

Canvas

2403-hackathon-team7



Gratitudes Meetings and Important notes:

Wednesday, March 20th, 2024

Wednesday, 20th March

- [Register for the Intro Webinar Here](#), which kicks off the event at 17:00.
- Teams will be assigned immediately after the Intro Webinar and announced in the Slack channel.
- Create your team Slack channel and connect with your Team Facilitator.

After the CI hackathon webinar, we were assigned to the team7 slack channel.

We decided to use **GMT** to coordinate team members schedules. *Although the hackathon states BST (Irish/UK time) Currently they are using GMT until March 31st.*

The team began to discuss **availability** and **experiences** for the purpose of **aligning our schedules** and beginning **to get an idea of what can be accomplished** in the minimal time we have in this hackathon.

Team Members and Relevant Details:

(in order of slack appearance)

Team Member: **Mikaela (Mikaela_4P)**

Time zone: **GMT +0**

Availability: Duration of Hackathon Except: (F 12:00 - 13:00/S 10:30 -12:00)

Location: Wales (UK)

Experience: Some HTML CSS JS

Python Nursing CS50

(2nd CI Hackathon)

Wants to work on: Logic and functionality

Github:

<https://github.com/mikavir>

Team Member: **Emma (Emma_5P)**

Time Zone: **GMT +0**

Availability: (See Spreadsheet)

Location: Glasgow

Experience: HTML CSS JS Python Teaching

Likes: (if doesn't like it will let us know)

Wants to work on: Presentation (has a lot of experience)

Github:

<https://github.com/elamont174>

Team Member: **Jaqi (Jaqi_5p)**

Time Zone: **GMT +1**

Availability (See Spreadsheet)

Location: Sweden

GMT +1

Experience: HTML CSS JS Logistics/Testing/Documentation

(1st CI Hackathon)

Likes: Python, Design & Readme

Github:

<https://github.com/JaqiKal>

Team Member: **Vernell (Vernell_5p)**

Time Zone: **GMT +1**

Availability 4:30AM - 12:00AM for the duration of the hackathon

Location: Germany

Experience: HTML CSS JS Python Large Scale Network Infrastructure

(3rd CI Hackathon, AWS Hackathon)

Likes: Organizing, Filling in Gaps, Project Coordination

Github:

<https://github.com/VCGithubCode>

Team Member: **Patrick (patrick_5P_lead)**

Time Zone: **GMT +0**

Availability: (See Spreadsheet)

Location: Ireland

Experience: HTML CSS JS Python

(1st CI Hackathon)

Wireframes and Mockup AI

Web Design

Can help with Git Projects

Likes: Design

Github:

<https://github.com/patrickhladun>

Team Member: **Amir (teman67 (Amirhossein Bayani))**

Time Zone: **GMT +1**

Availability: (See Spreadsheet)

Location: Germany

Experience: HTML CSS JS Python Django

Wants to work on:?

Github:

<https://github.com/teman67>

Team Member: **Lauren**

Time Zone: **GMT +0**

Location: UK

Availability: 15:00AM - 03:00AM

Experience: HTML CSS and just got a bit idea of js and python

Github:

<https://github.com/lauren21717>

Team Member: **Ray**

Time Zone: **GMT +0**

Github:

<https://github.com/RaymondBrien>

The locations were primarily requested to establish time zone differences in order to help members courteously interact with each other. Experiences and Likes were requested to get an idea of what parts of the project members would be most happy and most productive working on.

Emma created and shared a nicely organized spreadsheet for us to communicate availability...

The link is [here](#) for convenience.

Ideas

During the **initial huddle**, we also discussed possible project ideas, including details such as the project types (frontend, backend), project names, team names, and technologies we could use. We started with app ideas.

Jaqi

A site where people can share their insights into what brings them happiness. Activities, books, etc...

A bucket list app where users can discover, create, and share activities that bring them joy.

A user-generated content platform for sharing art, music, and stories that inspire happiness.

Mikaela

A random act of kindness app

Daily affirmations with surprise emails

"Mindfulness Timer"

This app helps users incorporate mindfulness practices into their daily routines to promote happiness and well-being. Here are some features:

"Gratitude Wall"

This app allows users to anonymously share things they are grateful for and view posts from others. Here are some features:

- An interactive wall where users can post what they are grateful for.
- Option to categorize posts by themes such as relationships, health, career, etc.
- Ability to react to posts with emojis or comments.
- Daily or weekly email digests featuring top gratitude posts.
- Integration with social media platforms to share posts and invite friends to participate.
- Visualization of gratitude trends over time, showing the most common themes or sentiments.
- Random acts of kindness feature where users can fulfill gratitude wishes posted by others.

This application would create a virtual space for positivity and appreciation, fostering a sense of community and connection among users. (**THIS WAS THE IDEA WE CHOSE**)

Emma

Idea: a self-care app suggesting different happiness activities at different budget points with a quiz as you enter recommending which tabs to look at

Patrick

Zen Zone: Your Daily Affirmation Companion

Personalized affirmation generator, Site that generates personalized affirmations based on users' input, such as their name, goals, and areas of focus.

