

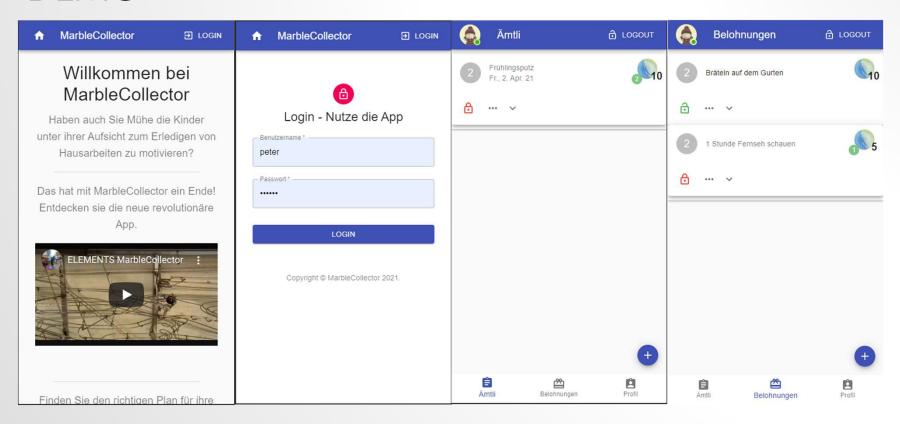
MarbleCollector

Jan Schenk, David Aeschlimann, Severin Hofer, Marcel Rindisbacher

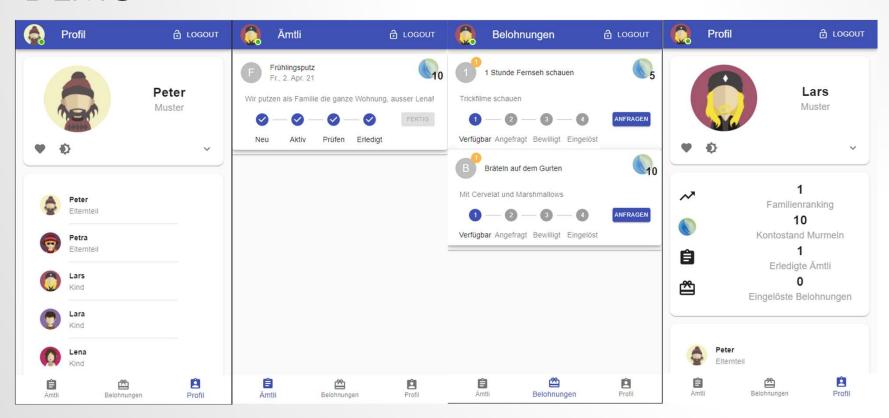
MARBLE COLLECTOR

- Gamification
- · Ämtli & Belohnungen

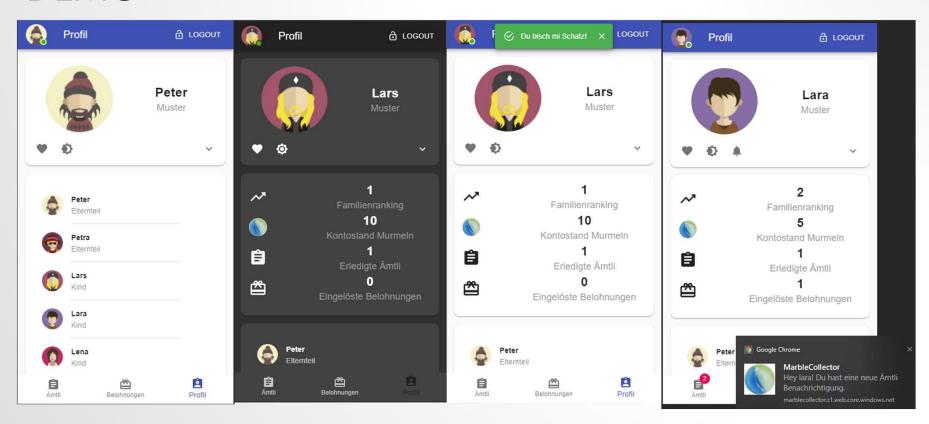




Demo --- Architektur --- Technologien --- Relevantes --- Fazit



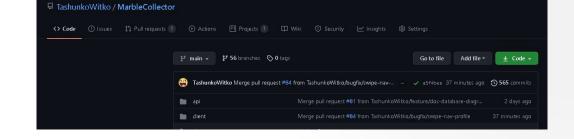
Demo --- Architektur --- Technologien --- Relevantes --- Fazit



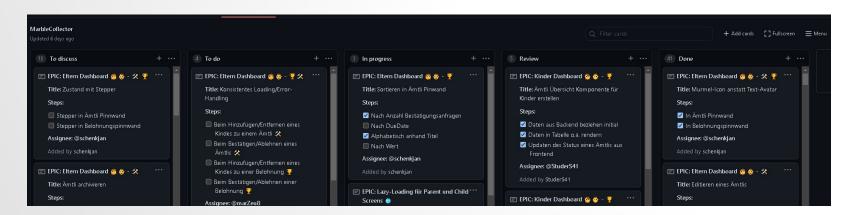
Demo --- Architektur --- Technologien --- Relevantes --- Fazit

