

UpRight

Entertainment 720 (111-2)

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The Idea

An alarm clock that requires the user to complete a Hangman-style game to turn off the alarm, then takes the user to a screen of useful, up-to-date information. Helps the user to wake UpRight.



Team Specifics

Meetings: 5:00-7:00 PM every Thursday in the Math library



GroupMe
5/5



Drive
5/5

Project Management



GitHub
4/5



Kanban Flow
5/5



Agile Methodology
5/5

Front End



Bootstrap
4/5



HTML/CSS
5/5



jQuery
4/5

Back End



Node
5/5



Knex
4/5



PostgreSQL
5/5

Back End

The logo for Express.js, featuring the word "Express" in a thin, black, sans-serif font on a white rectangular background.

Express
5/5

The logo for bcrypt, featuring the word "bcrypt" in a bold, black, sans-serif font on a white rectangular background.

bcrypt
5/5



Passport
4/5

Additional Tools



Heroku
5/5



Mocha
5/5



Chai
5/5

Challenges

- **Adam:** Making sure that different functions of alarm are called at the right times
 - Tested each time dependent function with a hardcoded time
- **Aidan:** Ensuring that only logged in users can access certain server routes
 - Used Passport.js to add middleware to the Express routes
- **Jaykob:** Translating technical skills into expressive artistic design
 - Used an iterative design process along with team member/sample user feedback

Challenges

- **Nick:** Forcing web browser to play sound on page load
 - Overcame through use of Firefox with custom security/privacy settings
- **Yicheng:** Unfamiliar with several tools, such as Knex, HTML and Github
 - Learnt and practiced using official documentation, W3Schools tutorials, and help from my teammates

DEMO