A Polly was created to give the team the ability and opportunity to vote anonymously.

The team voted in some way and it was decided that for now:

- **Team Name = Gratitudes** (thanks Jaqi)
- **Project choice = "Gratitude Wall"** (thanks Mikaela)
- **Project name = Great Wall of Gratitude** (thanks Emma)

We decided to meet daily @10:00 AM GMT.

If necessary, we can schedule another meeting in the evenings.

Project Repo has been setup and collaborators have begun to be invited.

The team name has been added to the repo and Hackathon Project Page. Other details will be added as design input is given and other project details are decided upon. (It may be beneficial to check here regularly as this will be updated daily to reflect team progress.)

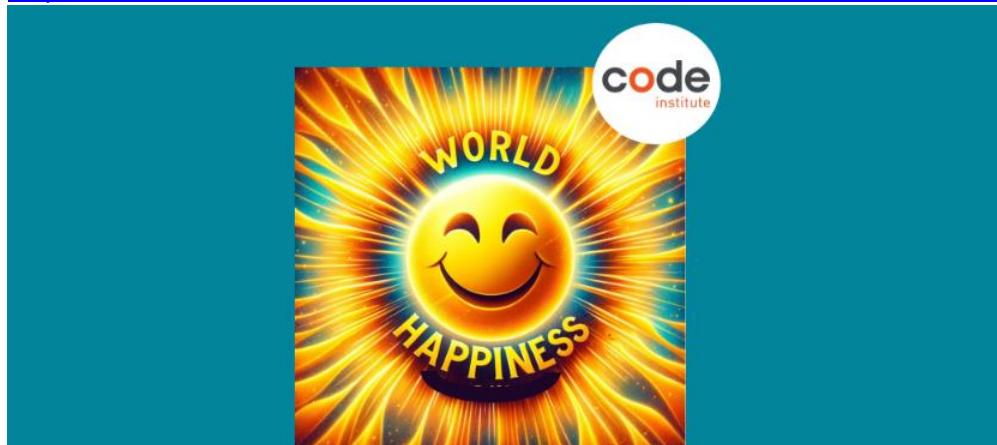
Tasks completed according to CI Hackathon suggested schedule:

- Webinar held
 - Slack Channel Created
 - Connected with Team Facilitator
-

Thursday, March 21st, 2024

Here is the PDF sent in the CI mar-2004-hackathon channel just to keep us on track and aware of goals we may want to aim for based on judging criteria

https://code-institute-room.slack.com/files/U057U5RLBGC/F06QP6BKACU/intro_march.pdf



Before the meeting... Github collaborative environment set up for minimal merge conflict. Site deployed to Github pages. Project board created with issues.

Jaqi offered suggestions on Epics, User stories, milestones, and issues. Vernell will continue to maintain the project board and others can contribute as they so feel. 😊😊(Non-urgent because we are already communicating well on slack. Other parts of the project such as pages (clean code/accessibility), functionality, user experience, design, technologies used, are what will need to be ready to be showcased for the judges. We can continually edit the issue board and Github project board as we create and test the deployed site.)

We met a bit earlier than scheduled in the morning and further dove into detail about how to handle our project.

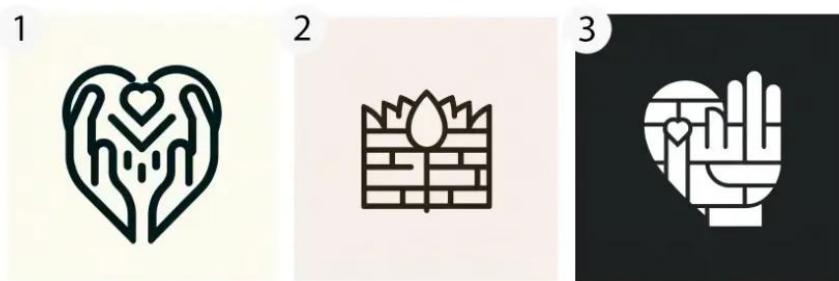
Mikaela and **Vernell** were tasked with making sure main functionality is in place for the design team (**Urgent! must have** for members of team to move forward) 🤝

Mikaela even added some edge cases and error handling to the logic to enhance the user experience (she demo'd the functionality at the meeting. It works great so far! 🎉)

Jaqi volunteered for the README.md file and Thank you page (also made a spreadsheet so we could all contribute to her updates) 📈

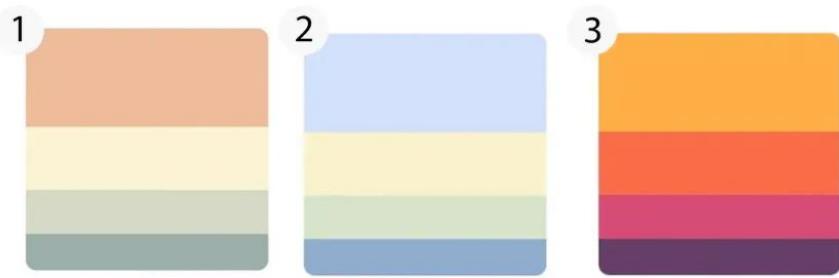
Patrick took on the responsibility of design for the site (also showed an impressive demo) he also made mockups in Figma to share with the team including sharing a set of logo choices and color schemes for the team to review 🎨 (Looks great! 🎉)

