



WEATHER**WISE**

START: 4.3.19. END: 22.3.19

MICHAEL PARKER, LISA SIMPSON & HANNAH WEHIPEIHANA

RATHER THAN CREATING OUR OWN INDIVIDUAL PROJECTS PER SE, WE DECIDED TO EACH WORK ON THE SECTIONS OF THE SINGLE PAGE APP. WE WANTED A HOME PAGE THAT SCROLLS THROUGH SEAMLESSLY INSTEAD OF SUB PROJECTS TO MAKE IT EASIER FOR THE USER TO NAVIGATE THROUGH. WE CHOSE TO USE THE DARK SKY API FOR OUR WEATHERWISE APP

TRELLO

LINK: <https://trello.com/b/eWmkTFI2/formative-32-data-visualisation-weatherwise>

The screenshot shows a Trello board interface with a light blue sky and clouds background. At the top, a navigation bar includes a home icon, a 'Boards' tab, a search bar, the Trello logo, and user avatars. A notification banner states: 'This board is set to public. You can change its visibility at any time. [Learn more here](#)'. Below this, the board title 'Formative 3.2 -Data Visualisation (WEATHERWISE)' is displayed, followed by a star icon, 'Personal' and 'Public' visibility toggles, and a list of members (hw, B, L, M) with a count of 4. An 'Invite' button and a toggle for 'off' are also present. A 'Show Menu' link is on the right. The board is organized into three columns: 'TO DO', 'DOING', and 'DONE'. The 'TO DO' column has one card: 'Final hand-in (coded site and documentation) and presentation to the class', due on Mar 22, with assignees hw, L, and M. The 'DOING' column has one card: 'Write up the presentation and assign sections to team members to talk about', due on Mar 22, with assignee L. The 'DONE' column has three cards: 1. 'Objective of WeatherWise: To create a better weather app that would prioritise preparedness with the users' goals in mind so they know how to best dress and prepare for the weather', due on Mar 6, with assignees hw, L, and M. 2. 'Decide on Git guidelines as a team and Mike will update the README.md', due on Mar 7, with assignees hw, L, and M. 3. 'Survey Monkey survey to send to the class to find out if and why they use a weather app', due on Mar 6, with assignee L. Each column has a '+ Add another card' button at the bottom. A '+ Add another list' button is located to the right of the 'DONE' column.

PROJECT PLANNING

WEATHERWISE AIMS TO PRIORITISE
PREPAREDNESS SO THAT USERS
KNOW HOW TO BEST DRESS AND
PREPARE FOR THE WEATHER

TARGET AUDIENCE

WEATHER ADDICTS

TECHINICAL REQUIREMENTS

SURVEY SOFTWARE

SURVEYMONKEY

LINK: <https://www.surveymonkey.com/r/6YNCGRS>

HI-FI PROTOTYPING

ADOBE XD

LINK: <https://xd.adobe.com/view/9381b062-ecad-439f-6074-79582f4c7f7b-e5b0/>

WEB-BASED HOSTING SERVICE FOR VERSION CONTROL

GITHUB

LINK: <https://github.com/WildPastry/WeatherWise>

JAVASCRIPT LIBRARIES

JQUERY

LINK: <https://jquery.com/>

API

DARK SKY API

LINK: <https://darksky.net/dev>

GOOGLE CHARTS API

LINK: <https://developers.google.com/chart/>

FRAMEWORKS

BOOTSTRAP 4.0

LINK: <https://getbootstrap.com/>

TOOLS/LINTING

JS HINT

LINK: <https://jshint.com/>

PACKAGE MANAGER

NPM

LINK: <https://www.npmjs.com/>

TASK RUNNER

GRUNT

LINK: <https://gruntjs.com/>

STYLE GUIDE

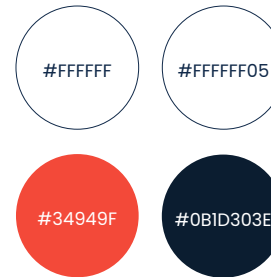
HERO COLOUR PALETTE

Used for backgrounds



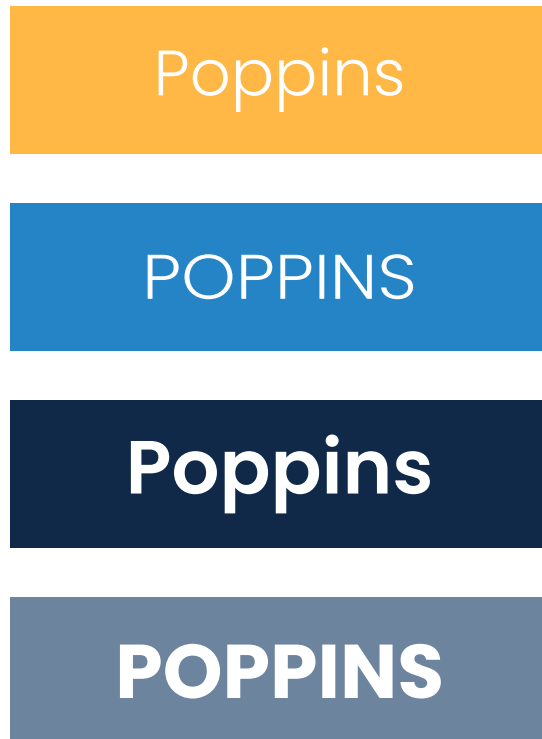
SUPPORT COLOUR PALETTE

Use for logos, text, icons, errors, page loader & transparency



FONT FAMILY

Light, Regular, Bold and Black



LOGO

Always white. To sit on hero colour only. Background colour changes based on the weather and weather icons



ICONS

Weather Underground Icons by Ashley Jager. The icons will change with the weather temperature and will sit on the below associated background



