# **Final Report**

COSC 4P02 Software Engineering II Naser Ezzati-Jivan Winter 2023

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#### 1. Overview

This document serves as a technical guide, offering a walkthrough of our interactive timeline and presenting a comprehensive report on our development progress during this term. We adhered to a disciplined and structured incremental-iterative approach for our agile process, allowing us to product and enhance existing deliverables by incorporating significant additional features. Moreover, this report also includes manuals covering how to access and navigate through the application, along with explanations of each implemented feature and its functionality in our product.

# 2. User and Technical Manuals

#### **User manual**

# Accessing the web application

The web application is available at museumtimeline.vercel.app and on the Google Play store as an app package. The application can also be run locally with the instructions found in the installation manual.

# Navigating the timeline

The timeline can be navigated using multiple methods.

#### **Timeline**

- Click on timeline items in the left column to view it.
- Click the plus button or double-click to zoom in the timeline.
- Click the minus button to zoom out the timeline bar, and refresh to reset both zoom and position.
- Once zoomed in, click and drag or scroll on the timeline to move up or down.

#### Search Bar

- Click on the search bar or press the forward slash key and type in a keyword or year to search for a timeline item.
- Click on the timeline item in the search results to navigate to it.
- Click on the close button to clear the search bar field.

# **Navigation Buttons**

- Mobile Swipe left or right to navigate through timeline items.
- Mouse Click on the up/down floating buttons at the top and bottom of the screen to navigate up or down through timeline items.
- Keyboard Press up/left or down/right to navigate up or down through timeline items.

#### **Fullscreen**

- Click on the image to view it in fullscreen mode. Click on the image again to exit full screen mode.
- On mobile, pinch pinch to zoom in and out of the image.

#### Accessibility

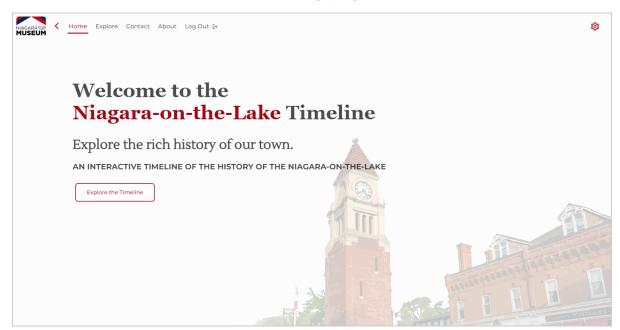
- Press the speaker button to hear a description of the current timeline item. Press the stop button to stop the audio playback.

#### **Features and functionalities**

#### **Landing Page**

The landing page was designed to be simplistic. This design choice promotes ease of use for new visitors. Upon first glance, visitors can immediately understand the purpose of the webpage. All buttons are labeled appropriately to help with navigation.

#### Landing page:



#### **Footer**

A footer component can be found at the bottom of each page excluding the timeline. This footer includes links and additional information to help visitors find other related websites, access support features, or navigate to other pages of the website, as well as accessing the privacy policy.

#### **Footer element:**



# **Timeline Navigation**

The timeline navigation component is the main feature of our web application. It arranges events chronologically across the timeline and allows for easy navigation between them. Users can view all events and gain context of the current item. The timeline features a time scale that snaps to the nearest 20, 10, 5, or single years depending on the zoom level, and switching between events plays a transition animation to enhance user experience.

# View of the timeline navigation component on mobile:



The navigation zoom and offset can be modified with the navigation controls below. To adjust the field of view on the timeline, the user can use the minus button to decrease, the plus button to increase it, and the reset button to revert both the zoom and offset to defaults.

#### Timeline navigation zoom controls:

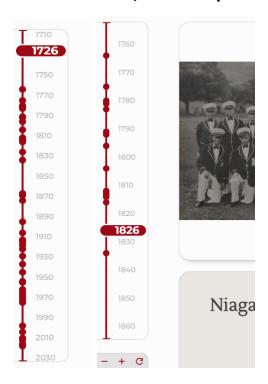


#### **Cursor Component**

The current selected item is indicated with a cursor element displaying the year of the event. The year, and thus the position, transitions smoothly between values for a better user interface design.