Logo Choices Offered



The team voted and option 1 was chosen

Color Scheme Options Offered

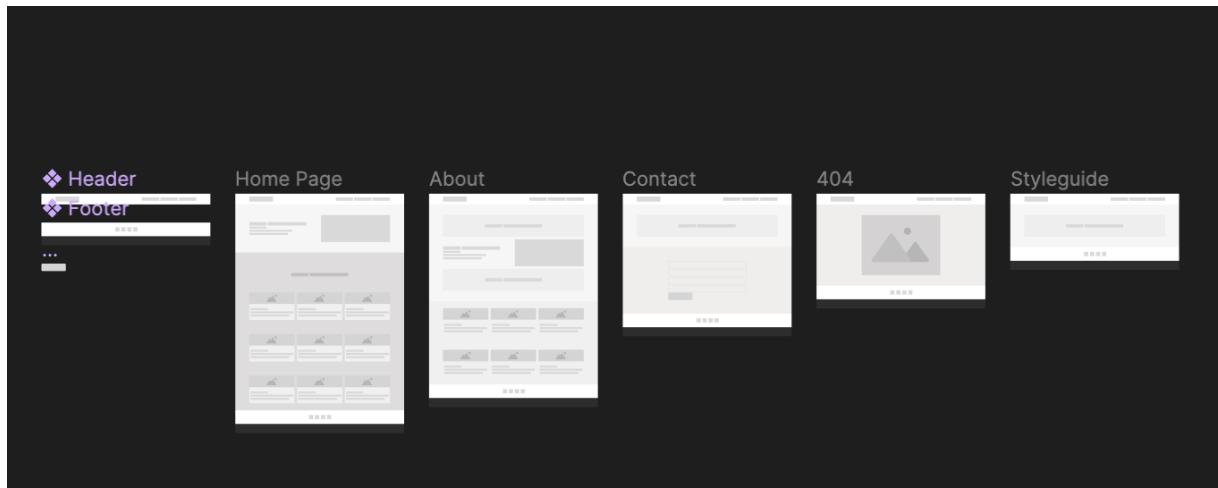


The team voted and option 3 was chosen

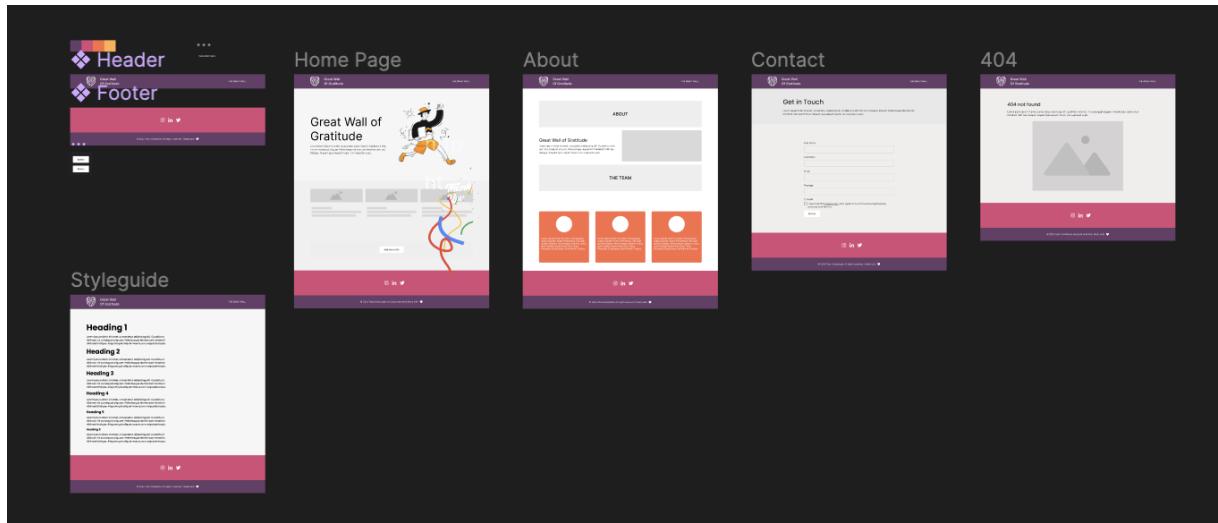
Logo Chosen with color scheme applied



Here are his wireframes in .webp format



Here are his mockups in webp format



Separated into their individual design elements in .webp format for quick reference:

Style Guide

The screenshot displays a styleguide interface with a dark header bar. On the left is a logo icon of two hands forming a heart shape, with the text "Great Wall Of Gratitude" next to it. On the right is the text "THE GREAT WALL". Below the header is a large white content area with a dashed border. Inside this area, there are five heading examples: "Heading 1" (h1), "Heading 2" (h2), "Heading 3" (h3), "Heading 4" (h4), and "Heading 5" (h5). Each heading has a small amount of placeholder text below it. At the bottom of the content area is a blue horizontal bar containing social media icons for Instagram, LinkedIn, and Twitter. The footer is a dark purple bar with the copyright notice "© 2024 Team Gratiitudes All rights reserved | Made with ❤️".

