Conclusions H2Overflow

Team Conclusions:

Developing the project wasn't easy, most of the team was new to the technologies needed to implement the ideas we had in mind. The first challenge we faced was learning and then getting used to the tools and frameworks. Then, once we had a basic understanding on how to do the front end, we had to implement backend, thankfully, José had previous experience with it and could guide us throughout the development of our website. Once we had the basis of our website fully operational, we worked on making it prettier and implementing new features. For the front end, we changed to react and instead of using bootstrap, we used tailwind, this gave us more liberty at the time of styling our website but also added another level of complexity. We then implemented better graphs, secure passwords, profile pictures, error pop up messages, translation, and unit conversion. This last stage was the most difficult one, but at the same time the most rewarding one.

Personal Section:

Emiliano Hinojosa: Personally, the project was very challenging but at the same time very rewarding. To first have an idea and then see it come to life was a great experience. I learned a lot since I wasn't familiar with most of the technologies we used for the project. I was in charge of developing the nav-bar. the home page and the initial design for the profile settings tab.

Diego Pallares: I was in charge of developing the login, register and connecting them both to the backend, later on I worked on other aspects of the frontend, but I was mainly dedicated to translating the website. It was a very interesting feat, but it got kind of tedious every once in a while. I really enjoyed the project and learned a lot.

José Salcedo: Throughout the semester I worked mainly on the backend side of the project, as well as on the data entry and data display. I developed the server, the database, the error handling, and the secure password method. I also tested most of the libraries used in the development of the website and found interesting solutions to the problems we faced. I already knew most of the things we used for this project, but it still was interesting to implement.