Cloudy



Wind



Fog



Partly Cloudy Day



Cloudy



Wind



Fog



Partly Cloudy Day



Clear Day



Clear Day



Rain



Rain



Sleet



Snow



Clear Night



Partly Cloudy Night



Sleet



Snow



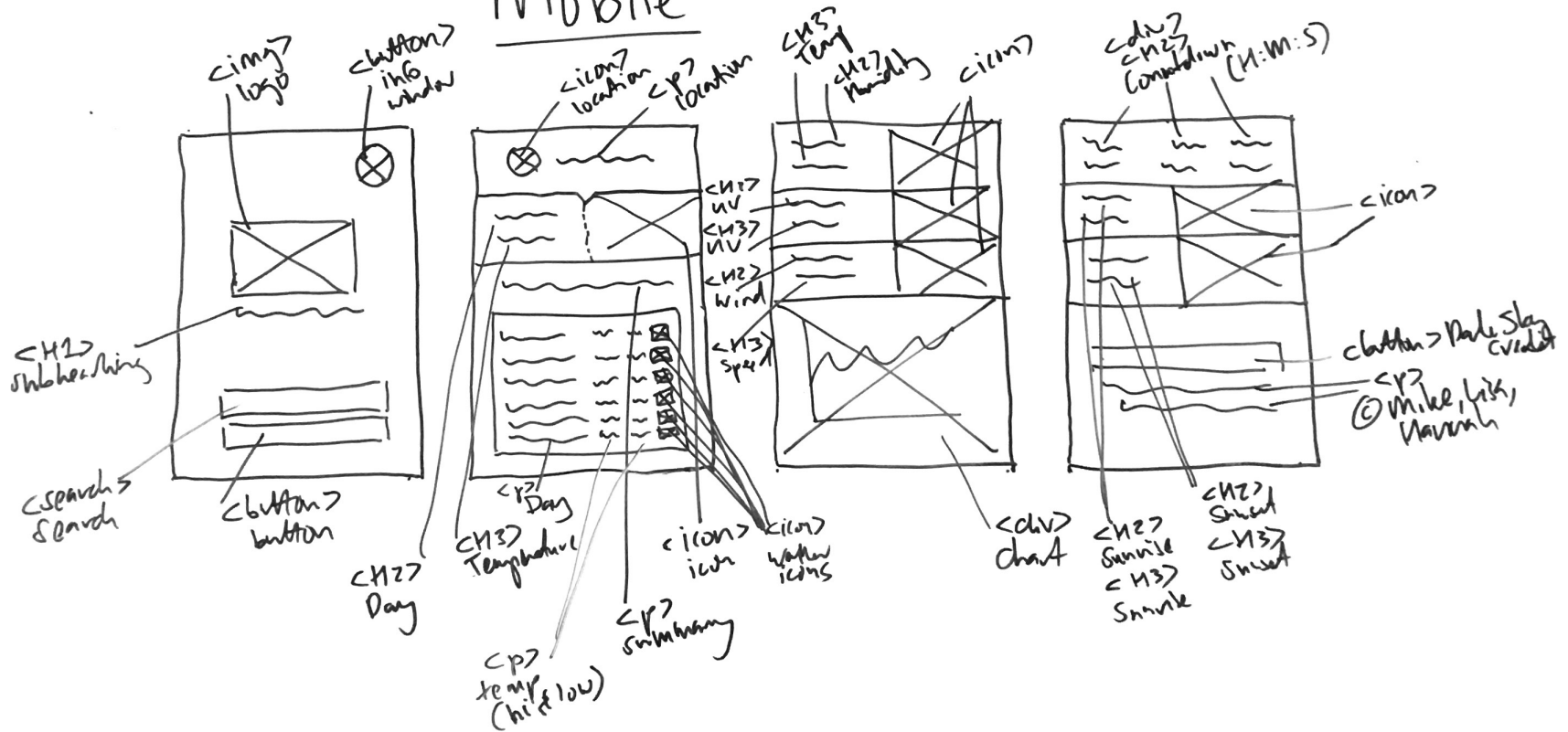
