Second Iteration Demo

Jianing Yu (jy2929)
Can Dong (cd3032)
Ke Xu (kx2144)
Tianchen Min (tm2977)

1. Demo Data: Dec. 4th

Challenges: During the second iteration, we recognized that Electron is not a suitable place where the end-back functions resides. Therefore, we refactored our program and changed the overall architecture: one part for client side with Electron and React.js which only take charge of front-end rendering; the other part for server side with Express built on Node.js, which is deployed on Google Cloud VM and provides RESTful API to the client side. It definitely brought us a lot more works to do.

2. User Story in Demo

a. As a user who want to use the Wallpaper Workshop, I want to be able to login to the application, so that I can have a full access to all functionalities. My conditions of satisfaction is my username and password is required during login in order to verify my identification.

b. As a user, I want to collect the amazing wallpaper in the Wallpaper Workshop, so that I can have a persistent personal list for all my wallpaper collections in my account. My condition of satisfaction is when I use my account to login at somewhere else, like my another laptop, I can have a access to my collection of wallpaper and set the new wallpaper easily.

c. As a wallpaper designer/creator, I want to share my works with others, so that others can use my wallpapers. My conditions of satisfaction is that I can upload my works and they can be viewed, liked, collected/downloaded by others.

d. As a person who often uses PC to work and entertain, I want to change my wallpaper automatically everyday so that I can save time. My conditions of satisfaction is I can set the frequency of wallpaper changes and the range of the wallpapers that I want to change, such as choosing some specific wallpapers from my collection or randomly choose wallpapers from one or more categories.

e. As a user, I want to 'Like' the wallpapers that I love, so that it can appear in the recommendation session and be viewed by more users in order to encourage the designer. My condition of satisfaction is that I can give a 'Like' to the wallpapers.

These five User Stories were demonstrated in the demo. Compared to the First Iteration, we added User Story "Like" and "Collect". Besides, we refined our "setting wallpaper" function and right now it can not only set single picture as your wallpaper, but also can let users to choose a time interval that they want to automatically change the wallpapers on their computer and change wallpapers from the previous downloaded ones for them.

Since there was a adjustment to the overall architecture, the "Search" function which has already implemented in the first iteration, was not able to transplanted to our second iteration. However, we have already found the problem, and it will be fixed soon.

3. CI Mechanism

We used CircleCI and configured the docker on CI with the configuration file ".circleci/config.yml". For our CI, we used ESLint as the code style checker as well as the bug finder. Besides Mocha and Spectron were used to do the unit test on CircleCI. After all the above steps were done, the report for ESLint and Mocha will be saved as XML file on our CI and displayed properly for easy checking.

4. GitHub & Tag

https://github.com/cdong1995/wallpaperServer
Tag: v0.5

https://github.com/SoapKe/wallpaper-client
Tag: v0.5
*Test Reports are in "./report/" folder, eslint.html and mocha-test-report.html