Slides

1. Opening: presenting ourselves and the project.
2. Its main use case and target market.
3. Technologies + Platform Choice
4. Teamwork: Progress, Teamwork, Pilot
5. Features:

Slide 2

Our product – Tashbezale is a website for crosswords players, which offers an opportunity to enhance your crossword experience.

Our vision – Tashbezale will be a modern platform for crossword players. Tashbezale will host a live community of crossword fans who interact through Tashbezale.

Our main use case – Tashbezale is designed to help solvers with difficult definitions and to help them improve their knowledge.

Our target market – At first, we thought that elders are our main audience, but during the developing process we discovered that the product attracts younger audiences even more.

Our advantages – UX UX UI: Most of the existing services are complex and not intuitive for new and even experienced users. They are outdated and old-fashioned. Moreover, they can't handle definitions besides the definition in their dbz.

Slide 3

Our teamwork:

At the beginning, we worked together, meaning: the four of us sat together and laid the foundations of the product. This part of the project was the slowest and most complex. In this part, every piece of code depended on all the others.

After the beginning, we started working alone. Each of us had some target to accomplish for a chosen deadline. Some of the targets were assigned for pairs. When we got to the deadline, we reviewed the progress, and made changes if needed. We kept swapping between front and back end between us.

Advantages:

We are users so we could feedback ourselves.

We know each other well. So we could work together efficiently.

Challenges:

When we began, we had to study about several new technologies which we didn't know before. This was one of the greatest challenges we encountered.

Coding in a group and managing the workflow via GitHub, first time with source control.

Slide 4 – Our Decisions

Why this design? – We wanted a rather light and simple design, which is easy to understand and use but at the same time gives all the wanted functionality.

Technologies – Besides the basic HTML and CSS we heavily used jQuery in the client side to manage almost every operation. The server side is written in python (hosted on GAE), and uses ndb, webapp2 and jinja2 to accomplish common tasks.

Pilot – Our initial pilot plan was to spread the site among people we know and also attend a retirement home and teach the residents how to use the website and listen to their feedbacks. After being rejected by several homes we settled on spread it among people we know.

Things to show in the demo:

* Search (at least 3 definitions: one only in the db [עוף דורס - 3], one both [רמטכ"ל בעבר – 2 4] and one not in the db at all(
* Rating (at least 2 answers: one in the db and one not)
* Adding new answer (at least 2: one from results and one from side menu)
* Recent activity
* Minigame shit

Included:

* Main Use Case and Target Market and Marketing (Why us and not Mordo)
* Technologies + Platform choice (Why web)
* Features + Demos (Including undone features – clues, talkbacks)
* Progress and Teamwork
* Pilot

Features

* What's new
* Validation of forms
* Help
* Zoom in or out
* Add Definition
* About
* Search in DB (including regex)
* Search online
* Wikipedia/Google
* Rating
* Know The Answer Button