**Library Information System Assignment**

The Web Dev Disaster

Finn O’Neill  
17367986

Ethan Cairney  
17320391

Ronan Mascarenhas  
17379773

**Requirements Review**

Please complete the following tables indicating which of the mandatory requirements you have completed. In cases where there is an issue or you interpreted the requirement in a specific way, please use the comment field to clarify the issue / your interpretation. In the status column indicate whether each requirement was: COMPLETED (you did it), NOT STARTED (you didn’t do it), PARTIAL (you did part of it).

**Member Requirements Progress**

|  |  |  |  |
| --- | --- | --- | --- |
| Req. # | Title | Comment | Status |
| M0 | Member Login |  | COMPLETED |
| M1 | View List of Loans | Relevant details to members are shown: artifact name, type, loan date, due date… | COMPLETED |
| M2 | Renew Loans | Once current loaner has renewed item, reserved is set to true (cannot be reserved until renewal date passes). | COMPLETED |
| M3 | Reserve Available Artifacts | We took this to mean loan out available item (not loaned + not reserved = can be loaned out now). User is told if artifact is available. | COMPLETED |
| M4 | Reserve On-Loan Artifacts | If item is out on loan + not reserved, it can be reserved -through same button as reserve available artifacts. | COMPLETED |
| M5 | View Loan History | Past loans are also displayed when viewing member loans. | PARTIAL |
| M6 | Search for Artifacts | Search by id, name, type | COMPLETED |
| M7 | Update Profile |  | NOT STARTED |

**Librarian Requirements Progress**

|  |  |  |  |
| --- | --- | --- | --- |
| Req. # | Title | Comment | Status |
| L0 | Librarian Login |  | COMPLETED |
| L1 | Add / Remove Artifacts | Can add items with name/type.  Can remove items by id. | COMPLETED |
| L2 | Search for Members |  | NOT STARTED |
| L3 | View Members Current Loans | Relevant details only are displayed (artifact id, date loaned, due date, artifact name/type). Current member loans viewable. | COMPLETED |
| L4 | View Members Past Loans | Past loans also shown when viewing member loans. | PARTIAL |
| L5 | Renew Loans | If member has loaned out item and it hasn’t been reserved by someone else, it can be renewed for the same member. | COMPLETED |
| L6 | Reserve Artifacts |  | NOT STARTED |
| L7 | Record Loaned Artifacts | We assume that librarian can add members that are not registered in the LMS (can be any user id) | COMPLETED |
| L8 | Record Returned Artifacts | For item to be returned, it must be out on loan. If item is reserved, the reserved person is immediately loaned the item (item stays loaned) | COMPLETED |
| L9 | Search for Artifacts | Search by id, type and name. | COMPLETED |
| L10 | Edit Member Profiles |  | NOT STARTED |

**General Requirements Progress**

|  |  |  |  |
| --- | --- | --- | --- |
| Req. # | Title | Comment | Status |
| G0 | Search for Artifacts | Search by id, type, name | COMPLETED |
| G1 | Join Library | Guest enters username, password to sign up. Must login again afterwards. | COMPLETED |

**Additional Requirements**

Describe any additional requirements you have completed above and beyond the spec of the project. Use as much space as you require to do this.

- We made colorful backgrounds and implemented HTML to decorate all of the pages. The backgrounds and pages scale to the window size and the images/logo contribute to the overall appearance of the system. All elements of the pages stand out and make the website more accessible (colored buttons, press logo to return to login page…)

- Artifact search can be done in several different ways: by id, type or name. This helps members and guests find the items they want even if they don’t have all the details.

- Each user’s current loans are kept track of. If a member tries to reserve an item they’ve already borrowed/ reserved, the system lets them know. The return messages more than just a copy-past error screen: they’re informative and descriptive and tell the member exactly what the issue is.

Summarise these requirements using the requirements table below.

|  |  |  |  |
| --- | --- | --- | --- |
| Req. # | Title | Comment | Status |
| A0 | HTML, CSS design |  | COMPLETED |
| A1 | User-friendly UI |  | COMPLETED |

**Reflections**

Please summarise your experiences on the project: what did you learn; what challenges did you have to overcome; what would you have done differently if you could have started over.

**DO NOT WRITE MORE THAN ONE PAGE**

What we learned:

- Through this project we became more familiar with the skills needed to develop a website. We improved our ability to code in a variety of languages like HTML, CSS, Java and SQL. We also learned to use new applications, software and frameworks to implement websites (Docker, Maven, Spring…)

- Our team skills were developed as part of this project. We learned more about the importance of soft skills like communication, organization planning. This experience will be very useful in future when we go on to work in other team projects.

What challenges did you overcome:

- Designing the website was a challenge. We had to plan from the very beginning how our development was going to work out: what webpages connect to each other, the features to be implemented on each page and how to balance our time between design and functionality.

- We also faced technical issues during the project. We encountered errors and hurdles almost every step of the way, from implementing the index page to more advanced functionality later on. Dealing with these challenges allowed us to keep going and become better at web development.

What would you have done differently:

- Putting more time into the design sections of our project may have saved us time when it came to implementing the library. Planning items like a detailed webpage template for each page and descriptions on how to do certain methods would have helped the overall workflow and maybe saved us time in the long run.

- More opportunities for the team to meet and throw ideas around. More team meetings and scrums could have helped get past programming block, when we hit a wall in the project. Tools like Trello, Discord and Messenger were useful for teamwork but overall we felt that meeting and coding together was when we made the most progress as a team.