Trello: <https://trello.com/invite/b/67994912c059366913b73782/ATTI947ad26922572aebc43e182f7e07c1d0BB2E050A/is424-project>

# Project Description

This project involves the analysis, design, and implementation of the main page for the volunteer fraternity Alpha Phi Omega (APO) website. The objective is to develop a user-friendly and visually appealing homepage that effectively represents APO’s mission, upcoming events, and engagement opportunities. The development process follows an Agile approach, ensuring frequent iterations that incorporate different phases of the Software Development Life Cycle (SDLC). Since this work primarily focuses on the Graphical User Interface (GUI), the emphasis will be on design and front-end and back-end implementation.

The design phase includes creating interactive prototypes using Justinmind, which will be shared with APO leadership for feedback. The implementation phase involves translating these prototypes into functional web pages using HTML, CSS, and JavaScript to ensure responsiveness and usability. Key elements of the homepage will include an introduction to the organization, a mission statement, and essential navigation links to the Contact Us, Photo Gallery, and Calendar pages. The iterative nature of this project allows for continuous feedback and refinement, ensuring a polished final product that meets user needs and expectations.

# User Stories

1. A user interested in joining APO looks them up on the web and finds the website. They look at all the interesting photos of events they have done. They are interested in joining and want to join the email list. They then click the contact us area and enter their email. The admin (president of APO) then receives this and can then add the user to their email list.
2. A member looks on the website and goes to the calendar page, which they can then see when the next event is happening. He can see the updated version that has been added by the admin.

Breaking Down User Stories and Burndown Chart

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Task | Corresponding Story Number | Duration | priority | Complexity | Assigned Person |
| Website design | 1 | 2 | High | Mild | Cole |
| Website design | 2 | 2 | High | Medium | Cole |

# Daily Scrum

You are assumed that you have done at least 15 minutes of daily meetings throughout the sprint. Show evidence of 3 “stand-up” Scrum meetings in your README. In your evidence, show each team member’s responses to the following questions:

* **2/4/25**
  + What did you do yesterday?
    - Suchart: Start the HTML, setup the Trello board, and the Burndown chart for Trello board
    - Cole: Set aside roles and ideas
    - Zongcha: Start the HTML
    - Hoyeon: Start the HTML
    - Mya: Connected the burndown chart and added tasks for the Trello board
  + What are you planning to do today?
    - Suchart: Work more on the HTML and setup the UI interface
    - Cole: I plan on finishing up the prototype
    - Zongcha: Continue working on the HTML and add CSS to work towards the prototype that was made for the website
    - Hoyeon: Following the prototype, work on HTML
    - Mya: Work on the HTML and CSS to start building out the prototype design
  + Any problems are you facing?
    - Suchart: No.
    - Cole: I am slightly confused on what is expected out of us with the sprints
    - Zongcha: It’s hard to see what others are doing on their code to make sure that everything aligns
    - Hoyeon: Hard to share the codes with each other
    - Mya: Hard to communicate on what everyone is working on and their visions for the design
* **2/6/25**
  + What did you do yesterday?
    - Suchart: Formatted and outlined the HTML for the team to start on
    - Cole: Finished prototype
    - Zongcha: Worked on the HTML and add CSS to work towards the prototype that was made for the website
    - Hoyeon: Combined CSS into HTML, Align the menu, Add pictures
    - Mya: I worked on the CSS and added JS to make the nav bar work and navigate to different pages.
  + What are you planning to do today?
    - Suchart: Finalizing the HTML with the team
    - Cole: Prepare for meeting with client
    - Zongcha: Add to the javascript and work on the other pages that were created from the prototype
    - Hoyeon: Following the prototype, work on body part of HTML
    - Mya: Start building out the different pages from the prototype and start thinking about what to discuss at the sprint review.
  + Any problems are you facing?
    - Suchart: No.
    - Cole: Confidence in speaking with large group
    - Zongcha: Formatting some of the pages of the HTML
    - Hoyeon: No
    - Mya: No
* **2/7/25**
  + What did you do yesterday?
    - Suchart:
    - Cole: Finish peaking points to prepare with meeting
    - Zongcha: Added javascript and worked on the calendar and upcoming events page
    - Hoyeon: Add a calendar in HTML
    - Mya: Started planning for the different pages of the website.
  + What are you planning to do today?
    - Suchart: Fixed the final things on the Trello
    - Cole: Practice meeting
    - Zongcha: Work on the other pages of the HTML
    - Hoyeon: Keep figuring out adding a calendar in HTML
    - Mya: Working on the About Us page.
  + Any problems are you facing?
    - Suchart: No.
    - Cole: Figuring out key talking points
    - Zongcha: No.
    - Hoyeon: No.
    - Mya: No

# Sprint Review

At the end of the sprint, the team will conduct a sprint review. Show evidence that the team completed a thorough sprint review. As part of that evidence, each team needs to invite another team for the review. In your README, answer the following questions:

1. What did you learn from doing our first sprint?
   1. We all learned more about each other’s abilities. We learned more about communicating as a team and giving each other a set of responsibilities to do.
2. What did go well? Why?
   1. The communication went really well. Everyone got their task done on time and made sure to always update the Trello sheet.
3. What didn’t go well? Why not?
   1. Can’t think of anything that didn’t go well.
4. How can you make things better next time?
   1. One thing that could go better next time is to get things done a little faster. This is so we have enough time to critique anything that could be fixed upon.
5. Are you satisfied with what you already completed?
   1. Yes we are content with what was completed.
6. Which group was invited? What are your observations/notes? Everybody was present?