1/16/22, 9:54 PM FeedPulse



▲ My feedback

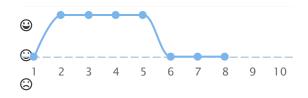
Group feedback

Peer feedback



Barbaro, Vid V.





Checkpoint 10 14-01-2022



Barbaro, Vid V. 2 days ago

In the meeting we discussed my implementation of the statistics page, testing, improvement of the design document and the OWASP document as well as some issues with the websockets I have been having and how i will come around and fix them before the deadline. All in all we came to the conclusion that the project is nearly done and it needs a few tweaks to be ready for the demo.



Write a summary of what you discussed with your teacher...

Post Feedback

Checkpoint 9 12-01-2022



Barbaro, Vid V. 3 days ago

In the meeting we discussed the way I am going to implement statistics in the website as well as the multiple options of implementing Docker and Dockerizing the whole project. I did a demo of the website and we commented on what is good and what needs some small changes.

Checkpoint 8 11-01-2022





Barbaro, Vid V. 5 days ago

In the meeting we discussed all the functional additions to the web app and what each user can do with the newly added functionalities. We discussed tests and the possibility of adding performance tests. It was decided that I should have a statistics page and should finish the website chat. We were also reviewing my documentation, specifically the OWASP document and that it needs to give examples of vulnerabilities that are applicable for my own web app.

1/16/22, 9:54 PM FeedPulse

Checkpoint 7 10-12-2021





Barbaro, Vid V. a month ago

In the meeting we discussed the finished admin dashboard for controlling users that is very well secured. I did a demo of my web app with all CRUD functionalities for users and then their different permissions based on their role and JWT token. I did a demo of my notification system and how it informs the user if something was done correctly or incorrectly with simple colored pop ups and messages. Alongside that I did a postman demo of my backend config for the user type team_manager and his ability to create a team, add players to his team and remove players from his team.

Checkpoint 6 05-11-2021





Barbaro, Vid V. 2 months ago

In the meeting we discussed the implementation of email services and password generation, the way that makes the website more secure and if it is a good way to register new users and secure them with website generated passwords rather then their own passwords. We also discussed my progress with the project in general and with the documentation that I didn't finish up at the time. We agreed that I should improve and work on my documentation more which I did in the coming days after the meeting.

Checkpoint 5 03-11-2021





Barbaro, Vid V. 2 months ago

In the meeting we discussed my progress with the authorization and authentication part of the backend and what I have done regarding that. I finished the registration, login with JWT token, brute force attack protection, custom exceptions, role assignment, usage of JAVA-JWT API and OAuth2 as well as Spring Security. The only thing that was not implemented is email verification which we discussed was going to be implemented in the coming days before the sprint ends and tests for the backend.

Checkpoint 4 06-10-2021





Barbaro, Vid V. 3 months ago

In this meeting the topics that were discussed are as follows: current frontend development and what I have done(home page, standings page, statistics page, login and registration pages), current backend development progress with the CRUD responsibilities for the Players and Team Managers, as well as my unfinished login/registration and email verification system. UML and C4 diagrams were also discussed as well as if I should use SQL or a NoSQL database. After the meeting I connected the frontend with the backend I have previously created in sprint 1.

1/16/22, 9:54 PM FeedPulse



Checkpoint 2 10-09-2021





Barbaro, Vid V. 4 months ago

In this meeting the teacher and I discussed about what I have done for the first sprint until this point, and how the idea slightly changed. The project idea is to make a football league website where players can view their profiles, team managers can manage their teams, referees can log game scores and penalties, league manager can start and end seasons as well as postpone games and the admin can CRUD all users. We went over my user stories, backlog, and my first RESTful API setup with a few CRUD functionalities for the players and team managers. For the next meeting we agreed that I should create a CI/CD GIT repository as well as the test plan document.

Checkpoint 1 01-09-2021





Barbaro, Vid V. 5 months ago

In this weeks meeting the teacher and I discussed about my project idea. The idea is to make a football club website where the fans could see news articles related to the club and they can buy different types of tickets(yearly pass or just one match pass), there would also be a small web shop integrated with merchandise from the club. The admin could add news articles and change products in the shop section. If there will be time a employee feature could also be implemented where a scheduling view could be implemented and each employee can request a sick day or day off. The idea is not final and it may change by the next meeting.

For the next meeting we agreed for me to sketch a simple design of the website and how would certain functionalities look.

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