Clear Night



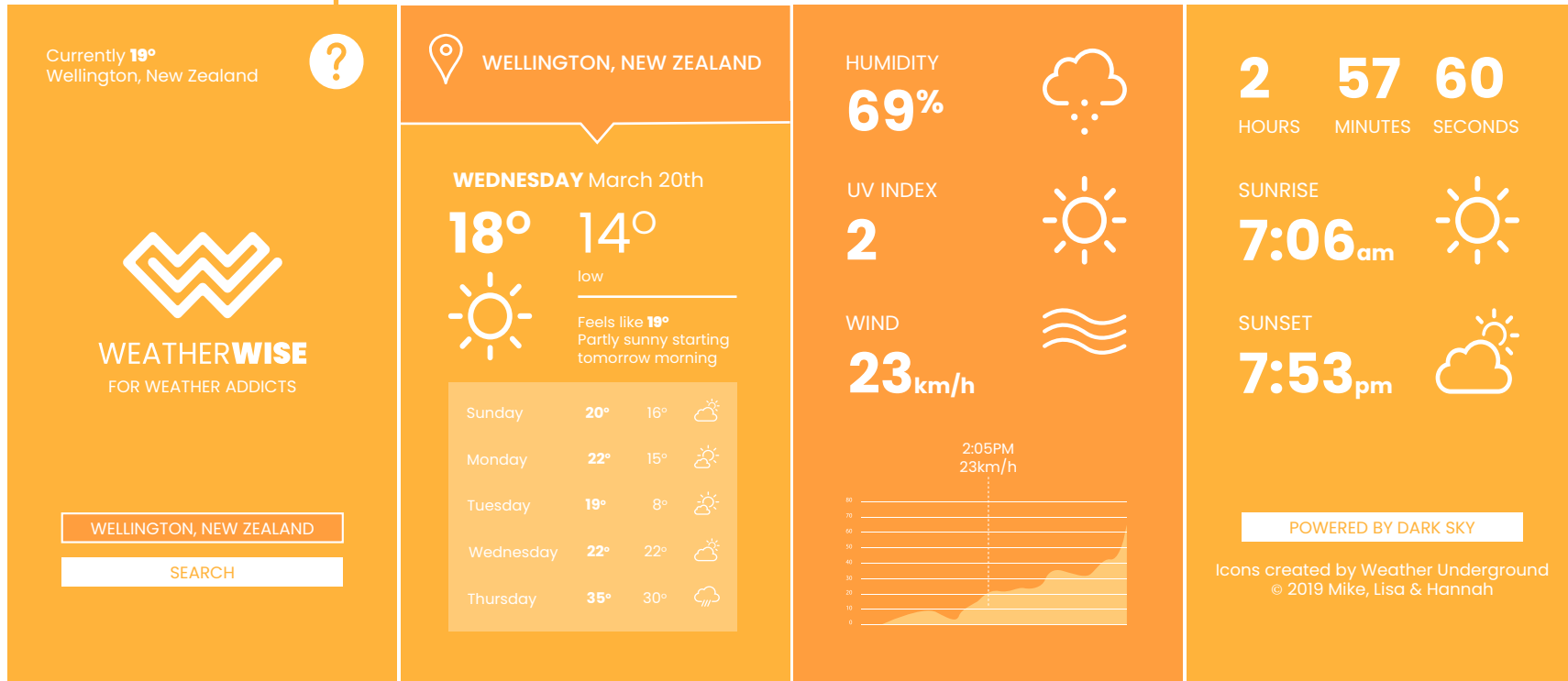
Partly Cloudy Night

WIRE FRAME

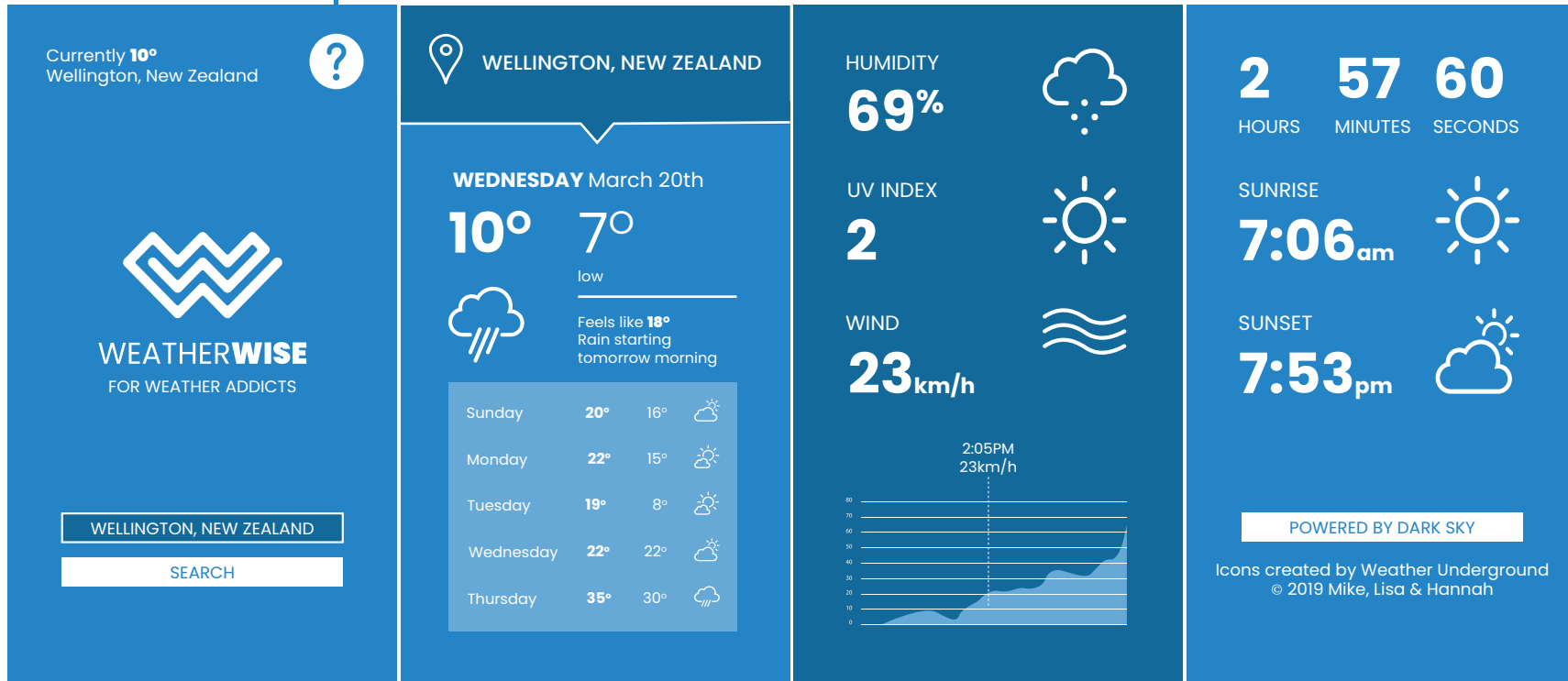
Mobile



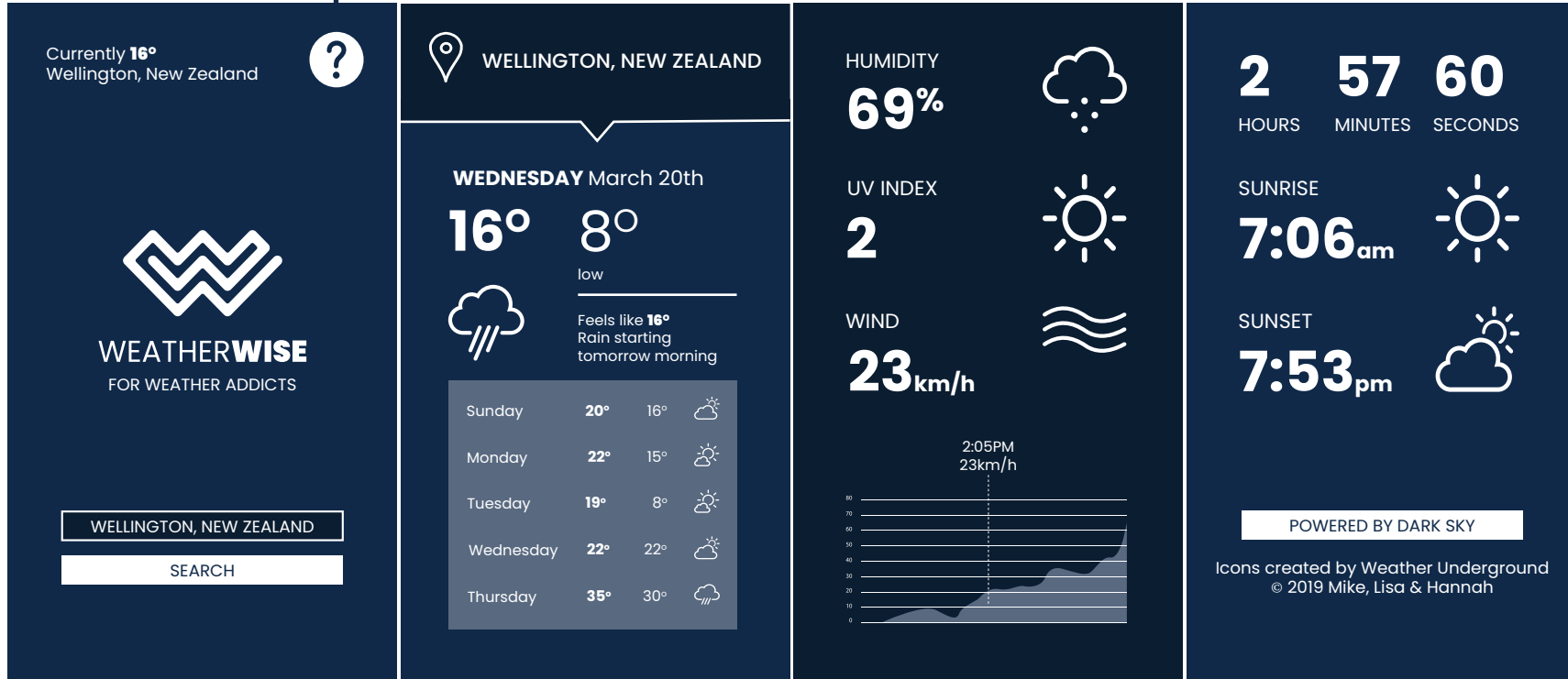
WEATHERWISE AIMS TO PRIORITISE