Links

This screenshot shows a dark gray rectangular card with the word "Links" in a light gray sans-serif font at the top. Below it, the text "THE GREAT WALL" is centered in a smaller, lighter gray font.

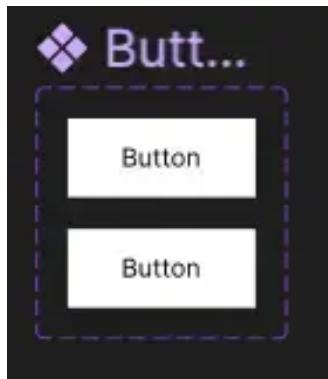
Header

This screenshot shows a dark purple header bar. On the left is a logo icon of two hands forming a heart shape. Next to it is the text "Great Wall Of Gratitude". On the right is the text "THE GREAT WALL".

Footer

This screenshot shows a dark purple footer bar. At the top left is a logo icon of two hands forming a heart shape. In the center is a blue horizontal bar containing social media icons for Instagram, LinkedIn, and Twitter. At the bottom is a dark purple bar with the copyright notice "© 2024 Team Gratiitudes All rights reserved | Made with ❤️".

Button



Home page

Pre-production:

After determining the content, begin planning which screen recording program your team will use. Choose a style that aligns with your project and team's personality.

Production:

Record the video, making sure to keep it concise, and on point. Remember, the video should be *short*, engaging, and to the point. Make sure to keep the video concise and under three minutes.

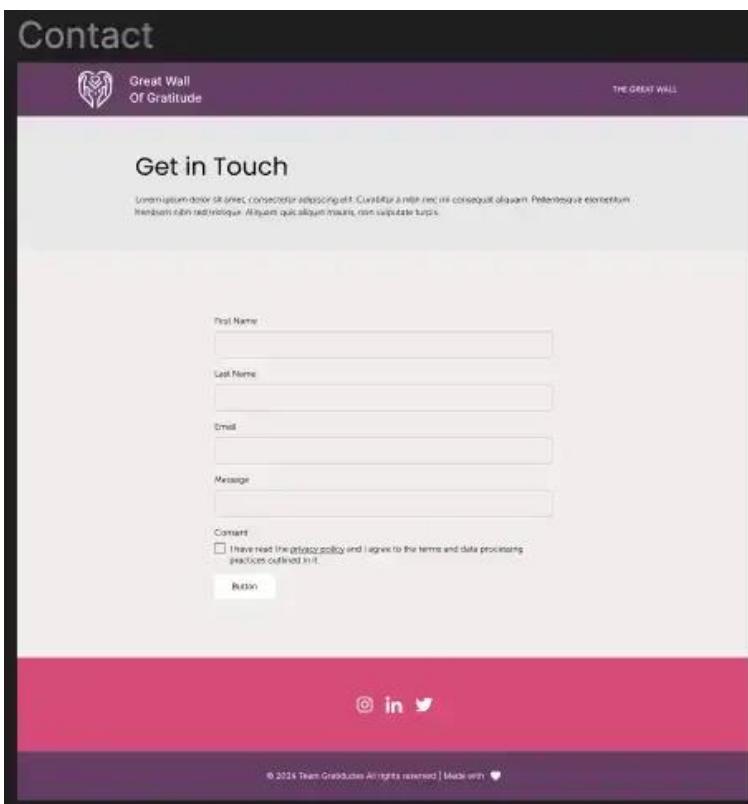
Conclusion:

By following these steps, you can create an effective and engaging presentation video that effectively showcases your project and team. Remember to keep it concise, visually appealing, and engaging. Good luck!

About page

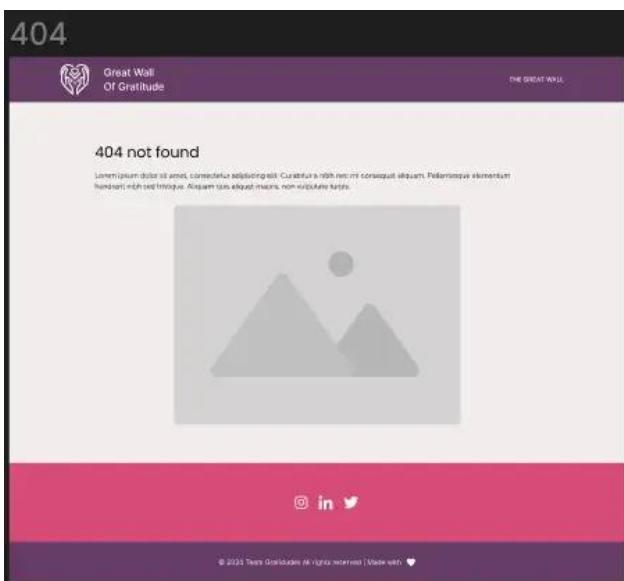


Contact



The contact page features a dark purple header with the "Great Wall Of Gratitude" logo and "THE GREAT WALL" text. The main content area has a light gray background with a form titled "Get in Touch". It includes fields for First Name, Last Name, Email, and Message, followed by a checkbox for consent and a "Button". Below the form is a red footer bar with social media icons for Instagram, LinkedIn, and Twitter. The footer also contains the copyright notice "© 2024 Team Gratitude All rights reserved | Made with ❤️".

