

# OPT Portal Project Week 13 Deliverables

*(December 2 - December 6, 2024)*

Objective: Continue developing Phase 3 features, focus on refining role management and onboarding functionalities, enhance system stability, and prioritize user feedback integration. Key priorities for this week include completing foundational Phase 3 tasks, optimizing performance, and ensuring robust feature testing.

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## Backend Team Deliverables

### December 2, 2024: API Development and Optimization

- Complete full implementation of APIs for Software Tour onboarding.
- Finalize Volunteer Role Assignment APIs, including role revocation and reassignment capabilities.
- Enhance timesheet tracking API to support batch updates and approval workflows.

### December 3, 2024: Database and Caching Enhancements

- Optimize database indexing for the new schema to reduce query times further.
- Implement cache invalidation strategies for frequently accessed role assignment data.
- Add historical data migration for timesheet and role management modules.

### December 4, 2024: Security and Validation

- Conduct a security audit of all newly added APIs with a focus on data protection and role-based access control.
- Validate all endpoints with comprehensive input sanitization and output formatting.
- Start implementing a rate-limiting feature for critical APIs to prevent misuse.

### December 5, 2024: Feature Integration Testing

- Conduct end-to-end testing for Software Tour and Volunteer Role APIs using automated and manual test cases.
- Validate backend-frontend synchronization for multi-role assignment workflows.

- Integrate Kanban Portal with timesheet tracking for cross-platform data consistency.

### **December 6, 2024: Documentation and Handoff**

- Update API documentation for Phase 3 endpoints, including examples and best practices.
  - Archive all testing logs, schema changes, and performance metrics for future use.
  - Host a backend knowledge-sharing session for cross-team awareness.
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## **Frontend Team Deliverables**

### **December 2, 2024: UI Development for Software Tour**

- Implement the UI for Software Tour onboarding, including progress tracking and user customization options.
- Create dynamic tutorial content sections within the UI, tailored to user roles.

### **December 3, 2024: Enhanced Role Management UI**

- Develop a drag-and-drop interface for role assignment workflows.
- Extend Volunteer Search filters to include project-specific roles and availability.
- Finalize UI components for timesheet review and approval.

### **December 4, 2024: Performance Optimization**

- Minimize re-renders using React.memo and improve performance for large datasets in Volunteer List.
- Implement virtual scrolling for data-heavy tables to enhance responsiveness.
- Analyze and improve client-side caching for Volunteer Role Management pages.

### **December 5, 2024: Testing and Bug Fixes**

- Conduct mobile and tablet testing for the Software Tour and Volunteer Role Management UI.
- Validate compatibility of new UI components with older browsers.
- Fix any reported bugs from user feedback during the week.

### **December 6, 2024: Documentation and Planning**

- Update component library with newly created reusable UI elements.
  - Conduct a planning session for future onboarding flows and additional role management enhancements.
  - Archive frontend design and testing artifacts for Phase 3 continuity.
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## UI/UX Team Deliverables

### December 2, 2024: Finalize Onboarding Designs

- Refine designs for the Software Tour based on development feedback.
- Create high-fidelity prototypes for multi-step role assignment workflows.

### December 3, 2024: Accessibility and Usability Audits

- Conduct a detailed WCAG compliance audit for the Software Tour and new role management features.
- Implement usability feedback gathered from recent user surveys.

### December 4, 2024: Design Testing

- Test user workflows for the onboarding and role management features through mock user sessions.
- Incorporate feedback into design iterations.

### December 5, 2024: Visual Asset Creation

- Prepare icons, animations, and other visual elements for Software Tour UI.
- Extend the design system with reusable components for role management and onboarding.

### December 6, 2024: Retrospective and Ideation

- Conduct a Phase 3 retrospective to identify gaps and improve planning.
  - Host brainstorming sessions for integrating gamification into the onboarding process.
  - Archive updated design documents and user feedback for reference.
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## Key Focus Areas for Week 13

1. Phase 3 Refinement: Build upon the foundational features for onboarding and role management.
2. Performance and Usability: Continue optimizing system responsiveness and addressing user feedback.
3. Robust Testing: Ensure all new features are rigorously tested for performance, security, and user experience.
4. Documentation and Knowledge Transfer: Maintain detailed documentation to support cross-team collaboration.