COSC 4P02 – Progress report One
February 23, 2025
Instructor: Naser Ezzati-Jivan
TA: Madeline Janecek

Project Topic: PRJ3: Shop builder for social media sellers

Github: https://github.com/benCombe/Shopimy

Jira board: https://abishop.atlassian.net/jira/software/projects/SS/summary

Figma board: https://www.figma.com/design/fU1vUeeUaLm6gjVrEEEJGm/Shopimy?node-id=0-1&t=M80fOizwfvKM8yBG-1

If access is needed to view the Jira board, please contact Ashley

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Table of Contents

Introduction

This project aims to meet a hole in the e-commerce market, a hole that has been created by a growing online retail space that makes it difficult for new business owners to create and sell their products. Shopimy aims to meet new business owners in the middle, providing an application that is intuitive, user-friendly, and focused on the experience of creation and usage. This lightweight-focused shop application targets global markets that will allow for new growth and exposure for new business owners who may not have the ability to reach them. The main objective of this application is to allow small businesses and social media users to be able to interact with and create their own shops. This will include the availability of showcasing simply one item or a catalog of items for users to browse through. One of the key features of the application will be an analytics dashboard, that will highlight trends in the shop's market (popular items, least bought, most viewed, etc) the dashboard will include total revenue, the average cost of purchase, and total orders. Our team has successfully completed two sprints that begin to address our main features and produce simple designs with the user in mind. This report outlines how our team has been able to work together to start to bring to life shopimy.

Progress Update

Project Design

Careful consideration was put into the design of Shopimy, taking into account the types of users that would be utilizing the software, our team came up with the following designs to ensure that it had the necessary features, icons and labels that would make it intuitive for a new business owner to make their own shop with Shopimy.

Our team made use of the design tool Figma, to ensure that all members would have access to the designs presented. Members were able to comment on or edit the designs so all would be pleased with the outcome. The scope and what features would be included within the project were discussed in our teams' scrum meetings, followed with our design led Ashley designing pages to present to the group for further review and inspection, with the aid of Braden, and Ben C additionally doing design work to further our designs. Below are screenshots of proposed designs from Figma to be implemented on Shopimy.