404 error page



Thank you page

X

Emma took on the **contact page** and volunteered to make the presentation 🎉 on Monday evening

Here is some **Code Institute presentation** guide information that may be helpful 😊

Pre-production:

After determining the content, begin planning which screen recording program your team will use. Choose a style that aligns with your project and team's personality.

Production:

Record the video, making sure to keep it concise, and on point. Remember, the video should be *short*, engaging, and to the point. Make sure to keep the video concise and under three minutes.

Conclusion:

By following these steps, you can create an effective and engaging presentation video that effectively showcases your project and team. Remember to keep it concise, visually appealing, and engaging. Good luck!

Hackathon Presentation Video:

Questions to go over:

- What technology did you use?
- How was your Hackathon experience?
- Knowing what you know now, would you go back and change anything about your project?

Introduction:

A presentation video is a crucial aspect of a hackathon as it helps you showcase your project and idea in a visually appealing and engaging manner. The goal of the video is to convince the judges that your project is well thought out and unique.

Planning:

Start by defining the goal of your project and what message you want to convey.. Next, determine the content you want to include in the video such as an introduction to your team, an overview of your project, a demonstration of your solution, and the technology used. Ensure that your video answers the three questions given.

Below you can use a *guide* for your Hackathon Presentation:

(15 to 25 seconds) - Brief introduction of your team and the team members involved

(75 to 90 seconds) - Detailed explanation and overview of your website

(10 to 15 seconds) - Mention of the technologies used

(15 to 25 seconds) - Reflection on your Hackathon experience

(15 to 25 seconds) - Perspective on if anything would be changed about the project given hindsight.

Most important take away... **Less than 3 minutes!**

Here is an example of a very basic Code Institute hackathon presentation you can reference...

https://code-institute-room.slack.com/files/U057U5RLBGC/F06RQLT87G8/the_love_bugs_hackathon_presentation_1.mp4

Here is a [link](#) to a slack post of some recording software suggestions to help record the presentation for anyone that may find it useful. You can also find a video of the entire last presentation webinar [here](#).

Ray took on the About Us and Error pages and will set temp styles to be amended later 😊😊

Vernell took on role of Scrum Master

Insights directly from March 2024 CI Hackathon webinar:

The slide has a teal header with the text "March Hackathon | Scrum Master". On the left is a logo featuring a smiling sun with the words "HAPPINESS" and "WORLD DAY". The main title "Scrum Master" is centered above three white rounded rectangular boxes. The first box contains "Role of Scrum Master" with a list: "Project management, Team collaboration, Help in overcoming obstacles". The second box contains "Who is a Scrum Master?" with a list: "Facilitator, Advocate for Agile principles, Ensures efficient communication, Removes blockers". The third box contains "Why we suggest to have one?" with a list: "To promote focus, Enhance productivity, Ensure adherence to Agile methodologies". At the bottom, a yellow bar says "This webinar is being recorded for those that cannot attend".

A helpful note for any who are in the process of learning Scrum or curious about CI's take on the Agile planning process. Here is a [link](#) to a video for you that describes this process for individual projects. I (*Vernell*) have adjusted this process for this team and this hackathon schedule to match our *communication first/document as we develop* style.

Additional suggestions:

Agile Methodology:



Using the principles of Agile, and particularly SCRUM, this allows the team to work **flexibly** and **modularly** at any moment **depending on the priority** of the issue or task in the development process. Teams can assist other teams and individuals can switch roles. **However, everyone is aware of the task that they are to primarily focus on.**

Our method will include a high level of communication. **Vernell** will be ready to jump on huddles (team or individual) as much as possible throughout the process to ensure pull requests and merges go smoothly and if there are any issues they can be addressed as quickly as possible.

A combination of the following aspects of the agile methodology:

SCRUM + KANBAN + XP

Incremental design + iterative process

Meetings show similarity to this style:

Reference: [Asana.com](https://www.asana.com/)

- Sprint planning: This event kicks off the sprint. Sprint planning outlines what can be delivered in a sprint (and how). x2
- Sprint retrospecting: This recurring meeting acts as a sprint review—to iterate on learnings from a previous sprint that will improve and streamline the next one.
- This method was chosen because of the short deadline and an **asynchronous working schedule** allowing the group to form smaller units if necessary to tackle different aspects of the project without the need to wait for an entire team huddle
- Slack canvas will be used for transparency in the project progress (as it has a version history and all members can see who edited what and when) and for convenience of getting most of the information in one place quickly in case team members are unavailable

A note about **branches** and **branch methods**.