PREPAREDNESS SO THAT USERS
KNOW HOW TO BEST DRESS AND
PREPARE FOR THE WEATHER



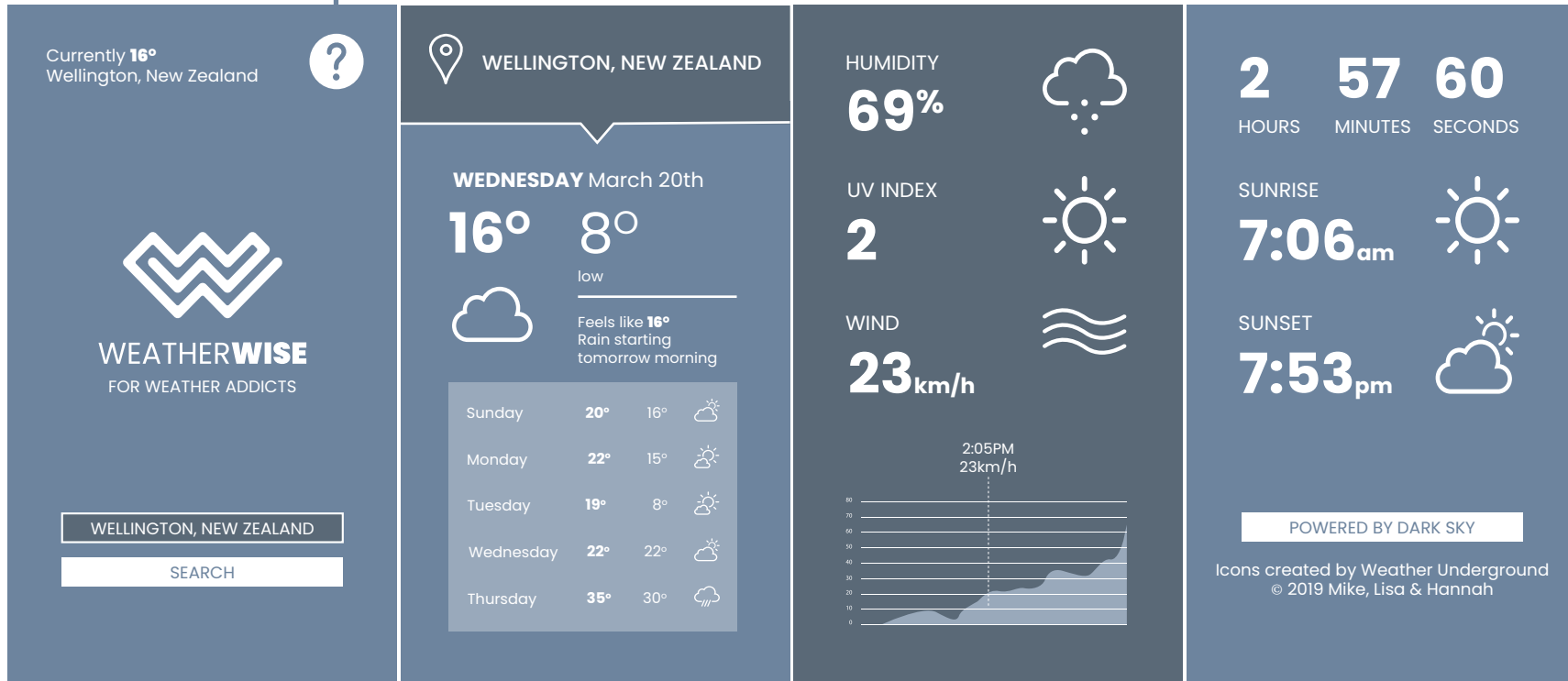
WEATHERWISE AIMS TO PRIORITISE
PREPAREDNESS SO THAT USERS
KNOW HOW TO BEST DRESS AND
PREPARE FOR THE WEATHER