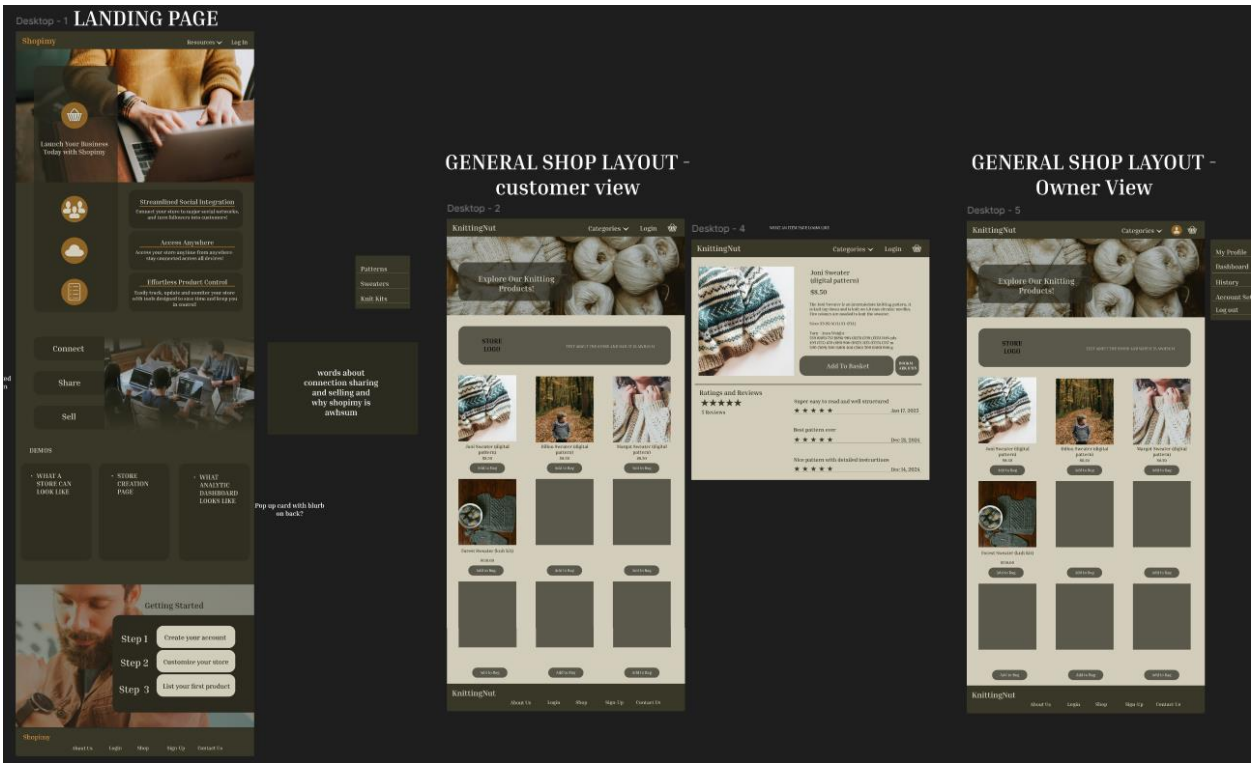

Figure 1 Taken from Figma, proposed designs of the landing page, general shop layout for both owner and customer view

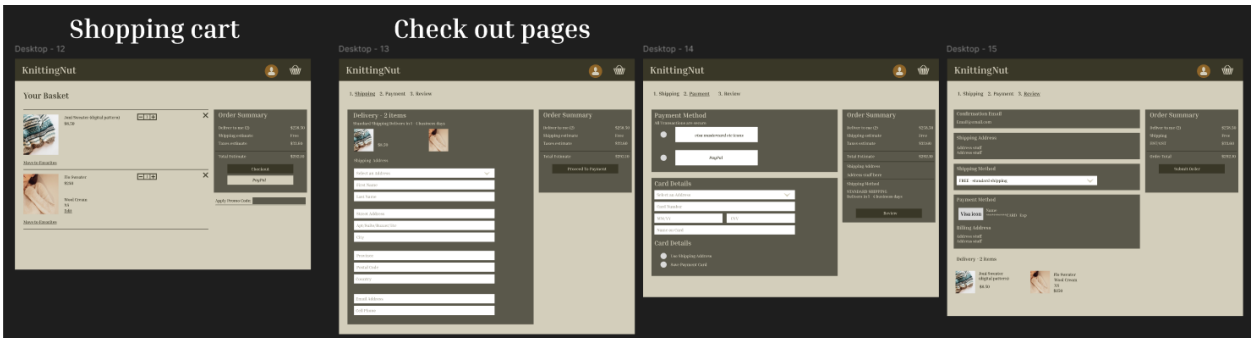

Figure 2 Proposed designs of the shopping cart layout and the following checkout pages