While a **peer review approval** from a pull request is **required** in order to merge to the **main branch**, it can be done by any member of the team. As the tasks were initially assigned in a way to mostly keep our code work separate (and more easily see who is working on what), **it is ok to work in your own branch** instead of a feature branch.

If you feel the need to work in a feature branch with issues attached, that is perfectly fine, but **not a requirement** for this slightly less than 5 day hackathon. It may be best for these sprints, to create pull requests for one file at a time, rather than push many changes across several files, as when team members pull from the main file they will pull every change that has been made, including changes made in the files they are currently working in.

Some people like to **fork** to their account and sync it instead/alongside their branch work. **This is also ok** especially if members want to continue working on the project after the hackathon has ended.

Since we are going there, the **smaller the code** added to the pull request, the better (this includes deletions as well). Not only does it make it faster to peer review, but it also minimizes the chance to overlook something if a mistake is made and the code needs to be reverted to its last working state. This initial setup is an exception to this as it provides the “canvas” for the team to begin working on. As everyone has been delegated a task for working in their own file at the beginning anyway, this would avoid any conflicts.

(Please do not be intimidated by any of the immediately above. These hackathons can have an element of **fun** too. Yes Really. It's ok 😊)

TL;DR Considering the time frame and type of project, we plan efficiently in direct communication, then we document as we develop. After that, we stress test our progress and repeat.

Jaqi's Google doc info
README at Google doc

If, by any chance, you didn't receive the link to the Google document via email, here it is: [\[link\]](#).

Mikaela pushed up **logic** and **necessary element changes** concerning **initial wall functionality** to the repo

Jaqi pushed a draft of the **README.md** file and **Patrick** pushed some **style changes** as well as included some **adjustments for accessibility**.

The **deployed site** was **confirmed** to reflect all changes from pushes and is **working as of now**. Merges were approved.

Here is a link to the [deployed site](#).

Friday, March 22nd, 2024

Canvas updated.

(Just a tip: if you open canvas in a new window you can search with control/command F)

A schedule update of where we are in comparison to the **CI hackathon** (taken directly from hackathon website 😊) **suggested schedule:** See below

Thursday/Friday, 21st & 22nd March

- Set up your team page in the Hackathon app, project board, workspaces, etc.
- Plan your project, project management, and dividing up of tasks.
- Recommended first deployment on Friday.

Here is a link to the [CI March 2024 World Happiness Day Hackathon Page](#).

10:00 Meeting

All seems to be going smoothly so far.

Mikaela suggested a few features to enhance user experience such as a Like Button, Design Layout with support of a Load More button, and the ability for a user to edit or delete their message within a time limit. (**Patrick** showed us what some of this could possibly look like to help us conceptualize as a group what would be displayed)

Emma suggested that she would work on the **presentation** in sections as they are more developed (Great Idea 😊). Let's do the best we can as a team to support her by allowing her enough time to prepare for the presentation. Preferably, by not doing too many last minute changes on Monday. She is also working on the contact us page. **Clarification was made that the submit form button on the contact us page would be linked to the thank you page.** Another idea was to use emailjs.com by **Mikaela** so that an email is sent as well (possible future feature).

Patrick is continuing on with design and perhaps can utilize the abilities of another team member to work in Figma. (**Ray** took on this task.) **Patrick** reemphasized a best practice of not pushing too much code during a PR.

Jaqi demo'd a nice looking thank you page *displayed below* and is continuing to work on the **README.md file** Let's do our best as a team to assist her if she makes a request for information.

<https://code-institute-room.slack.com/files/U057U5RLBGC/F06RMNCHDNC/thank-you.mov>

(For clarification, **it is ok to name your branches almost anything you want**. When it comes to the main branch, being aware of your code's place in the stack is helpful. *I (Vernell) use a software called Tower (works on windows and mac) that makes this easy for me (visual aid), but there are others out there. (As a student, I believe this is free, but you have to prove you are a student. I used my university email.)*

The team voted and decided to use **Bootstrap CSS**

Vernell met with **each team member** at some point in a huddle as they became available throughout the day, and adjusted tasks so that everyone was included and could contribute in some way. He **helped remove any blockers** keeping the team from proceeding.

Amir was assigned the task of **integrating Bootstrap CSS into our page styling** and will work with **Patrick** to ensure **harmonious styling across all of the pages**.

(**Please feel free to reach out directly to each other regarding this. You do not have to wait for a meeting with everyone.** [Here](#) is the team spreadsheet schedule again for convenience.)

Lauren was assigned the task of the **error pages** as **Ray was reassigned** to help **Patrick** with **design**. **Lauren** was also tasked with tending to the **hackathon team page**. **Vernell** will add placeholders in the meantime.

Team Name/App Logo Added to hackathon page(Vernell)
Forms filled out with current information(Vernell)

Things that have been done fulfilling suggested timeline from Code Institute schedule...

- ~~Workspace setup~~
 - ~~Project board setup~~
 - ~~Planned project management/Elected Scrum Master~~
 - ~~First Deployment~~
 - ~~Tasks Divided up~~
-

Saturday, March 23 2024

Canvas updated.