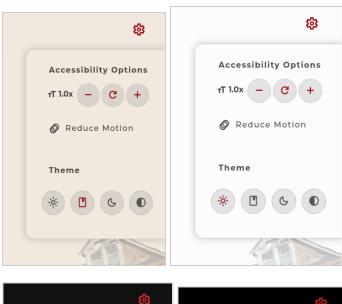
Left: fully zoomed out view of the timeline;

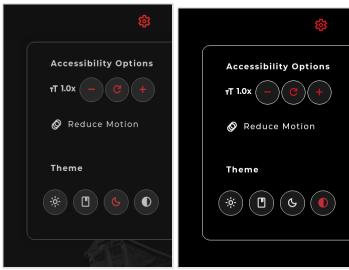
Right: zoomed in view of the timeline, offset to position year 1826 focused:



#### **Accessibility Menu**

An accessibility menu was designed to enhance the usability of the web application by offering various options. The menu consists of a font-size controller that allows zooming from 0.5x to 1.7x, reduced motion for timeline item transitions, and a theme selector with three color schemes. A text-to-speech feature that utilizes the built-in web voice synthesis engine can read item contents aloud to viewers.





#### **Staff Authentication**

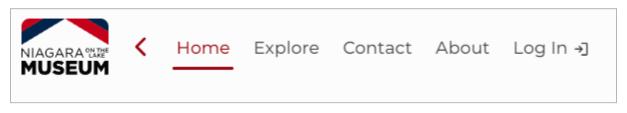
We implemented a user authentication feature for our client upon request. The process is user-friendly and simplistic in design to prevent confusion. It involves a single text field for authenticated emails and a submit button. Users with an authenticated email address will receive a sign in link after entering and submitting their email. The link will redirect the user to a modified version of the web application with exclusive administrative privileges.

# Log In Enter your email to receive a log in link Email username@email.com Back Send Log In Link

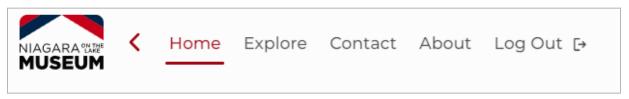
Login page:

Additionally, the user's authenticated email is displayed in the navbar while logged in, providing an efficient and convenient experience for staff members.

Appearance of navigation menu when user is not signed in:



Appearance of navigation menu when user is authenticated, hovering over "Log Out" button shows authenticated email:

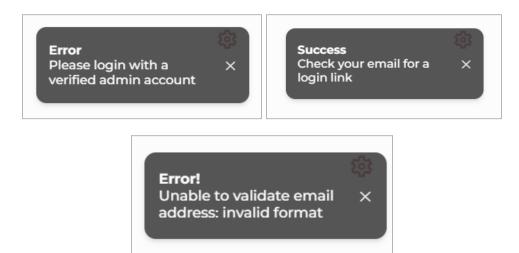


To meet the client's requirements, we ensured that the user authentication feature is straightforward and user-friendly, providing staff with an efficient login process. Our emphasis on user-friendliness guaranteed that the process met the client's specifications. To enhance security, we implemented the Magic Link authentication method, allowing verified users to access their privileges without passwords. This method is powered by Supabase, our backend solution, and attempted logins with unregistered email addresses trigger an error message stating that Magic Link sign-ups are disabled.

Top-left: toast notification when an unregistered user attempts to sign in;

Top-right: toast notification when a registered user attempts to sign in;

Bottom: toast notification when invalid email is entered:



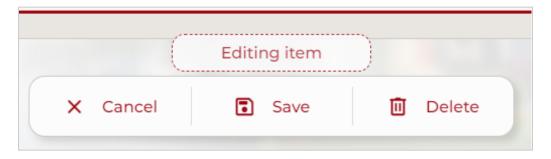
# Resulting email sent to the user's inbox:



