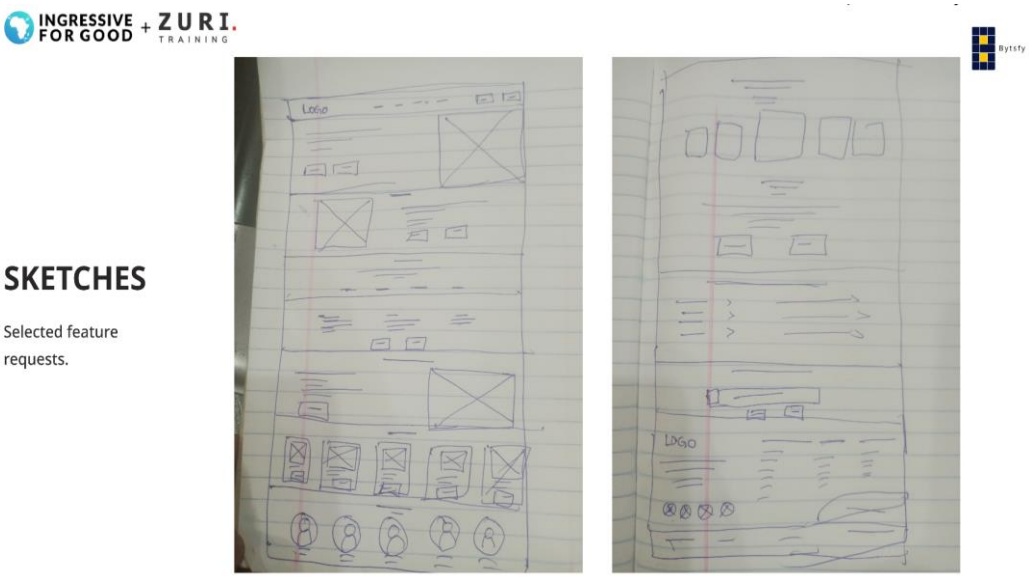


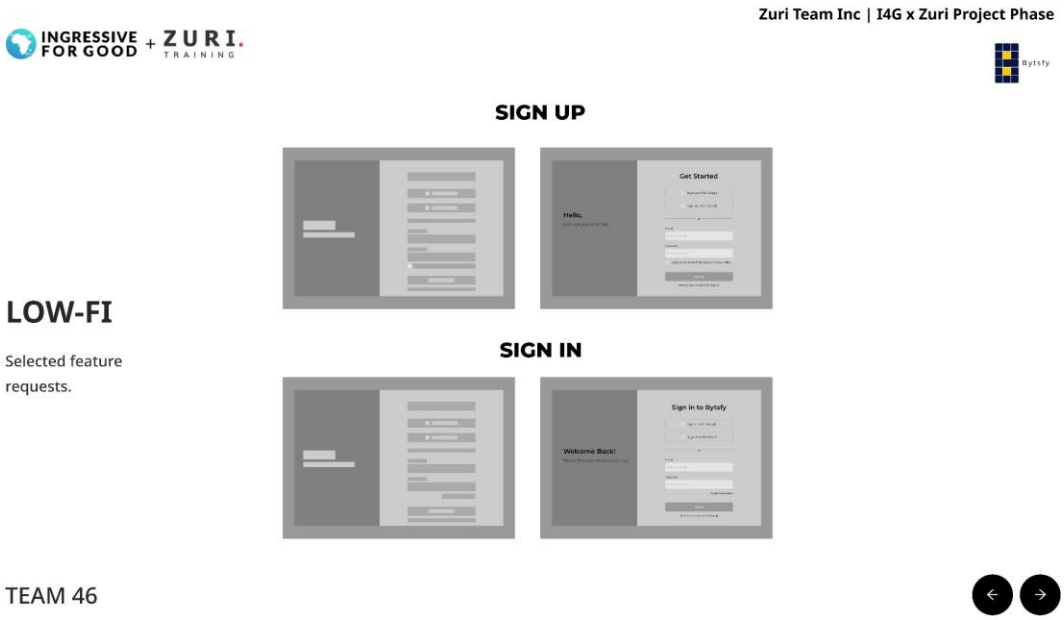
User Journey Map and User Story:

We carried out an analysis on competitors to ascertain what improvements to implement in ours and generally what could make our product different. We did a competitive analysis on **CSVJSON** and **ConvertCSV** respectively.

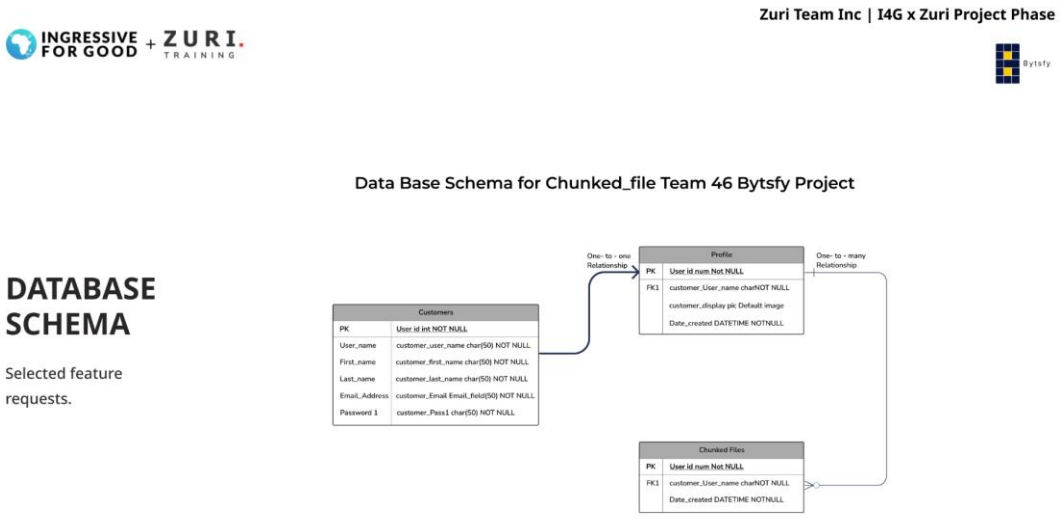
Phase 3: Ideate and Sketching out required features, wireframes/low-fi.