(**Just a tip:** if you open canvas in a new window you can search with control/command F)

A schedule update of where we are in comparison to the **CI hackathon** (taken directly from hackathon website 😊) **suggested schedule:** See below

Saturday/Sunday, 23rd & 24th March

- Each team member dedicates a minimum of 3-5 hours per day to working in sprints on solo tasks, chatting with, connecting and working together as a team.
- Continuous deployment.

For your convenience, here are the links to validation services:

- [W3C HTML Validation](#)
- [W3C CSS Validator \(Jigsaw\)](#)
- [JSHint](#)

Here is the link to the **Bootstrap** library.

Meeting 10:00 AM

Morning meeting updates

No one has encountered any blockers so far that couldn't be worked through. 🎉🥳

Patrick is working on the landing page and has requested the bootstrap integration in the header and footer of other pages. He has also requested an update on where **Ray** and **Amir** are in their assignments regarding the **About Page** and **Bootstrap CSS integration** as they will be working on the design (thank you guys for **teaming up modularly** to work on this 😊😊😊)

Jaqi demo'd her **Thank you** page mockup with **updated pin and spinner** (looks amazing 😍). (Friendly reminder to the **team**. As **Jaqi** is working on updates, we would need to be mindful that if we want anything included in the **README.md** file to give her plenty of time to include it. If she requests something, let's be kind and help get her what she needs 😊)

Emma will be working on the **presentation** as parts of the project are finished. (Let's also please be kind to her and work towards finishing elements so that she can organize her presentation on those elements asap. **At the latest, all noticeable adjustments should be made by tomorrow (Sunday) evening.** 😊)

In the meantime, since she has reached a stopping point on the **contact us page**, **Emma** has been reassigned a task to help out with the **hackathon page banner**. She has also been asked to review the **"pitch" text** and adjust it as she sees fit. This will free **Lauren** up a bit more to work on the **error pages**. 😊😊

Mikaela has finished most of the logic for the landing page. 🎉 Functionality was working as expected yesterday. One of the ideas to enhance the user experience by implementation of a **"like button"** was discussed between **Mikaela, Patrick, and Vernell.** 😊😊

Possible solutions were to use the heart button as a way to pin the message to the top of the list. (**Patrick**) 🦅

As this is just going to be presented and demo'd by **Emma** and the **Hackathon Judges**, the idea is enough and the expectation could be amended to the README.MD file so other possible solutions could be...

To have the like functionality restricted to one like per session. Then, have it increment in local storage. In other words, we can write a function that restricts it so a user cannot just spam the like button. 

Have the text of the button change from a  to the string "Liked!" Simplest and probably what users are expecting from social media sites 

These would still achieve the same goal as the intended functionality from the original idea.

Another feature **Mikaela** suggested implementing was a "Load more" button. In an effort to keep the styling suggested by **Patrick**, it was discussed that maybe we only load 9 more images per click.

In the design presentation demo, **the team** loved the 9 card layout. **Mikaela** had concerns that if a user typed too many characters it may break the layout. (Great point! 

Vernell came up with a quick possible solution to include a <textarea> with set dimensions and to make that area scrollable. He shared and discussed this idea with **Patrick** so that it, or something similar, could be included in the design.

Good luck in today's sprints please reach out if you have any hurdles and I can jump in a team/pair huddle with you to work through it. Be kind to yourselves. Be sure to take breaks as needed. You have worked very hard and very well together. Your efforts are truly appreciated. If there is time left, maybe we can do a bit of knowledge sharing.

Mikaela, Patrick and **Vernell** worked on the **Liked button functionality** and succeeded in finding a solution *see below*

https://code-institute-room.slack.com/files/U057U5RLBGC/F06QYE1KL1K/added_like_button_functionality.mov

Mikaela was also able to get the "Load button" functioning

Vernell adjusted the **Contact Us form** so that it routes the user to the **Thank you page** upon form submission with valid details from the user *see below*

https://code-institute-room.slack.com/files/U057U5RLBGC/F06QYF4MXAR/contact_page_validation_and_link.mov

Now making project board public

Sunday, March 24th 2024

Here is this Code Institute suggested schedule. As you can see, we are on track with that (and in some areas ahead of it).

Saturday/Sunday, 23rd & 24th March

- Each team member dedicates a minimum of 3-5 hours per day to working in sprints on solo tasks, chatting with, connecting and working together as a team.
- Continuous deployment.

Met early with **Patrick** (Head of Design)

He has been very helpful with occasionally tidying up and reviewing some of our code pushes

We discussed a few observations and have decided to make some recommendations that would greatly benefit our progress as the Project is due Tomorrow.

Pushing changes to main Repo

It would be very helpful if everyone could push a small version of their code to the main repo. If you are having trouble, I (Vernell) can help walk you through this. The main point is that we need to see the progress of the project so design decisions can be made. Let's please be kind and not wait on this as this can impact his hard work so far. 😊

5.2.3. Bootstrap

Meeting 10:00 AM

Jaqi, has created a pdf of the project/team Canvas and it will be pushed to main repo, and linked to the README, as per @Emma_5P's wish. She will continue to update it over time. 🤗 (thanks Jaqi from Vernell)

<https://code-institute-room.slack.com/files/U062D3KLA92/F06QVB1NV6J/hackaton-world-happiness-teamgratitudes-canvas.pdf>

Please use the **Bootstrap documentation that corresponds to the version in our code base** as you develop your pages. We shouldn't be mixing versions. Here is the link just in case.

