COMP 324/424 - Client-side Web Design

Semester = Fall 2019 (up to and including week 6)

Project = Team Day Pass

Team members = Tim Lutz

Report

The following is an initial evaluation for completed weekly assignments towards a final course grade. Each of the following sections corresponds to the defined weekly assignments on the course website. These assignments are available at the following URL,

http://csteach424.github.io/weekly_assignment/

Please note that these assessments are not final at this stage, and may be modified relative to the final assigned grade for the overall course.

1. Week 5 - Project Mockups

criteria included:

- brief presentation or demonstration of current project work
    - ~ 5 to 10 minutes per group
- analysis of work conducted so far
- presentation and demonstration
    - outline current state of web app concept and design
    - show prototypes and designs

Review

I appreciated your initial overview and description of this app's underlying functionality and structure. It should make for a useful and interesting application.

It was good to see your use of early design concepts and demos. This shows a consideration of various options and features, and helps promote the iterative design and development of your application. However, be careful with spacing in your app's design.

Mapping and data representation needs careful consideration of layout and representation. It will require a review of UI and UX for various activities, advice and guidance, communication &c. Consider various comparative options currently available for each required task and category, and choose applicable features suitable for your own app.

The current aesthetics are a tad basic, so you'll need to review the extra notes on UI design, which will be shared during the remaining weeks of the semester. You may also continue to consider colour usage, typography &c. to help with improving your initial design. For example,

- Beginning Graphic Design

    - Colour - YouTube
    - Typography - YouTube
- Colour
    - Adobe Colour Wheel
    - HTML Colour Picker
    - Pantone Colour
- usability.gov
    - "Research-Based Web Design and Usability Guidelines"
    - "What & Why of Usability"

For user accounts, existing cloud services will help with user authentication, in particular with OAuth 2 based services and the Node.js module, Passport.js.

- http://www.passportjs.org/

You may also consider APIs and cloud services for messaging options, including

- Messaging APIs
- Slack API

Examples of available APIs may be found at the following URL,

- Programmable web

You may also consider APIs and cloud services for local services and places. For example,

- Places API
- Yelp API
- Programmable Web - tourism
- Programmable Web - gyms

With regard to data storage and usage, is there a check and consideration for offline access to cached data and records? How long is data persisted before an update is requested? Is there an option to provide a live stream of data for monitoring a persistent condition or state?

For example, a NoSQL data store is a good, logical choice for this type of application. We shall cover Node.js, MongoDB, and API development as part of this semester's course. This will offer a suitable NoSQL solution to such data persistency and usage.

Real-time, streaming data may also be provisioned within your application, where applicable, using options such as Firebase's Realtime database. Further details as follows,

- Firebase Realtime Database

You might also consider data and cloud services offered by Amazon AWS,

- AWS - NoSQL
- AWS - DynamoDB

Overall, an interesting idea for a client-side application.

Grade = A-

Summary

A good start to the semester.

I look forward to seeing your app's ongoing design and development.