WEATHERWISE AIMS TO PRIORITISE
PREPAREDNESS SO THAT USERS
KNOW HOW TO BEST DRESS AND
PREPARE FOR THE WEATHER

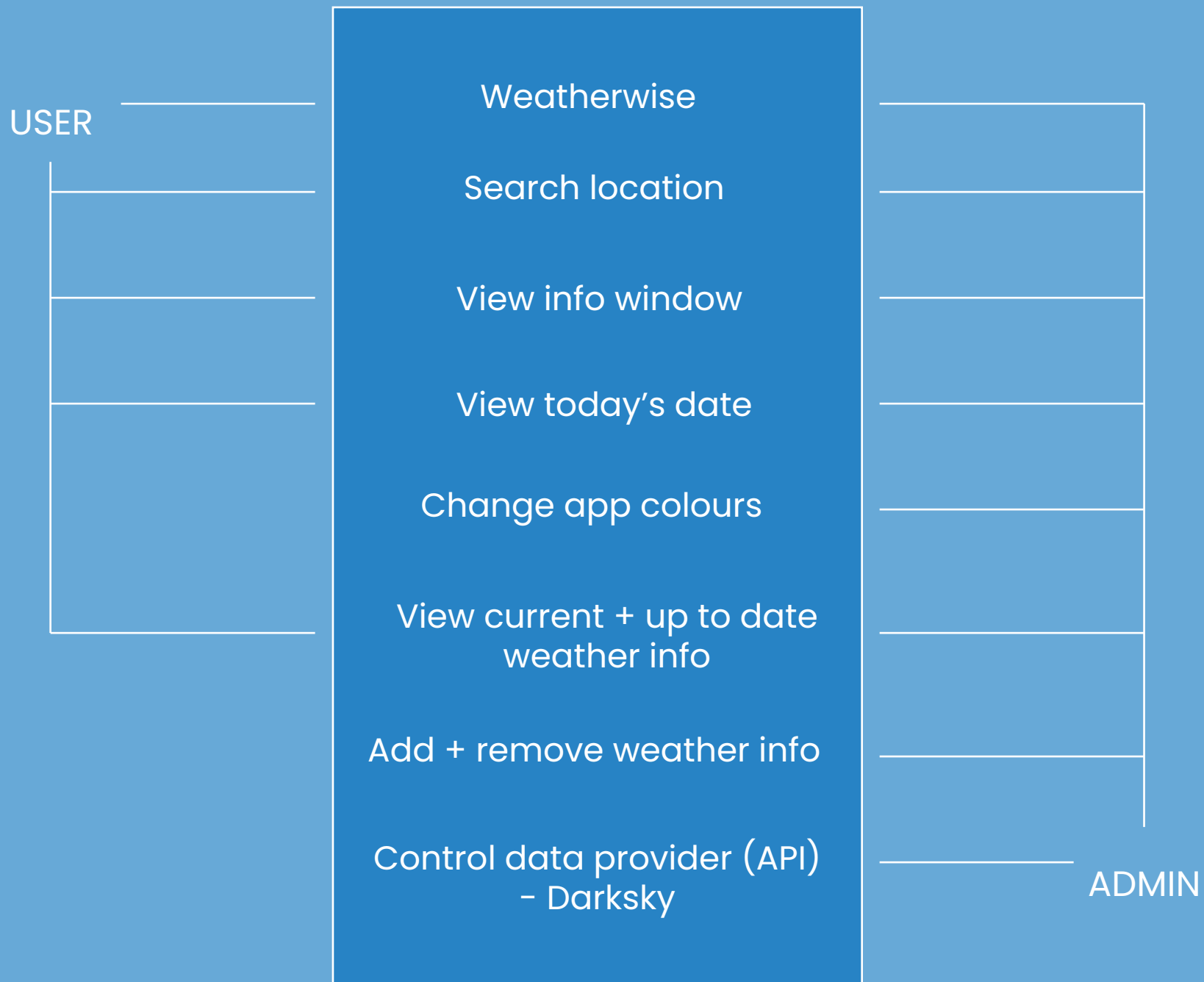


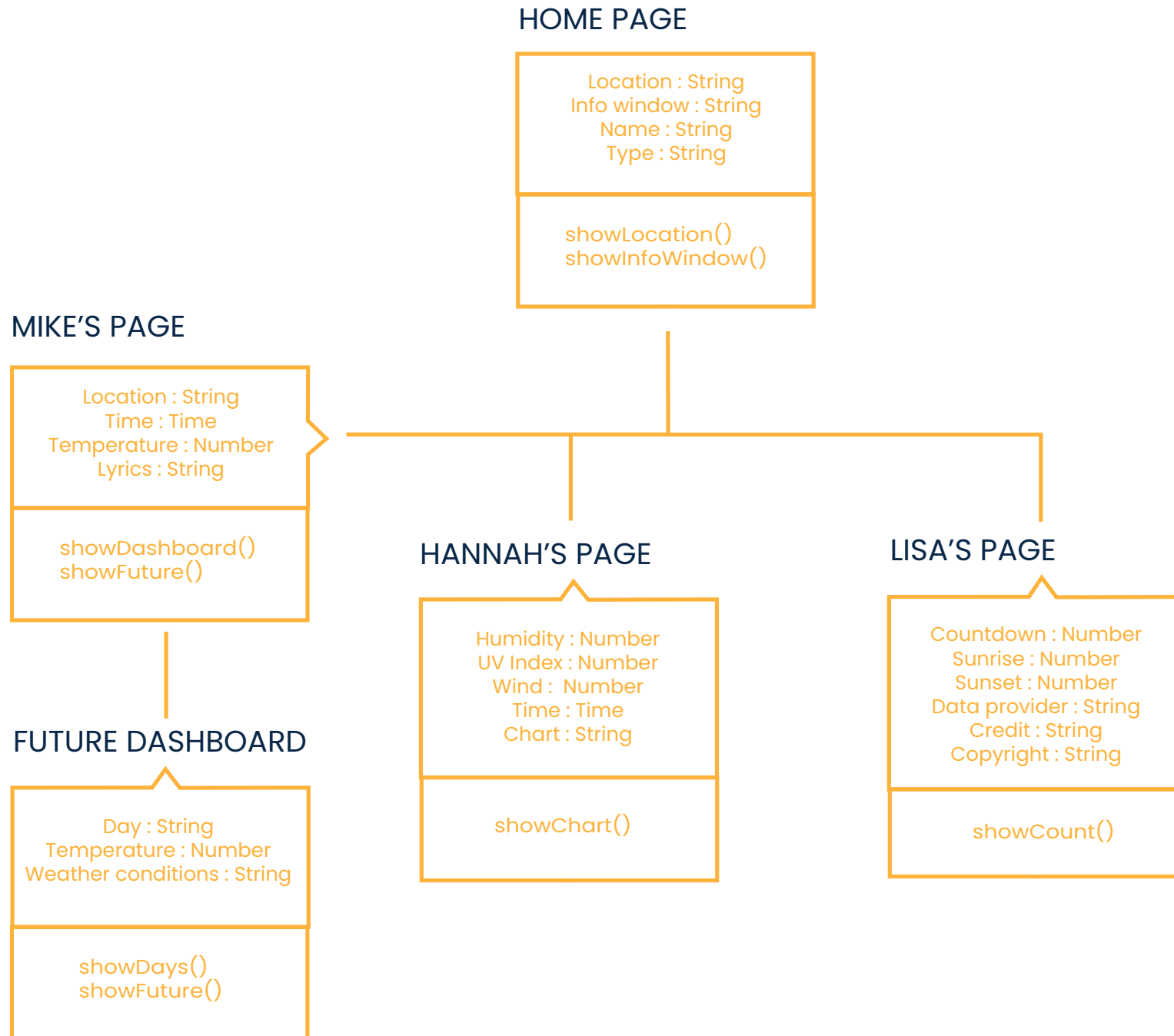
WEATHERWISE AIMS TO PRIORITISE
PREPAREDNESS SO THAT USERS
KNOW HOW TO BEST DRESS AND
PREPARE FOR THE WEATHER



