

# Project One:

## Team Members

Aaron Corbett

AJ Generoso

Mike Neal

Paige Preziosi

## Your Project Links

Code Repo URL

<https://github.com/ajgeneroso/NFL-Weather-Checker>

Deployed URL

<https://ajgeneroso.github.io/NFL-Weather-Checker/>

## Project Week Timeline

Date	Subject
Tue 01/02	Project Work Introduction & <b>Module 6 Challenge Due</b>
Wed 01/03	Project Work    <b>Proposal Due (Rough Draft)</b>
Thu 01/04	Project Work
Fri 01/05	Project Work & <b>Mock Presentations (sign up sheet TBA)</b>

## **Project Requirements**

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- Must use at least two server-side APIs
- Must use a CSS framework other than Bootstrap
- Must use client-side storage to store persistent data
- Must have a polished UI
- Must meet good quality coding standards (indentation, scoping, naming, etc.)
- Must NOT use alerts, confirms, or prompts (look into modals).
- Must be deployed to GitHub Pages or Netlify
- Must be interactive (i.e: accept and respond to user input)
- Have a clean repository that meets quality coding standards (file structure, naming conventions, follows best practices for class/id naming conventions, indentation, quality comments, etc.).
- Have a quality README (with unique name, description, technologies used, screenshot, and link to deployed application).

## **Presentation Requirements**

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- You will also be responsible for preparing a 8-10 minute presentation.
- This will be a formal presentation.
- Every member of the group is expected to be able to speak to **any section** of the application
- One in which you explain in detail:
  - Your overall application's concept
  - The motivation for its development
  - Your design process
  - The technologies you used
  - A demonstration of its functionality
  - Directions for future development

## **Presentation Template**

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Your presentations are a reflection of the work that you have done as a team. We should have a clear understanding of what the application does, why it was built, and how it was built before we ever experienced your application demo.

Your presentation should translate easily to your informative README.

### **Presentation**

- 1. Description of what it does w/ Visual Support: Gif / Image of your app doing it.**
- 2. Motivation for building this w/ Research you did: Into existing apps how is this different how is this the same?**
- 3. How did you build it out? w/ Infographic of your work-flow**
- 4. User Stories => Features => task => Branches => Git Commits**
- 5. User Stories w/ Gif of your application UI completing that user story**
- 6. Planning Wireframe w/ Side by Side of initial Wireframe vs. end product**
- 7. Task Assignment => Who did what?**
- 8. Team work-flow => Working Agreements Stand-ups Playbacks**
- 9. API Research....**

**See Presentation Template for more details**

### **Presentation Template**

[https://docs.google.com/presentation/d/10QaO9KH8HtUXj\\_\\_81ve0SZcpO5DbMbqqQr4iPpbwKks/edit#slide=id.p](https://docs.google.com/presentation/d/10QaO9KH8HtUXj__81ve0SZcpO5DbMbqqQr4iPpbwKks/edit#slide=id.p)

# **Teamwork & Expectations**

## **Team Effort**

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Before anything, remember that Projects are a group effort: Working closely with your teammates is a requirement. This both helps teach real-world collaborative workflows, and enables you to tackle more difficult problems than you'd be able to working alone.

In other words, working in groups allows you to work smart and dream big. Take advantage of it!

### **Note:**

- 100% participation and attendance is required in order to receive credit for the Group Project work.
- Participation in all 3 Projects are course requirements.

## **How will you be using Git?**

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Git Commit #

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## **Stuck time ( How long until you consult a teammate?):**

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- 30 min?
- 1 hour?

