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Completed the project named as

**Phase 3 MVP Implementation** 

PROJECT NAME: LIVE WEATHER BROADCAST

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# Phase 3 - MVP Implementation

## 1. Project Setup

- Define project scope: Build a lightweight weather broadcast MVP that fetches live weather updates and displays them to users.
- Tools and technologies:
- \* Frontend: HTML, CSS, JavaScript (or React if scaling).
- \* Backend: None required for MVP (can use API directly).
- \* Weather API: OpenWeatherMap / WeatherAPI.
- \* Hosting: GitHub Pages / Firebase Hosting.
- Initialize project repository on GitHub.
- Install required dependencies if using frameworks.

#### 2. Core Features Implementation

- Fetch live weather data from an external API using API key.
- Display temperature, humidity, wind speed, and condition (sunny, cloudy, rainy, etc.).
- Implement location-based weather (via user input or geolocation).
- Refresh weather data periodically (e.g., every 5–10 minutes).
- Basic UI with responsive design for desktop and mobile.

## 3. Data Storage (Local State / Database)

- Local State: Store current weather data temporarily in JavaScript variables or state management (React useState).
- Optional: Use LocalStorage to cache last weather data to display while new data loads.
- Database (Future enhancement): Firebase Realtime Database or Firestore for saving user preferences (e.g., favorite cities).

### 4. Testing Core Features

- Unit Testing: Verify API response parsing and UI rendering.
- Integration Testing: Ensure weather data updates correctly on the interface.
- Edge Cases: Handle invalid API key, no internet connection, or unavailable city names.
- Manual Testing: Test on different devices (mobile/desktop).

#### 5. Version Control (GitHub)

- Initialize Git repository and push code to GitHub.
- Use branches for new features (e.g., `feature/api-integration`).
- Commit messages should follow a convention (e.g., "feat: add API integration").
- Use GitHub Issues for bug tracking and project board for task management.
- Enable GitHub Actions for automated testing and deployment.