Meeting 10:00 AM

Jaqi, has created a pdf of the project/team Canvas and it will be pushed to main repo, and linked to the README, as per @Emma_5P's wish. She will continue to update it over time. 🤗 (thanks Jaqi from Vernell)

<https://code-institute-room.slack.com/files/U062D3KLA92/F06QVB1NV6J/hackaton-world-happiness-teamgratitudes-canvas.pdf>

We met as a team for 22 minutes at 10:00 AM

Mikaela worked on using emails to enhance user experience and fixed a bug (created duplicate cards and did not delete last post) that **Vernell** noticed while he was testing the app functionality. Then she pushed up the corrected code.

Here is an example that **Vernell** made of a test email:

Hello ,

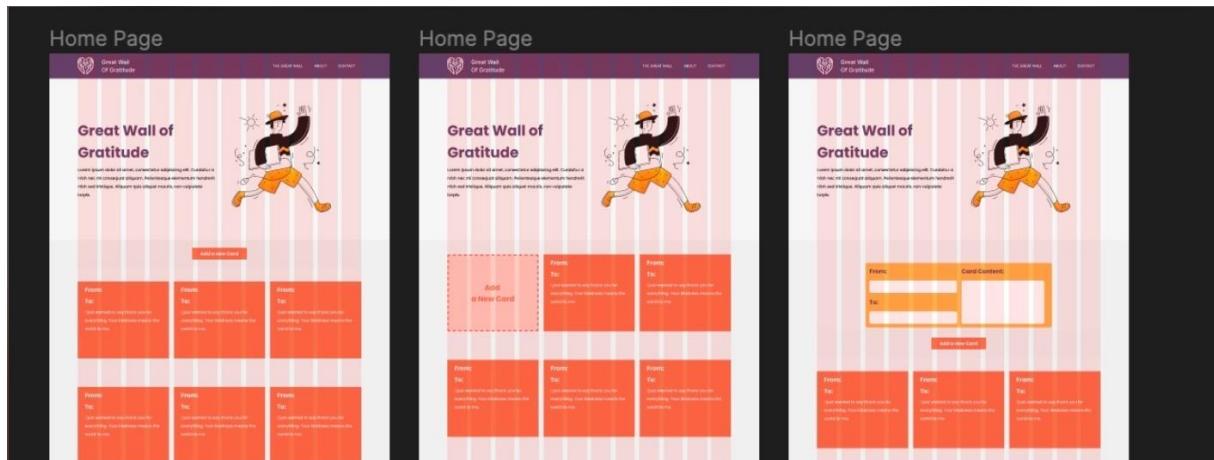
You got a new message from : The Gratitudes 😊

Hi there. Thank you for using the Great Wall of Gratitude. Happy World Happiness Day!!! 😊 -The Gratitudes

Best wishes,
EmailJS team

Email sent via EmailJS.com

Patrick continued with design and created a few more **Design mockups** for the landing feature to include changes to the layout that he **Vernell** and **Mikaela** discussed to enhance accessibility and ease of use. (see below)



As the main functionality of the site had been completed most of the day was spent finishing up styling on pages. Things came together really nicely as Patrick completed several areas of design and the team decided on the 3rd design so that a user would be able to know what to do on our website without having to actively think too much.



- Final touches to project.
- Update Hackathon App team page (team name, project name, banner, logo, description, etc.).
- Final deployment.
- Submit project & add details to team page.
- 3pm sharp - Project Submission Deadline - no further commits or changes to projects.
- [Register for the Project Presentations Webinar Here](#) @ 17:00: At least one member per team to join and present.

As you can see we are on schedule with **Code Institute's Hackathon suggested schedule** and in position to make our **final deployment** and **submission**. Great job Everyone! :blob_excited: The **communication** and **transparency** truly make a difference in these hackathons. (*Thanks Gratiitudes, for being willing to communicate face to face, or in huddles, and for being flexible enough to switch roles when it best fit the project to do so.*)

Jaqi and **Vernell** (pair programming) decided to address and fix some errors that Jaqi pointed out. We disrupted the about page for a moment, and then returned it to its presentable state with aria-labels fixed and the code cleaned up a bit.

1. Meeting 10:00AM

Final Sprint preparation.

Heard from each member of the team in their own words how their sprints were going. Took into consideration the amount of time left in the hackathon and amount of manpower available.

Emma will have to focus on the presentation. So the rest of the available team has been assigned to help out with **design** and **error catching/handling**.

Patrick is focused on making small design changes to enhance user experience with feedback and accessibility.

It was requested by **Vernell** for **Mikaela** to adjust the email that users are sent. She beautified it and presented it to the team. :itsbeautiful:

Jaqi and **Vernell** inspected some of the code together to prepare for her README.md to what should be included and what should be left out.