#### **Event Editor**

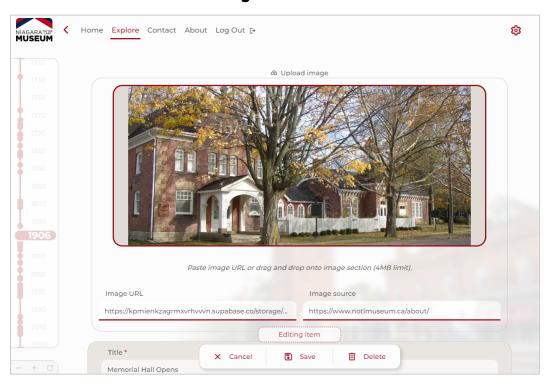
To enhance user experience, authenticated users were provided with additional menu options located on the bottom of the screen, enabling them to update, add, and remove timeline items. Every successful action, whether it involves saving, adding, or deleting an item, triggers a toast notification that provides similar functionality to the authentication process. When a user attempts to delete an item, a confirmation dialog box appears to ensure the user's intent to avoid mistakes.

#### Editor menu shown to authenticated users:

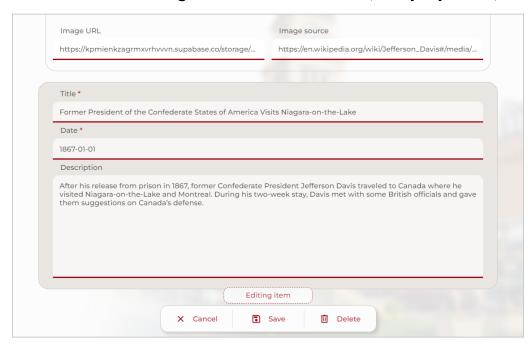


To make it easier to edit or add events, we redesigned the layout to show input boxes and text areas for each property of the timeline entry. This allows users to provide URLs for images, or upload images to the Supabase storage bucket by dragging and dropping or selecting a file. Additionally, the editor menu includes a notice to indicate if the user is editing or adding to the timeline.

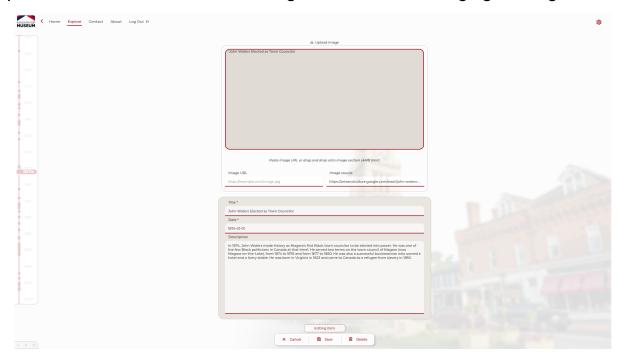
#### **Image editor UI:**



# Window for adding a new timeline event (text properties):



While in edit mode, the event editor populates the input fields with data from the selected entry, allowing the user to make edits as necessary. This feature prevents administrators from making mistakes when changing existing texts.



To ensure completeness of the timeline entry, both the 'title' and 'date' fields are required, and the application will display an error toast to prompt the user if either field is left empty.

#### Toast prompt for date and title fields.



The 'date' field auto-formats the entered digits into the ISO standard date that entries are saved as in our database. The image frame provides multiple options for adding an image, such as drag-and-drop, pasting an image address, and picking a file from the disk. It also includes a live preview of the selected image. Changes made by the user are not saved to the server until they click the 'save' button or the 'delete' button (optional). When in 'add' mode, users are able to perform actions similar to those in the event editor, except now text fields contain placeholders to guide user input, and menu options are available only for saving and canceling changes. To improve usability, the chosen form-item border was enlarged to indicate the user's selection. Moreover, the form styling was tested to ensure effective functionality across the four themes that are available for selection in the accessibility menu.

#### **Search Bar**

The search bar component filters a list (array) of dates and titles based on the user's search keywords. It can search for partial words, full sentences, and years. The component uses JavaScript's standard library filter() function to perform the search, returning a new array containing all elements that satisfy

a user defined testing function. When the user clicks on an item in the search results, the component navigates to that item in the list.