UML DIAGRAMS

USE CASE





GITHUB GUIDE (See README.md)

GITHUB TEAM INSTRUCTIONS

- Clone the repository to your machine
- Navigate to the root directory of the repository in your terminal
- Check node version is at least 10 (node -v)
- Check npm version is at least 6 (npm -v)
- npm install
- install grunt cli (npm install -g grunt-cli)
- grunt (ALWAYS run 'grunt' command before doing any work)
- Create a sass partial in /src/scss as: _yourname.scss
- Create a script file in /src/js as: yourname.js
- Edit main.scss to enable your partial
- Create your local branch (git checkout -b yourname)
- Push your local branch to the remote repository (git push -u origin yourname)
- Files not related to the project must be added to the .gitignore
- NEVER work on or push to the master branch
- Once you have finished 'milestone' sections of code: first push to your remote branch so it's up to date, then push to the master-dev branch and resolve any conflicts
- Create your local version of the master-dev (git checkout -b master-dev)
- Every time you merge to the master-dev branch, let the other team members know. They MUST switch to the master-dev branch ASAP and pull (git checkout master-dev) + (git pull origin master-dev) Once this has been done you can switch back to your branch and continue working
- Merge to master-dev often to keep conflicts resolved

PROGRAMMING STYLE GUIDE

GLOBAL SASS

```
// GLOBAL_SCSS

//MASTER
.master {
}

//MASTER WARNING
.master--warning {
}

.master--warning-img {
}

// SECTION
.section {
}

// CONTAINER
.container-fluid {
}

// BUTTONS
.btn {
}

.btn--search {
}

.btn--input {
}

// ICONS
.icon--info {
}

.icon--info::after {
}

.icon--bg {
}

.icon--md {
}

.icon--sml {
}

// BACKGROUNDS

//YELLOW
.bckgd--y-m {
}

.bckgd--y-p {
}

.bckgd--y-v {
}

//GREY
.bckgd--g-m {
}

.bckgd--g-p {
}

.bckgd--g-v {
}

.bckgd--dg-v {
}

//BLUE
.bckgd--b-m {
}

.bckgd--b-p {
}

.bckgd--b-v {
}

// DARK BLUE
.bckgd--db-m {
}

.bckgd--db-p {
}

.bckgd--db-v {
}
```


VARIABLES

```
// VARIABLES_SCSS
```

```
// MAIN COLOURS
```

```
$wht: #fff;  
$blk: #000;  
$ylw: #ffb33b;  
$gry: #6d849e;  
$l-blu: #2484c6;  
$d-blu: #102949;
```

```
// PALE COLOUR TINTS
```

```
$ylw-p: #ffc776;  
$gry-p: #728091;  
$l-blu-p: #66a9d7;  
$d-blu-p: #5e7596;
```

```
// VIBRANT COLOUR TINTS
```

```
$ylw-v: #ff9e3e;  
$gry-v: #46535f;  
$l-blu-v: #136999;  
$d-blu-v: #0b1d30;  
$d-gry-v: #323b44;
```

```
// LOADER
```

```
$ldr: #0b1d30e3;
```

```
// ERROR COLOUR
```

```
$red: #f34949;
```

```
// TRANSPARENT COLOUR
```

```
$t: #ffffff05;
```

```
// FONTS
```

```
$main-font: 'Poppins', sans-serif;  
$lgt: 300;  
$reg: 400;  
$bld: 900;
```

```
$bdy: 17px;  
$h1: 4em;  
$h2: 1.3em;  
$h3: 1.1em;  
$h4: 2em;  
$h5: 1.7em;
```

```
SASS PARTIALS FOR EACH MEMBER
```

```
_mike.scss  
_hannah.scss  
_lisa.scss
```

```
CONDITIONS
```

```
// CONDITIONS_SCSS
```

VARIABLES

- Use camelCase for identifier names (variables and functions).
- All names start with a letter.

Example:

```
firstName = "Name";
```

SPACE AND OPERATORS

- Always put spaces around operators (= + - * / , and after commas.

Examples:

```
a = b + c ; ( a > b ) && ( a > c ) ;  
var values = [ "John", "Sam", "Sarah" ]
```

CODE INDENTATION

- Always use 2 spaces for indentation of code blocks. Set tab space to 2.
(NOTE: Do not use tabs for indentation. Different editors interpret tabs differently).

