

Assignment 2 - Team 9.3 Subteam Report

Sargunan & Stefanus

Summary of decisions

Our team is in charge of the frontend component of the team project. Sargunan and Stefanus worked together on this component to reflect what the partner wanted and the initial mockup that the team created. The front end that we have facilitates the team's user story in which there will be two user types: student and teacher. Both types of users will have their own sign-up process, and its purpose is to facilitate the database of our final project. Following the user story that our team's first sprint focuses on, we want (1) students to be able to sign up and join a homeroom as well as view their list of homerooms they have joined, and (2) teachers to be able to create a new homeroom as well as view their list of homerooms they have created. Additionally, our project partner requested that all users can also freely try the simulation without the need of joining a homeroom, and hence we provided the interface to skip the process and proceed directly to the simulation. Our subteam's focus is to keep the UI consistent with our decided theme from D1 and to ensure that all types of users can function as they should according to the user story.

Individual Contribution - Sargunan

Sargunan took charge of starting the project. Sargunan, following the mockup that the team and partner have agreed upon, did the welcome page, log-in page, and sign-up page, as well as ensuring that the button navigation flow worked. Sargunan also assists Stefanus as he faced difficulty with setting up React Native on his computer. Sargunan is also new to React Native, hence prior to working on the project he did individual research to understand the language better. With the knowledge he learned, he wrote starter codes for navigation so Stefanus can easily connect the page Stefanus is in charge of.

Individual Contribution - Stefanus

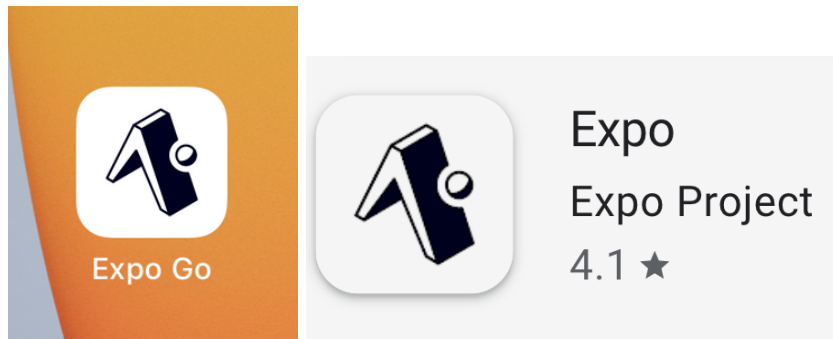
Stefanus took charge of implementing the student and teacher landing page, where he decided to have the homeroom functionality all in the landing page. Stefanus decided to have them in the landing page to remove unnecessary pages and cause user confusion, attempting to keep things simple and clean. In the setup stage, Stefanus faced a lot of problems, and hence he started the project on a fresh React project instead of building up from Sargunan's to keep the team's efficiency. Overall, the subteam suffered from several technical problems and hence weren't able to progress as smooth as the team expected. Stefanus also wrote the text related to this subteam's report and the main report.

Details and Instructions

Setting up

Testing can be done using the Expo Go app from the mobile phone.

1. Download Expo Go app from the app store, or Expo app from the play store (attached below are the icons for app store and play store respectively)



2. Create an account there
3. Download the code from our github page: (setup video: <https://youtu.be/CdLufNJPjdY>)

<https://github.com/csc301-2023-winter/assignment-2-9-3-welongst-gurumur2>

4. Choose an editor of choice (e.g. VSCode)
5. In the terminal, cd to 'WaterForTheWorld' directory
6. Do "npm start"
 - a. A QR code is expected to show up (expected behavior below)

```
albertwelong@AlbertWlongsMBP WaterForTheWorld % npm start
> waterfortheworld@1.0.0 start
> expo start

Starting project at /Users/albertwelong/301a2/assignment-2-9-3-welongst-gurumur2/WaterForTheWorld
> Port 19000 is running awesomeproject in another window
/Users/albertwelong/301/AwesomeProject (pid 94527)
✓ Use port 19001 instead? .. yes
Starting Metro Bundler

  QR Code
  [QR Code]

> Metro waiting on exp://192.168.0.19:19001
> Scan the QR code above with Expo Go (Android) or the Camera app (iOS)

> Press a | open Android
> Press i | open iOS simulator
> Press w | open web

> Press j | open debugger
> Press r | reload app
> Press m | toggle menu

> Press ? | show all commands

Logs for your project will appear below. Press Ctrl+C to exit.
```

- b. If npm is not yet installed, do “npm install” before “npm start”
- 7. Follow the instruction on the terminal
 - a. For Android, scan the QR code using Expo Go app
 - b. For iOS, use camera app to scan QR code (will then be redirected to the Expo app)
- 8. Testing of the front end functionality can also be seen by viewing this video:
<https://youtu.be/qfPpBfAvsxM>

Testing the frontend

a) Testing Teacher Signup

The teacher signup feature will redirect the user to a signup page, where the user is expected to fill in all their required information and then click the “Get Started >” button. The button will redirect the user to the teacher landing page, where the teacher can see their list of existing homeroom, as well as creating a new one. User can type in the input box new homeroom code, which will be added to the list when they click “CREATE”.

b) Testing Student Signup

Student signup feature works similar to the teacher signup. After going through the filling in process, the “Get Started >” button will redirect the user to the student landing page. Holding different content, the students are able to see their list of homerooms they joined as well as joining new homerooms when they type the code and click “ADD”.

c) Testing Login

For now, we implemented the login feature to redirect for students since we don't have the database to store user's identity (teacher/student). This feature can be tested by filling in the required field for login and clicking “Get Started >” button, which will bring the user to the student landing page. The feature will work the same as testing for student sign up.