#### Search bar with no search query entered:

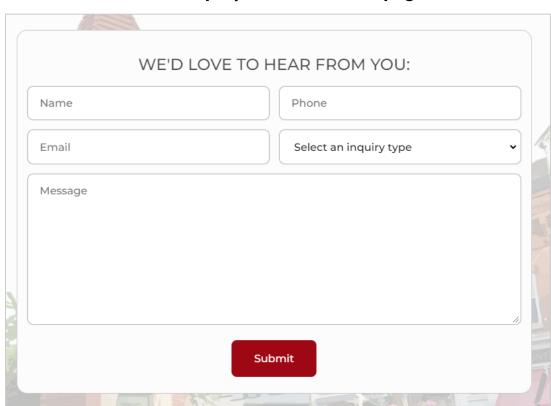


#### List of results in the drop down portion of the search bar:



# **Contact Page**

The contact page allowed for feedback and inquiries to be sent to our developer team or the museum staff. The contact form includes standard contact information to allow for responding to inquiries. This contact page also includes an embedded Google Maps frame, as well as the address, contact and social media information for the museum.



#### Inquiry form on contact page:

# **About Page**

The about page showcases information about the town of Niagara-on-the-Lake, the NOTL Museum, and a short description about our timeline project. There is also a section dedicated to showing our development team.

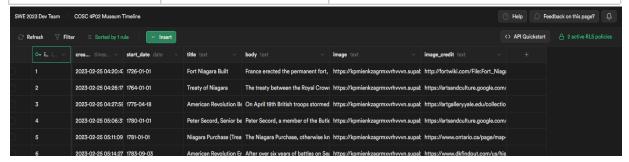
#### **Technical manual**

# **Application architecture**

#### **Database**

To store timeline event data, images, and to handle user authentication, we used the Supabase back-end service. Our timeline table contains the data required to dynamically populate the timeline event components through Supabase API calls. The following table represents the structure of a single entry in the database:

Field	Туре	Description
id	Int	Auto-incrementing integer for each timeline event added
created_at	Timestamp+TZ	Timestamp of creation date and time
start_date	ISO Date	Date for the timeline item in the format YYYY-MM-DD
title	Text	Event title
body	Text	Event description content
image	Text	Image or YouTube URL
image_credit	Text	Source of image URL



Additionally, we kept the images used for the timeline in a secure storage container and provided links to them for user access.

Below is the PostgreSQL table definitions for our application:

#### Timeline Data:

```
create table

public.timeline (
   id bigint generated by default as identity not null,
   created_at timestamp with time zone null default now(),
   start_date date not null,
   title text null,
   body text null,
   image text null,
   image_credit text null,
   constraint timeline_pkey primary key (id),
   constraint timeline_id_key unique (id)
   ) tablespace pg_default;
```

#### Contact Us Inquiries:

```
create table

public.inquiries (
   id bigint generated by default as identity not null,
   submitter_name text null,
   email text null,
   phone numeric null,
   inquiry_type text null,
   message text null,
   created_at timestamp with time zone null default (now() at time zone
'edt'::text),
   constraint inquiries_pkey primary key (id)
```

#### **Technology Stack**

For the development of the application, we used the following technologies:

- **SvelteKit** Front-end framework
  - Svelte/Kit is a relatively new front-end framework that uses enhanced HTML, CSS, and Javascript syntax and compiles it in the build process, making it extremely performant and intuitive to use.
- **Supabase** Back-end
  - Supabase is a free and open-source back-end service that provides a Postgres database, a storage bucket, and authentication service for development projects.
- Playwright Testing
  - We used Microsoft's Playwright end-to-end browser testing toolkit to test our product on a variety of browser engines, and devices.
- **Lighthouse** Application performance analysis
  - We leveraged the DevTools Lighthouse feature to capture performance metrics, as well as accessibility metrics. Lighthouse was also used to optimize for PWA and TWA.

