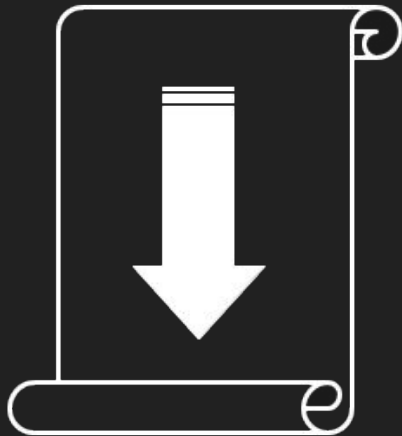


# Free Drop



Server: [buffs.myddns.rocks](https://buffs.myddns.rocks)

# camelCase (Project Group #110-2)

Team Members:

- Ryan Oroke
- Felipe Lima
- Ilya Zinyakin
- Nadiv Gold
- Zackary Jorquera
- Siyuan Huang

# Purpose:

- Location-based file sharing platform
- Allows users to more easily and securely upload, share, and download files
- Able to send files quickly to people nearby

# Iterative Methodology

- Our methodology was based on iterative and a similar to agile.
  - Initial planning was based on how our website would look like.
- We worked on the front-end and moved to the back-end for the database in our case MongoDB. We only deployed at the very end when our server was set up.



# Software Systems

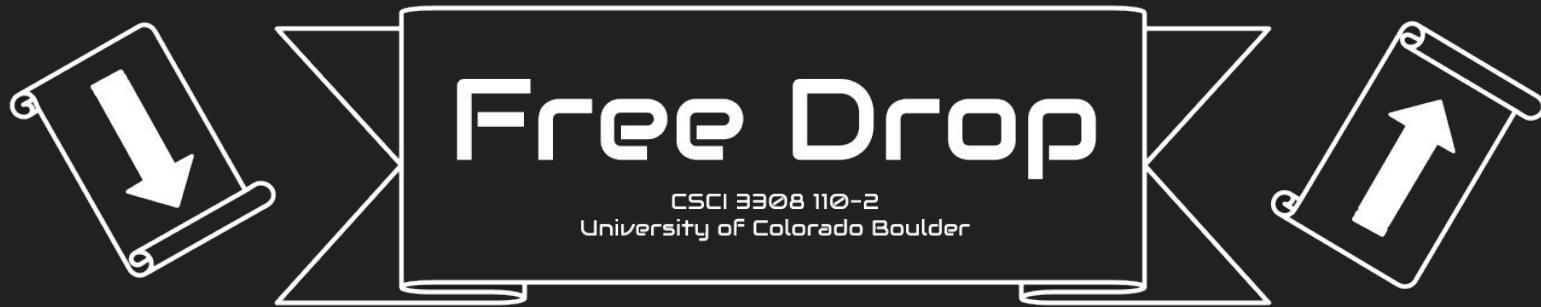
- HTML / JS Front End
  - Bootstrap 4
  - Google Maps API for mapping and Navigator for geolocating user
- Flask Integration Layer
  - Server handles users and requests
  - Flask populates front end HTML and communicates with MongoDB
- MongoDB Backend
  - Stores user information such as username and hashed password
  - Stores post information such as file, file-path and location uploaded
- RSA with OpenSSL for SSL
  - End to end encryption
  - Hosted from local server with port forwarding

# Tools

- Github (★★★★★)
  - Master Repository
  - Issue Tracking and Resolution
- PyCharm (★★★★★)
  - Running Flask web server
- GroupMe & Zoom (★★★★★)
  - Collaboration
- MongoDB (★★★★★)
  - Database
- Flask (★★★★★)
  - Web server
- Google Sheets (★★★★★)
  - Gantt Chart for project management
- Mac Mini (★★★★★)
  - Hosting
- Dell Laptop (★★★★★)
  - Development
- Google API (★★★★★)
  - Geolocation
  - Map

# Challenges We Encountered

- We needed some way to give flask the location from the front end to then retrieve the file info on load. We ended up using a page redirect where the first page collected the location data (github issue: #9).
  - Doing it this way prevented flashes from showing up on the main page (issues: #23, #24)
- We are currently using a localhost and port forwarding. We ended also up having to use ssl so that location would work.
- Upload Modal Inputs would not update (issue #19)
- Side by side cards populated by flask (issue #15)



**Server:** [buffs.myddns.rocks](https://buffs.myddns.rocks)