Example:

```
function toCelsius(fahrenheit) {  
    return (5 / 9) * (fahrenheit - 32);  
}
```

STATEMENT RULES (SIMPLE)

- Always end a simple statement with a semicolon.

Example:

```
var values = {  
    firstName: "John",  
    lastName: "Smith",  
};
```

GENERAL RULES FOR COMPLEX (COMPOUND) STATEMENTS

- Put the opening curly braces at the end of the first line.
- Use one space before the opening bracket.
- Put the closing bracket on a new line, without leading spaces.
- Do not end a complex statement with a semicolon.

Conditional example:

```
if ( name = John ) {  
  document.write ( "Welcome back John" );  
} else {  
  document.write ( "Please enter your correct name." );  
}
```

Function example:

```
function sayHelloName() {  
  document.write ( "Hello Name" );  
}
```

Loops example:

```
for (i = 0; i < 5; i++) {  
  x = i;  
}
```

OBJECT RULES (SIMPLE)

- Short objects can be written compressed, on one line, using spaces only between properties separated by commas.

Examples:

```
var person = {  
  firstName: "John",  
  lastName: "Smith",  
};
```

GENERAL RULES FOR OBJECT DEFINITION

- Place the opening bracket on the same line as the object name.
- Use colon plus one space between each property and its value.
- Use quotes around string values, not around numeric values.
- Do not add a comma after the last property-value pair.
- Place the closing bracket on a new line, without leading spaces.
- Always end an object definition with a semicolon.
- When many properties are involved, span across multiple lines with one property-value pair on each line followed by a comma.

Example:

```
var person = {  
  firstName: "John",  
  lastName: "Smith",  
  age: 50 ,  
  eyeColor: "blue"  
};
```

Short objects can be written compressed, on one line, using spaces only between properties, like this example:

```
var person = {firstName: "John" , lastName: "Smith" , age: 50 , eyeColor: "blue" };
```

LINE LENGTH

- For readability, avoid lines longer than 80 characters.
- If a Javascript statement does not fit on one line, the best place to break it, is after an operator or a comma.

Example:

```
var person = {  
  firstName: "John",  
  age: 48 ,  
  phoneNumber: 021 234 567,  
  gender: "male"  
};
```

NAMING CONVENTIONS

- Variable and function names are written in camelCase.
- Do not use hyphens as they can be mistaken for subtracting attempts.
- Do not start names with a \$sign as it conflicts with many Javascript library names.

Example:

```
var person = {  
  firstName: "John",  
  lastName: "Smith",  
  age: 50,  
  eyeColor: "blue"  
};
```

LOADING JAVASCRIPT IN HTML

- Use simple syntax for loading external scripts (the type attribute is not necessary).

Example (including folder path):

```
<script src="js/script.js">/script>
```

FILE NAMES

- Use lower case file names.

COMMENTS

- Use `//` for single line comments.
- Use `/*` for multiple line comments.

DECLARATION

- Declare all variables, arrays and objects in the beginning of statement blocks.
- Initialize in the beginning to avoid errors.
- Declare loop variables before the use in loops for faster loading effects.

Example:

```
var person = {  
  firstName: "John",  
  lastName: "Smith",  
  id: 55555,  
  fullName: function() {  
    return this.firstName + " " + this.lastName;  
  }  
};
```

QUOTES

- Use double quotes for string values

Example:

```
var person = {  
  firstName: "John",  
}
```

- Use single quotes for apostrophes .

Example:

```
var person = {  
  firstName: "James",  
}
```

TESTING LIVE SITE

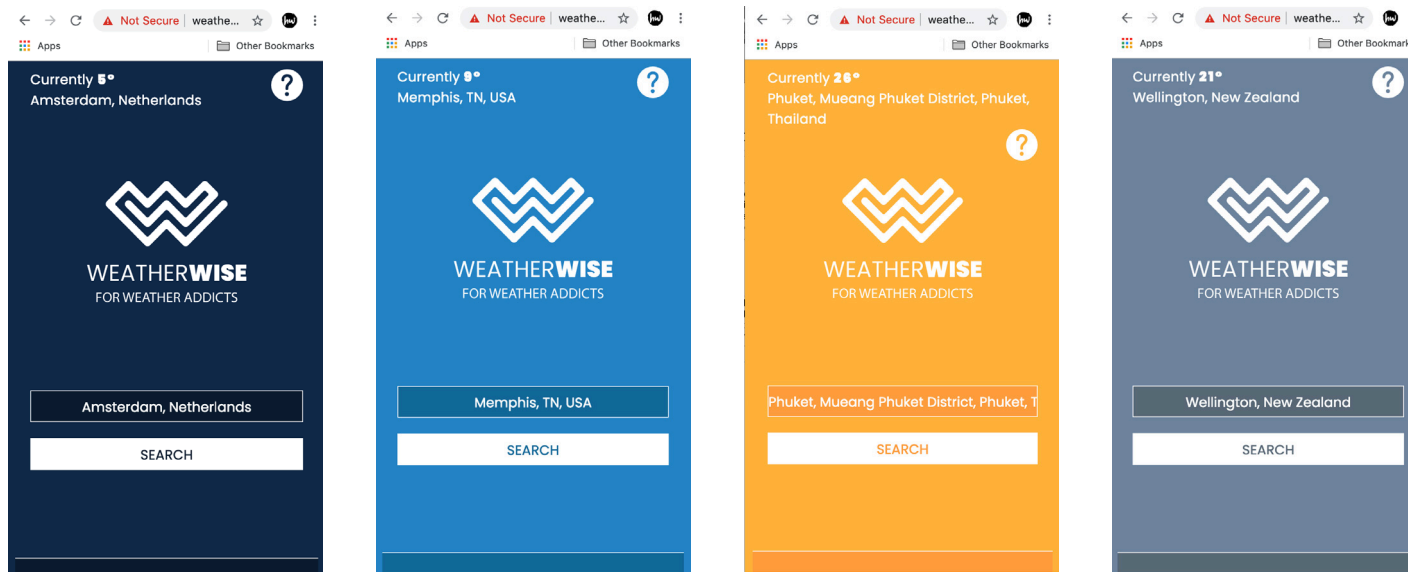
BROWSER TESTING (CHROME, SAFARI AND FIREFOX)