## **Working Agreements:**

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Examine these resources:

- <http://www.iliokb.com/2012/04/example-working-agreement.html>

- <http://www.payton-consulting.com/wp-content/uploads/2014/07/WorkingAgreements.jpg>

## EXAMPLE:

### During Sprint Do The Following:

- Team members attend daily stand ups @ 6:30pm (T,TH) 10am (sat)
- We will be expected to be working on Sun and M,W,F (is this true?)
- Should a team member have a conflict, s/he/they updates the slack team channel in advance of the meeting
- We believe in the value of planning collectively as a team
- Every Team Member is engaged and involved.
- Every Team Member is committed to the value of the application over individual recognition.
- Every Team Member will practice active listening
- Every Team Member will be directly engaged with the work - not answer texts or phone calls, social media, or other off-topic material (with the exception of emergencies -which will be communicated to the team)

## Your Team Working Agreements

During Sprint Do The Following:

Paige: Weather API/JS

AJ: HTML/CSS

Aaron: HTML/CSS

Mike: Teams API/JS

## Agile Stand-Ups:

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For software teams, the stand-up is like the team's huddle. It's even commonly known as the daily scrum, and reinforces "we" to keep everyone aware of the team's landscape and progress.

A stand-up is a daily meeting that involves the core team.

This meeting's flavor is unique to each team, but commonly we use three simple questions to generate structure:

1. What did I work on yesterday?
2. What am I working on today?
3. What issues are blocking me?

These questions highlight progress and help flag team blockers. Also, it strengthens the team when everyone shares the progress they're contributing to the team. The daily reinforcement of sharing individual successes and plans keeps everyone excited about the team's overall progress.

## **Agile Playbacks:**

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Teams sometimes have a weekly/bi-weekly meeting called a "playback". This meeting allows team members to explain and demo completed features and the work they did during this past sprint. (normally a work week). Playbacks are important to keep project managers up to date, as well other team members to what has been accomplished during a sprint.

The playback format:

- Tell your team what you worked on and how it went.
- Show the progress you have made on your work.
- Demo any finished work/features.

We encourage you to set up time for playbacks at the end of each sprint.

# Application Info:

**Project Title:**

NFL Weather Checker

**Logo Image**

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## Project Description

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Before you start writing any code, your group should outline the scope and purpose of your project. This helps provide direction and prevent [scope creep](#).

Write this as a brief summary of your interests and intent, including:

- Problem / Motivation
- How it addresses the problem
- Possible source for such data