#### **Installation manual**

The web application is available hosted on Vercel and available on Google Play as mentioned in the user manual, however, below are the instructions on getting the application running in a local development environment:

- 1. Install Node.js and npm if you don't already have these installed
- 2. Clone the repository:

```
git clone https://github.com/SWE-2023/COSC-4P02-Project.git
```

3. Change directory to the timeline directory within the repo

4. Install the project dependencies:

```
npm install
```

5. Run the project in the local dev server:

```
npx vite
```

6. Press 'O' on the terminal or CTRL+Click the local URL provided by Vite.

This will open the locally-served web application in your browser.

#### **PWA and Play Store Listing**

An additional feature implemented was both Progressive Web Application (PWA), and Trusted Web Activity (TWA) support, by registering a service-worker and adding the required metadata and cache policies to the application. With PWA support, the timeline can be installed as an application on all platforms, offering convenience and an enhanced, immersive experience. By packaging it as a TWA, we were able to deploy the application to the Google Play store as a web activity that automatically updates whenever changes are made to the site.

Left: the application installed as an application on Android;

Middle: the application installed as an application on Windows 11;

Right: app listing on the Google Play store.



# 3. Sprints

Once the product backlog was created, we initiated our first sprint planning session the following week, with our sprint duration set at two weeks. These sprint planning sessions took place at the onset of each sprint, during which we determined our tasks and established our overall objective for the two-week period. Often, developers were recommended items for assignment by the Scrum Master and Product Owner based on their areas of expertise along with the areas of the project that they have previously been developing. To ensure fairness, as we entered each new sprint, developers with a higher number of story points were typically assigned fewer tasks, while those with a lower number were assigned more. This approach aimed to balance the workload among the team members and equalize the amount of work completed by each individual. Along with developmental work, other unrecorded contributions were also taken into account, such as: debugging, testing, researching, etc.

# **Meetings**

Each sprint meeting was organized and hosted by the Scrum Master, with all developers in attendance to decide and collaborate on unassigned sprint items. Our team used Jira as a tool for organizing and planning our sprints. Tasks were assigned directly to developers and were accompanied with a detailed description and an effort value, which helped us estimate the completion time for each sprint item. At the end of each sprint, we used Miro to host a Sprint Retrospect by utilizing its collaborative whiteboard to collectively visualize and communicate our progress, as well as discuss any challenges we faced during the sprint.

# **Past Sprints**

This section lists the main backlog items worked on in each sprint.

#### **Sprint 1**

- Creating the landing page
- Creating a mock-up for the timeline in Figma
- Creating font-size
- Developing functionality to store cookies for preferences for user sessions

# **Sprint 2**

- Creating and finalizing our timeline engine
- Initializing database with Supabase
- Gathering images for selected database events
- Research and add to descriptions to timeline events
- Clean data and prepare for database
- Add menu to store accessibility options
- Implement dark mode as a theme
- Implement high contrast mode as a theme

- Include option to reduce motion for accessibility

# **Sprint 3**

- Connect data from Supabase database with timeline application
- Create text-to-speech controls to read timeline text
- Timeline item search functionality
- Fix responsiveness of the timeline screen across different screen sizes
- Fix image overlap with logo when scrolling up on the timeline screen

# **Sprint 4**

- Create edit buttons on timeline page
- Finalize login page and create authentication flag to use in C4SWE-24
- Make themes persist on reload
- Set up secure user authentication with Supabase
- Finalize transition on timeline event change
- Fill 'About' page on website with relevant information about the town, the museum and our project

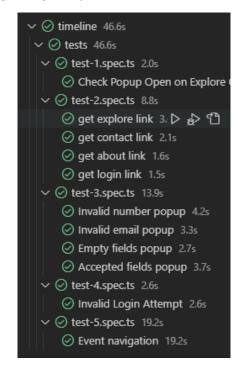
# **Sprint 5**

- Create zoom in/out functionality on TimelineBar component
- Implement editing of timeline event data through Supabase
- Implement functionality for event edit buttons
- Create timeline cursor component
- Add functionality to handle years with several events