ARCHITEKTUR & ENTWICKLUNG

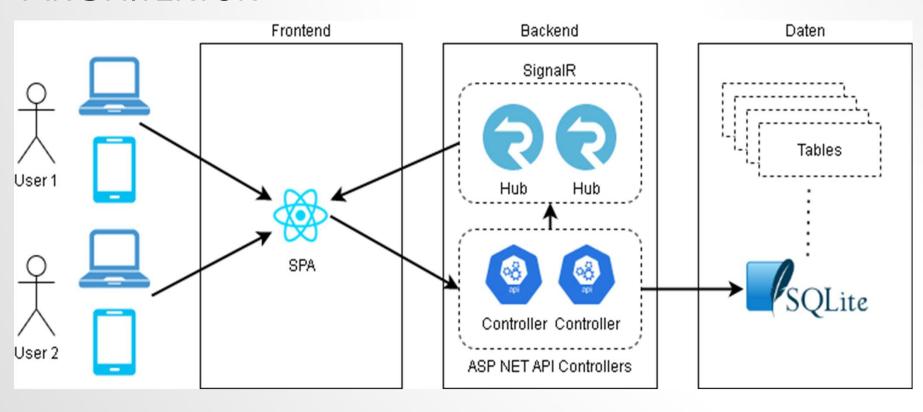
ENTWICKLUNG



- Github Repository
 - https://github.com/TashunkoWitko/MarbleCollector
- Task Management
 - https://github.com/TashunkoWitko/MarbleCollector/projects/1
 - OneNote

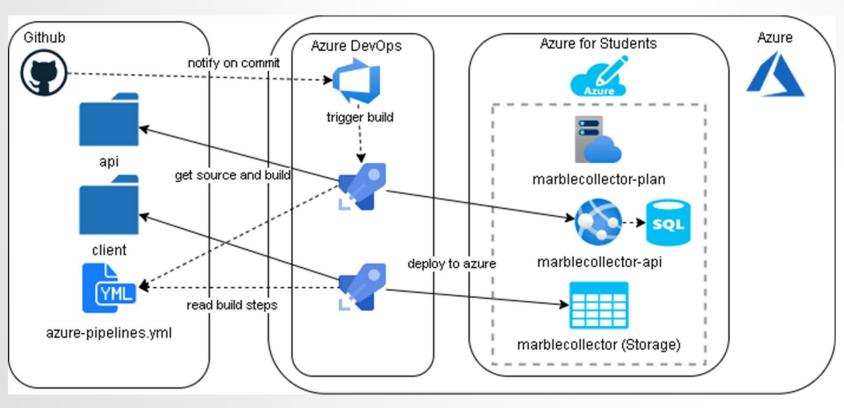


ARCHITEKTUR



Demo Architektur Technologien Relevantes Fazit

DEPLOYMENT/HOSTING



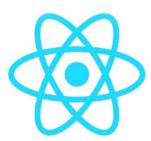
Demo Architektur Technologien Relevantes Fazit

TECHNOLOGIEN

FRONTEND







React













SignalR



React Query



Axios

MarbleCollector

BACKEND











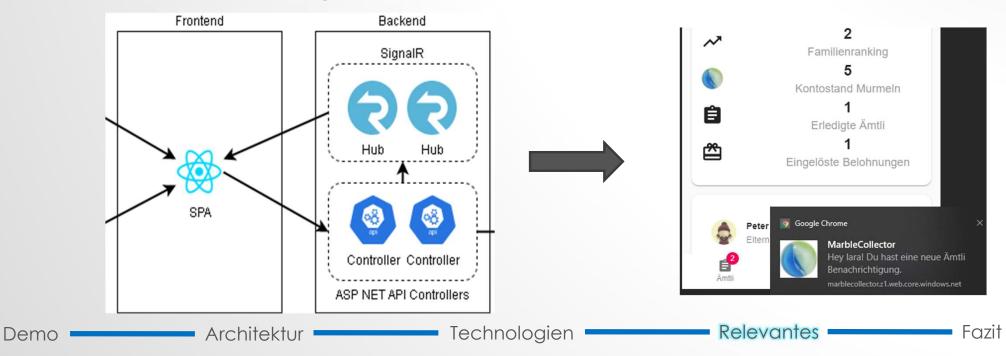




RELEVANTES

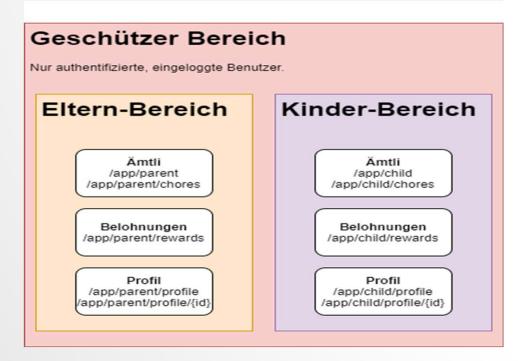
SIGNALR/NOTIFICATION

- Nur Server zu Client Kommunikation
- Komponenten abonnieren Events via Hooks
- Komponenten reagieren auf Events -> Notifikation/Daten laden



ROUTING





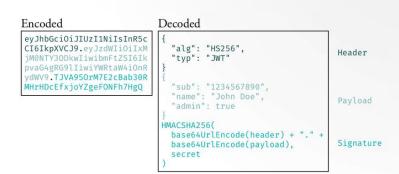
Demo Architektur Technologien Relevantes Fazit

AUTHENTICATION

- Login
 - Ausstellung von JWT Tokens mit Rollen Claims
 - Persistenz in Browser (Local Storage)

• API

- Token bei allen HTTP Requests
- Validierung des Tokens/Claims durch .NET Middleware



FAZIT / LESSON LEARNED

- √ Viel gelernt in relativ kurzer Zeit
- ✓ Gute Zusammenarbeit im Team trotz Distanz
- ✓ Material UI
 - ✓ Einfach, schnell und attraktiv
 - ✓ Umfangreiche Dokumentation
- √ GitHub
 - ✓ Umständlich bei Pull-Requests
 - ✓ Übersichtlichkeit beim Task-Management
- ✓ React
 - √ Grosses Ökosystem
 - ✓ Unsere Wahl der Libraries ein Erfolg (Immer, Recoil, React Query)





MarbleCollector

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