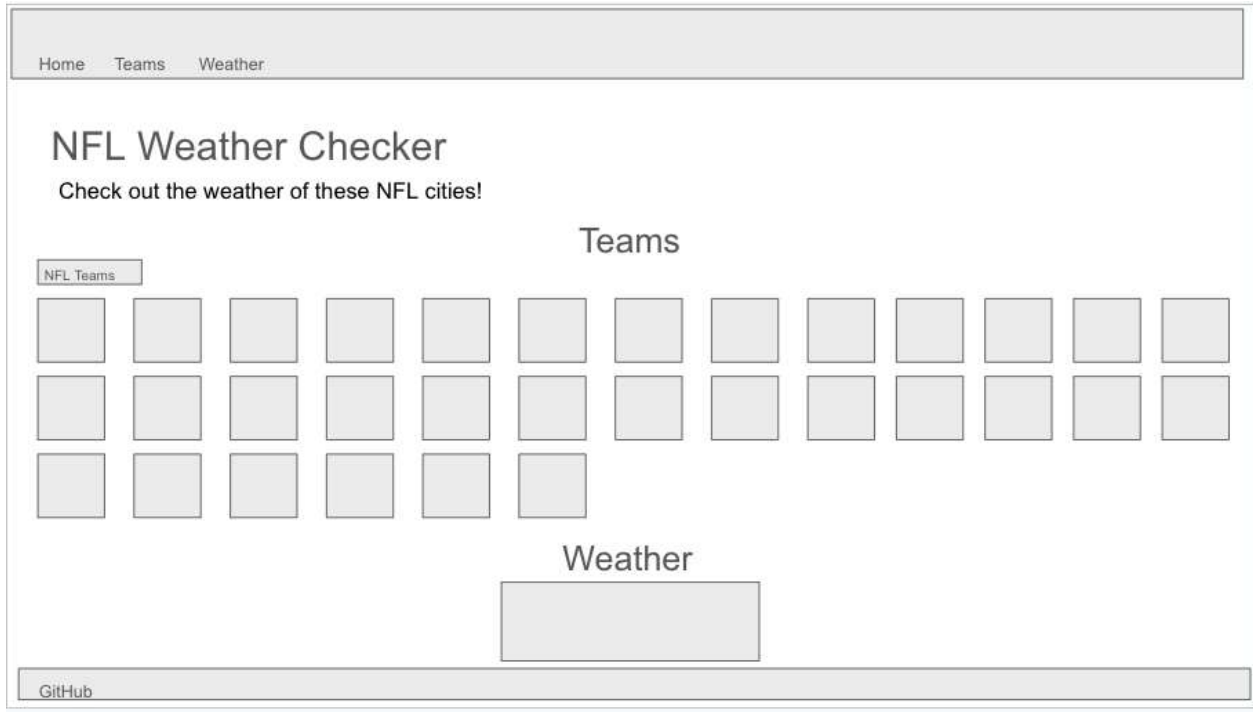
# Planning: Design

## User Stories

As a <role>, I want <feature> so that <reason>. <What does it inform>			
1 User	A site that has all of the NFL teams listed	I can see all of the team logos	HTML: A UI that is simple and user friendly JS:
2 Developer	Build a football themed page and have team logos	The user can select a team and get weather information for that team's city	HTML: page structure and layout JS: API for all teams and their logos
3 User	To get weather information for the city of a football team	I can use the information to help decide on my fantasy football lineup	HTML: The city name and current temperature JS:
4 Developer	To link a weather service to the page	It populates the weather for the corresponding city	HTML: a weather section JS: API with widget that displays city and temperature
5			HTML: JS:

## WireFrame Images





## Features / Tasks

Link to Github Projects Board

## Planning: Technology

### APIs to be Used:

API #	API Base URL	Parameters	What is it?
1	<code>https://site.api.espn.com/apis/site/v2/sports/football/nfl/teams</code>	<code>data.sports[0].leagues[0].teams[i].team.logos[0].href</code>  <code>data.sports[0].leagu</code>	Team Logos