# 4. Testing

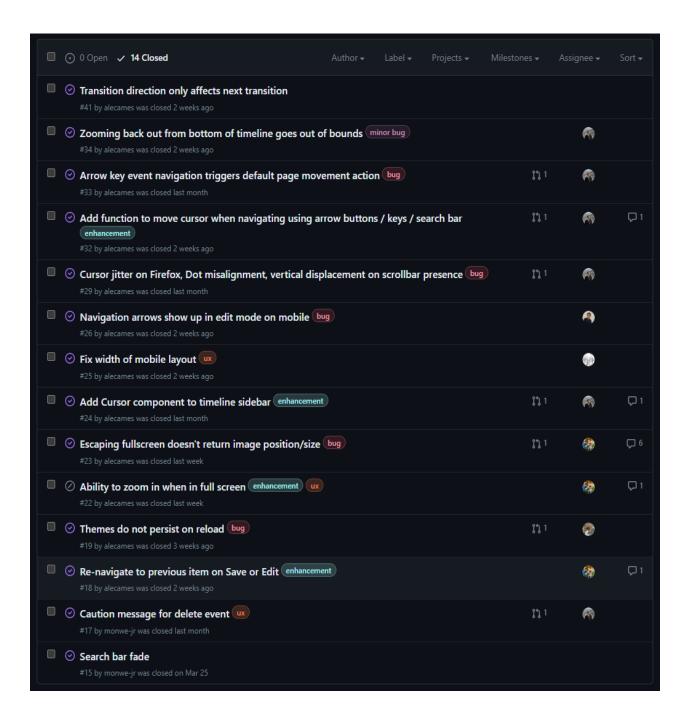
Throughout development, our team would ensure features would have all functionality tested before being merged to the main branch. If any issues were discovered, they would be promptly investigated and corrected upon identification. If these issues were significant and required more time, they would then be logged as a bug in Jira to later be assigned as a work item in a future sprint. Once Sprint 5 was concluded, the timeline's functionality was rigorously tested through self and peer testing. As a team we opted for the end-to-end testing strategy for our application, where we modeled real-world interactions with all aspects of the website. To facilitate testing, a separate dedicated 'testing' branch was created, where Microsoft's Playwright was employed. This framework enabled us to specify the anticipated behavior resulting from a sequence of actions and verify whether those actions indeed produced the desired behavior on various browser rendering engines such as Webkit and Mozilla. In the event that a test failed, we proceeded to debug and implement the necessary changes to guarantee proper functionality, while also addressing any edge cases. These tests were run whenever any additional features or changes were added to the main branch, allowing us to verify the expected behavior of new code. At the time of this report, all tests, encompassing functionality across all pages, have successfully passed, indicating that all features are working as expected:

# Test report generate by Playwright VS Code extension:



# 5. GitHub Contributions

Below are logs of the GitHub Issues and Pull Request activity:

