







Finally the user could:

- Back arrow to navigate through the directories.
- Preview of the files and media.
- Direct link to images, videos, documents and audios.
- Trash folder.

Finally the user couldn't do:

- Drag and drop.
- Right click to show options.
- Double confirmation.

We started off peer-coding to ensure we both understood the concepts of fetch and requests to php. Later on, the tasks were distributed according to our preferences and also and more important according to the less expertise we had on developing them.

## INCIDENTS AND LESSONS LEARNED

This project has suffered from many incidents. We discovered that the more we did the more little details we had to solve. It's critical to visualize the project in the beginning and compartmentalized the development. At first we had to spend a lot of time gathering the information ready to continue. We ended up having trouble organizing the code and trying not to mix different functions and variables. Next time we will make sure to have everything clearer. It is important to control the frustration as the dead-line approaches

and when still there is a lot to finish. Rely in your partner and share the process. We learned a lot about folder and files permissions as they kept on obstaculizing the progress. We also learned that Windows makes the differentiation in between folders and files whereas Linux or Mac does not do it as they consider both as files. We learned deeper how to use asynchronous functions with the use of fetch.