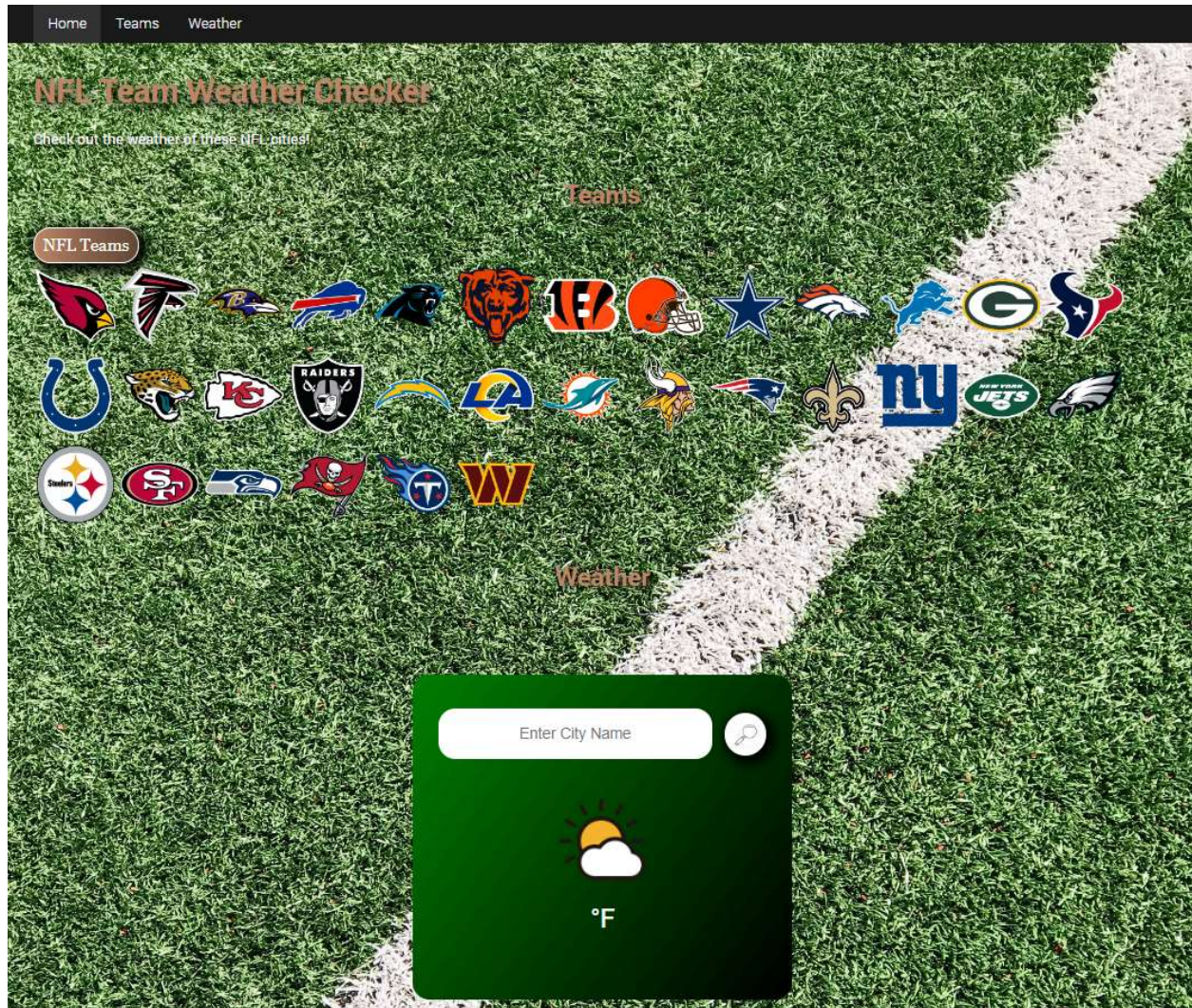
		<pre>es[0].teams[i].team. location</pre>	Team City
2	<pre>https://api.tomorrow .io/v4/weather/realt ime</pre>	<pre>?location=\${e.target .dataset.city}&amp;units =imperial</pre>	Weather display city and temperature units

### **Screenshot or code Snippet of APIs to be Used:**

<https://site.api.espn.com/apis/site/v2/sports/football/nfl/teams>

<https://api.tomorrow.io/v4/weather/realtime>

### **Screenshot or code Snippet of RESPONSE from APIs to be Used:**



## Libraries to be Used:

Library #	Doc Link	What does it do?	How did you use it?
1 Ink	<code>https://cdn.in k.sapo.pt/3.1. 10/css/ink-fle x.min.css</code>	HTML starter code	Page layout
2 Ink	<code>https://cdn.in k.sapo.pt/3.1.</code>	CSS styling	Page styling

	<div>10/css/font-awesome.min.css</div>		
3			

# Project Reflection

## Retrospective Notes:

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### Team Reflection:

- What Went Well
- What Did not go well
- What can **WE** improve for next time

### Team Member Feedback (directed at your team member(s)):

- What Went Well
- What Did not go well
- What can **YOU** improve for next time

### Team Reflection & Team Member Feedback Google Doc Link

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### Self Reflection:

- What Went Well
- What Did not go well
- What can **I** improve for next time

### Self Reflection Link

Name		
Name		
Name		
Name		

## **Blog / Medium Post:**

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**Blog / Medium** Link

Team Member #1	
Team Member # 2	
Team Member # 3	
Team Member # 4	

## **Create a medium blog post about (350 Words)(Strongly Recommended)**

Potential Topics:

A new technology and how to use it (tutorial) A new concept that you discovered

Implementation of team working practices

## **Notes:**

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