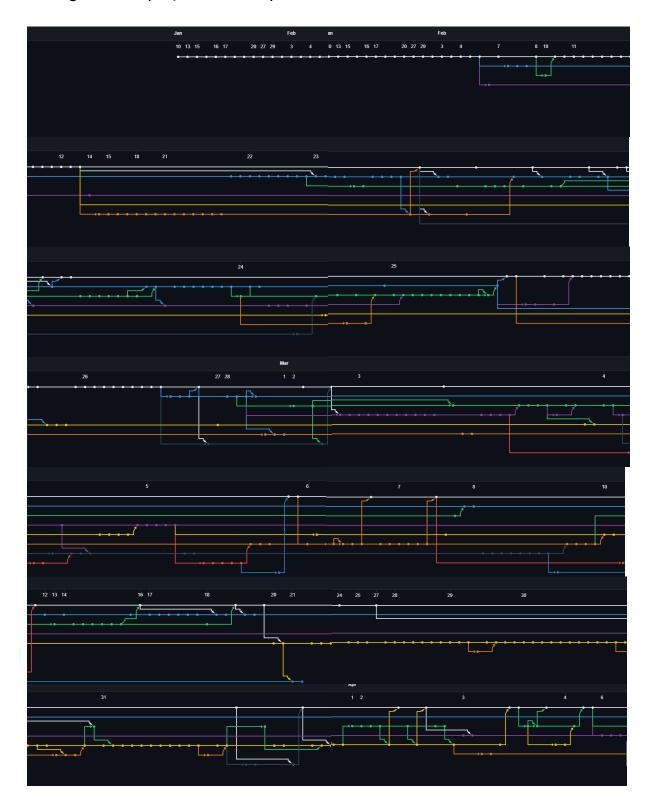


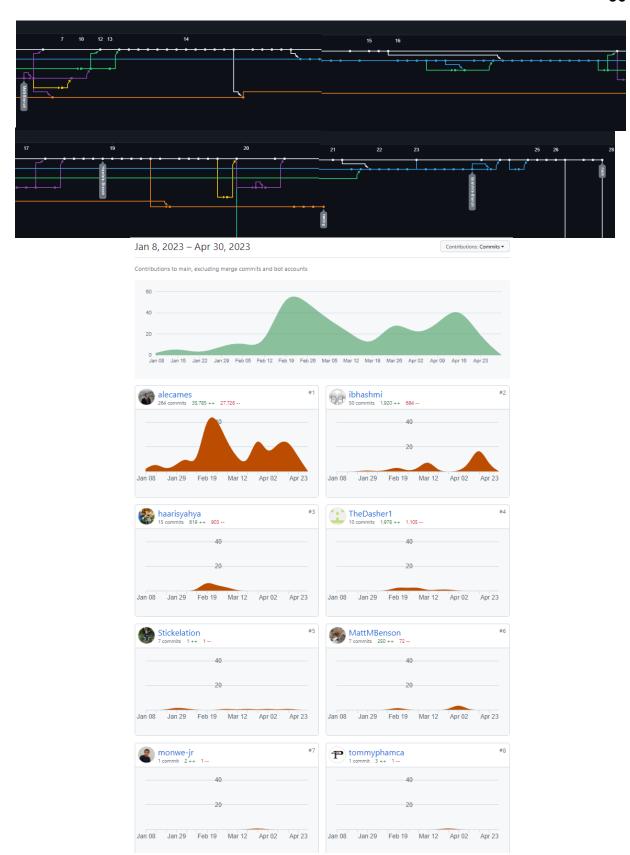
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□ \$• add about page information ✓ #16 by tommyphamca was merged on Mar 27 • Approved		□ 2
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The following is the network graph of the overall group contributions throughout the project's development:





#### **Github Usernames**

Member	Github Username
Alec Ames	alecames
Matthew Benson	MattMBenson
Ibrahim Hashmi	ibhashmi
Francis Monwe	monwe-jr
Tommy Pham	tommyphamca
Abhijeet Prajapati	TheDasher1
Justin Stickel	Stickelation
Haaris Yahya	haarisyahya

#### Note:

The GIT configuration for Francis' user was under a different email, resulting in all commits being authored under his username 'monwe-jr' but not linked with GitHub. He was able to fix this issue at the end of development, however, it did not retroactively link the prior commits to his account. This has the effect of GitHub reporting only the commits after the fix. Francis has contributed throughout the development process on his self titled branch shown as unlinked commits. For reference, the following screen capture is what the unlinked contributions look like.

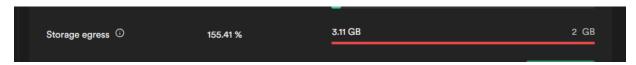
Add auto formatting functionality to date input fields monwe-jr committed 4 days ago

Additionally, this only shows commits to main, not to other active or experimental branches (such as testing and deprecated branches), nor does it

capture contributions in the back-end. As mentioned prior, all members assumed fair responsibility in the completion of the project.

#### 6. Known Issues

As we are on the free-tier of Supabase, we have limited storage egress. Near the end of April, we went over the usage limits. This did not cause any issues at the time as the images in the storage bucket were still loading on the application, however, this is an issue we will address in the case that there is a cut off point after higher egress or fees.



# 7. Links

- GitHub repository: https://github.com/SWE-2023/COSC-4P02-Project
- Vercel deployment: https://museumtimeline.vercel.app/timeline
- Google Play listing:
   https://play.google.com/store/apps/details?id=app.notltimeline.twa