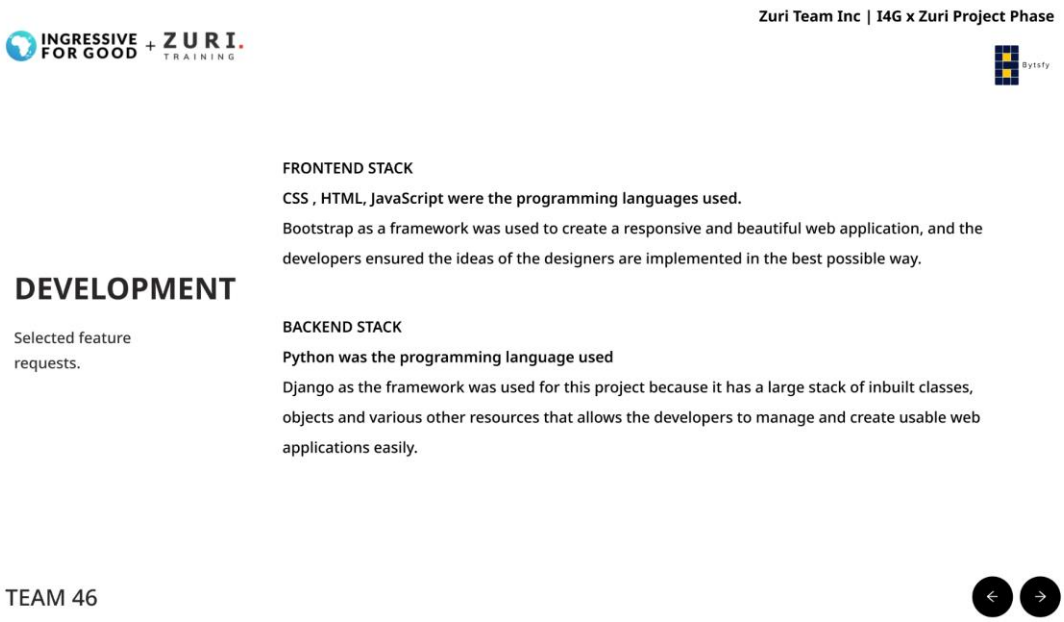
After carrying out a user research, competitive analysis, information architecture, and user story, we had a better understanding of our product and our users. We further decided to come up with sketches and low-fi to have a skeletal visualisation of our product.





Phase 4: Ideate additional features that best suit our target audience.
Since we were going with a **non-linear** design thinking process, there's a need for **redefining problems** and looking through **innovative solutions** that can give the user a good experience with the product. We had a meeting and discussed what should be on the landing page as well as other screens for the product.
Furthermore, **each team member** did a **presentation** on the wireframes/lo-fi task assigned to explain their design process and how it best suits our users.
Lastly, team members gave their views on the presentation where iterations were made and effectively duly.





FRONTEND STAGE

Stack
CSS

Bootstrap:

Bootstrap is designed to help developers easily create responsive and beautiful web applications, and ensure the ideas of the designers are implemented in the best possible way. As a result of this, it is our choice of framework for our frontend design.

Javascript;

Html

BACKEND STAGE

Stack
Django:

Django has a large stack of inbuilt classes, objects, and various other resources that allow developers to manage and create usable web applications easily, and as a result, we have chosen it as our framework of choice to build the backend features for our project.

We will be using the Django framework to carry out the following operations on our project:

1. **Create Applications:**

   In order to manage our project functionalities, we will be using Django's framework to break them up into the following:

   Manage User Accounts (Creating, Updating, and Deleting user accounts)

   Authenticate Users

   Implement the Chunk file script on the frontend

   Manage admin permissions.

2. **Creating Database(s)/ Linking External Databases:**

   Our user information, roles, and permissions will be managed and updated through the Django backend settings, as it ensures that we can scale up our database/ project when necessary.

   Our user files(chunked .zip files) will also be stored using Django's inbuilt file storage class, and saved within a designated database, to allow users to retrieve their chunked files when needed.

   The databases for both features will be created externally, (either via MongoDB or PostgreSQL and linked to our Django project.

3. **Manage user permissions:**

   We will be using Django to ensure that each user, when registered and signed in, is assigned a specific role that gives them permissions that allow them to break down and download their files, without interfering with the admin permissions.

4. **Run Tests:**

   For each application we will be creating, Django ensures that test files are created, and provides test cases and libraries for specific user models. This ensures that we can run tests and ensure our applications are in working condition within our development environment before deployment and fix whatever problems we have quickly.

5. **Create User Profile:**

   For each user that is created within our database, a profile will be created for them with a profile picture, which they can change, that will be visible on the frontend of our web application. Django allows us to create specific user models that take in image fields and change them as the user feels fit.

6. **Ensure Implementation of Main project functionalities:**

   By providing numerous in-built functionalities that make it easier for developers to create databases, run tests, and so on, our Developers can

focus more on ensuring the main scope of our project, which is **taking large files and splitting them up into smaller ones, saved in a .zip file.** They can dedicate more time to fixing bugs, or providing extra user functionalities as they see fit.

GitHub

Selected screens showing repositories