NOTE: INTERNET EXPLORER DOES NOT EXIST ON PHONES SO WASN'T TESTED

- Check console to see if data matches
- Check colours are changing (tooltips, backgrounds)
- Check search is working
- Check Google chart is working
- Check sunset countdown
- Check all buttons are working
- Check that window can't be moved around so the app is off-centre

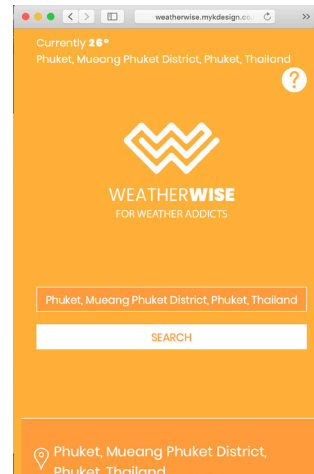
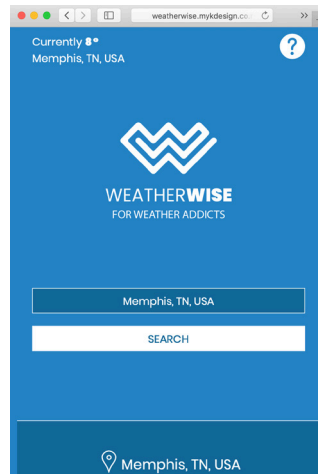
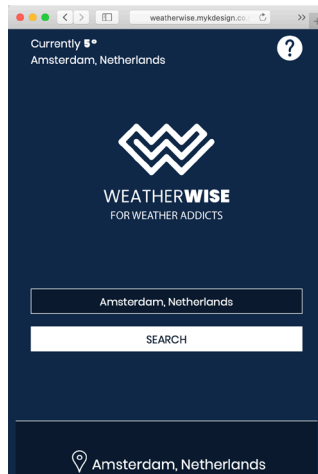
CHROME

- Data is correct based
- Dynamic colours working
- Search is working but we needed to clear the cache
- Google chart is working, but the height could be fixed when your on a small mobile screen
- Sunset countdown is working
- All buttons working
- Can't move window



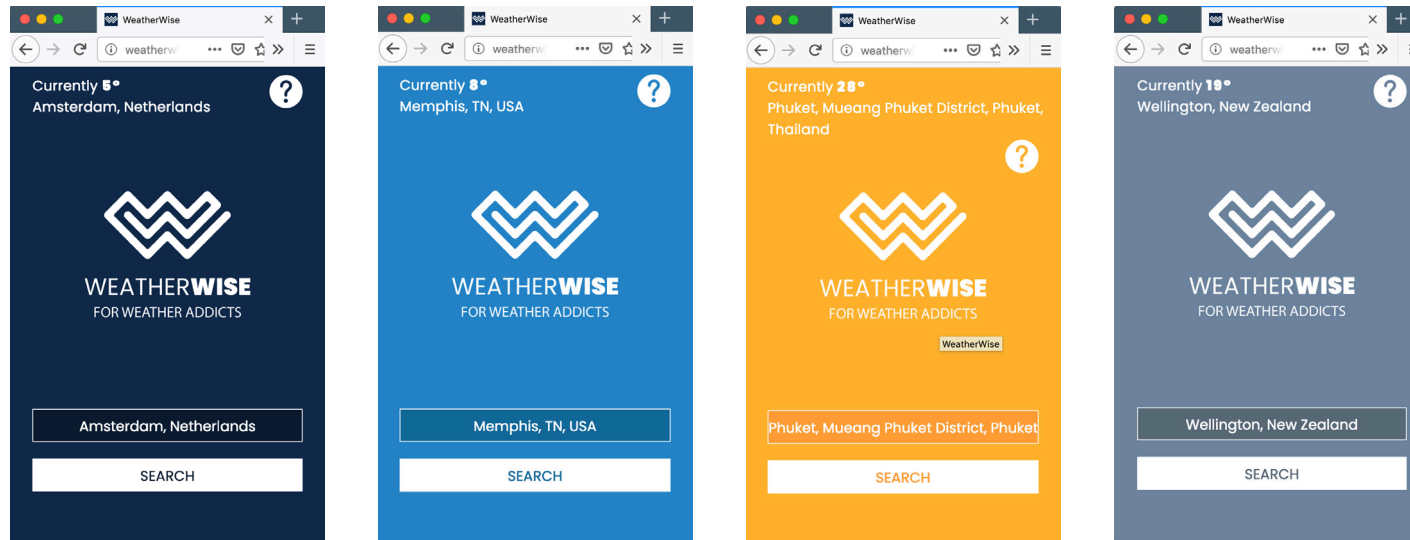
SAFARI

- Data is correct based
- Dynamic colours working
- Search is working
- Google chart is working, but the height could be fixed when your on a small mobile screen
- Sunset countdown is working
- All buttons working
- Can move window so we needed to fix this



FIREFOX

- Data is correct based
- Dynamic colours working
- Search is working
- Google chart is working, but the height could be fixed when your on a small mobile screen
- Sunset countdown is working
- All buttons working
- Can't move window



USER TESTING

USER TESTING QUESTIONS

- What is today's temperature in Wellington?
- Find the sunset time in Phuket.
- What is the UV index in Memphis, USA?
- Are there any improvement that can be made?

USER 1

- User found the current time wasn't visible enough. He thought this could be the more dominant time
- Bigger on main screen?
- He could easily find the high and low

Improvements (Phase two of development) - Auto complete. Current time more visible
Noticed - when you want to type a new location it doesn't scroll to the top
(which could be why user 1 didn't notice the current temperature at the very top)

USER 2

- Autocomplete - User types city 'Phuket' and drop down list appears. Once city is click user expected
- 'Phuket' to automatically refresh the page. Search bar might be a step that's not needed?
- Found temperature easy, high of the day was noticed the most as it's more prominent

Improvements (Phase two of development) - Auto complete
Noticed - Location marker with city location was pushed, user checked to see if it's a button



WEATHER**WISE**