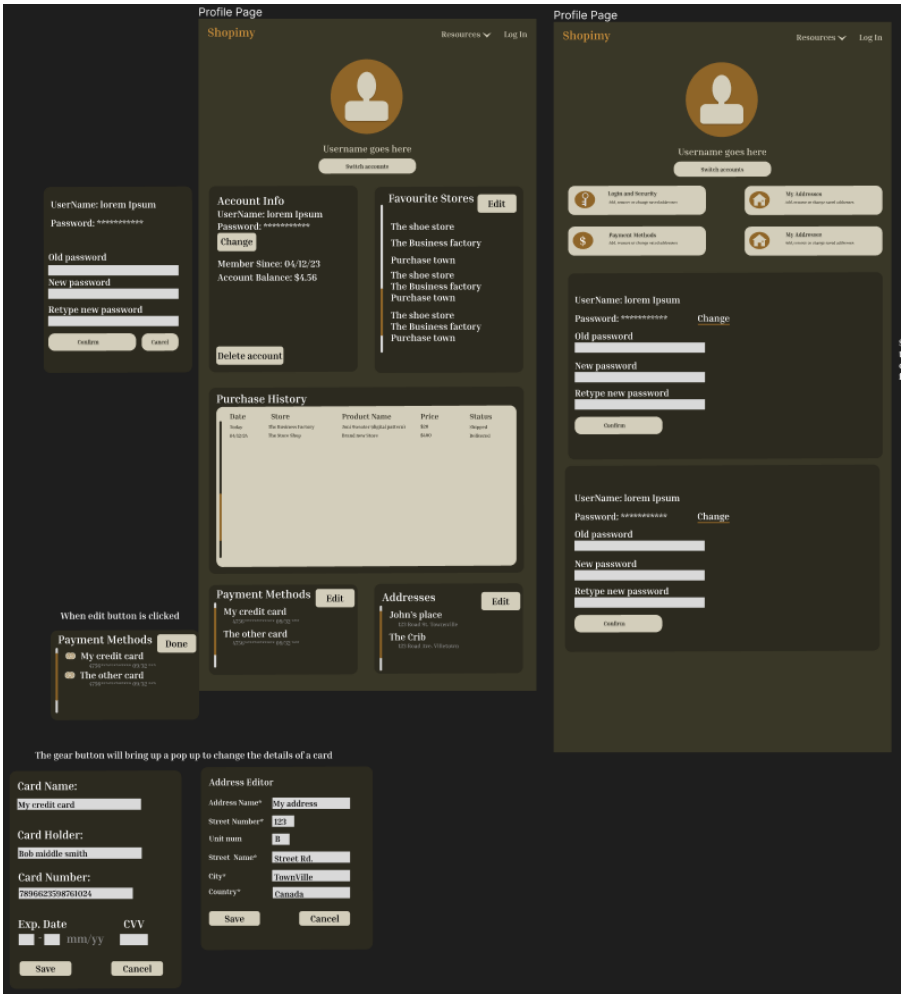

Figure 3 Proposed design of the profile page

Figure 4 Proposed design of the register page

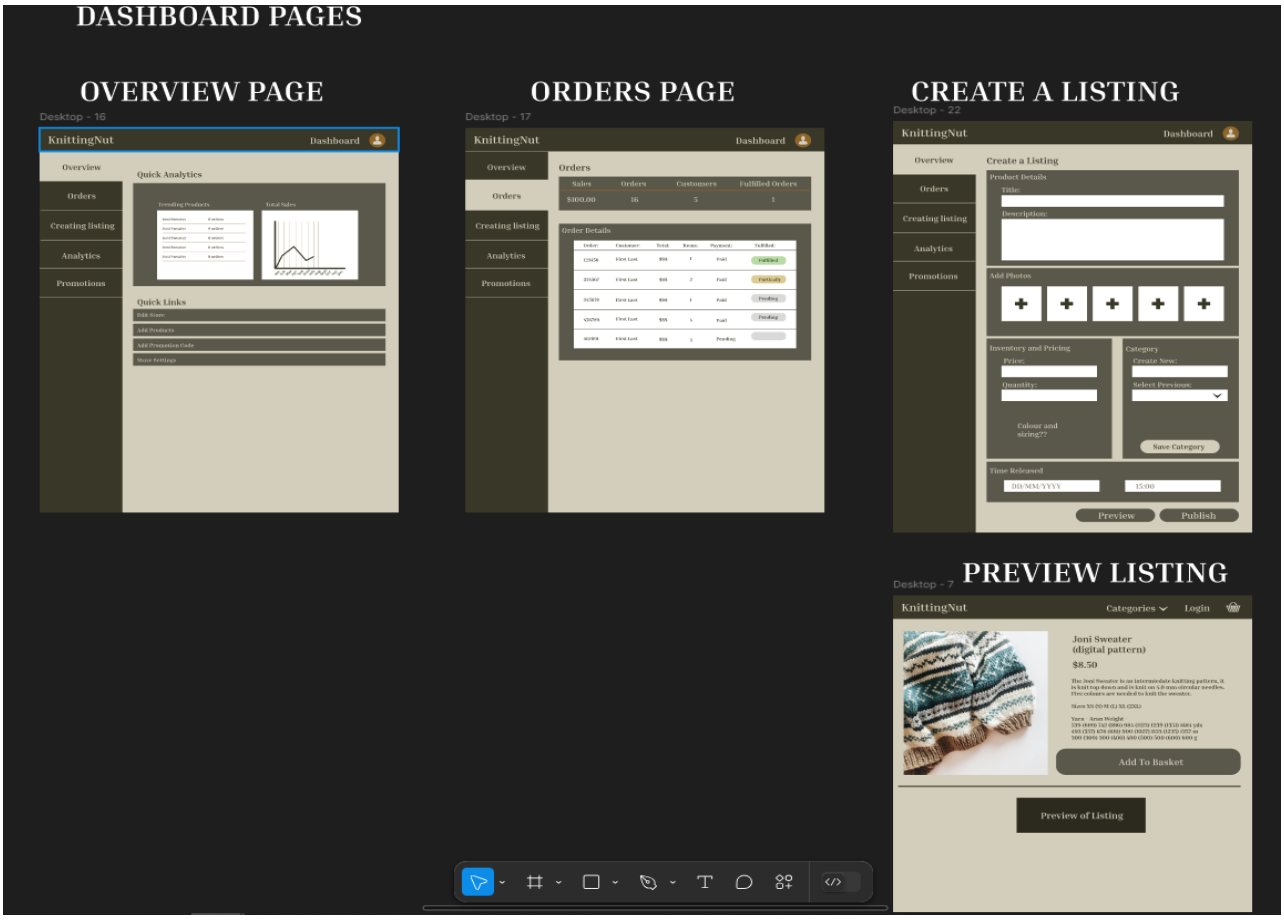

Figure 5 Proposed design of the store owner dashboard, includes overview page, orders page and creating a listing page

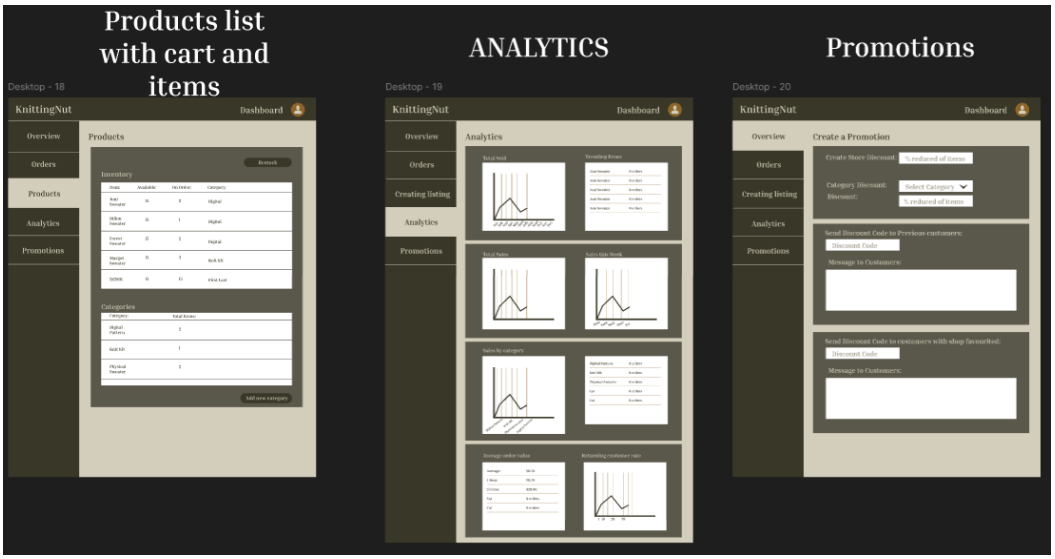

Figure 6 Continued proposed design of the dashboard, including products list, analytics page and promotions page

Front-End

Our front-end team has been working diligently to ensure that we have as many working pages as possible in preparation for our progress report. As mentioned before our team has many designs that have been drawn up, with the implementation of these pages in a queue to be coded. The pages that have been implemented are our landing page for Shopimy, the general shop layout, login and register pages, profile page, the shopping cart and check out pages, and the general outline of what the store owner dashboard looks like, with implementation on all features pending on being fully implemented.

We are very pleased so far with the progress made so far regarding our designs and the pages that we have implemented. There have been considerable amounts of effort with our front-end team, making reuseable components, ensuring login functionality works, and our themes service (the store owner can change the colour of their shop) works correctly. Additionally, ensuring a user has a cookie service available to them and is connected to the database was also a priority. The next step that the front-end team will be taking is implementing more features of Shopimy and building more pages.
The following screenshots are taken from our site to showcase the pages that have been pushed to our repository.

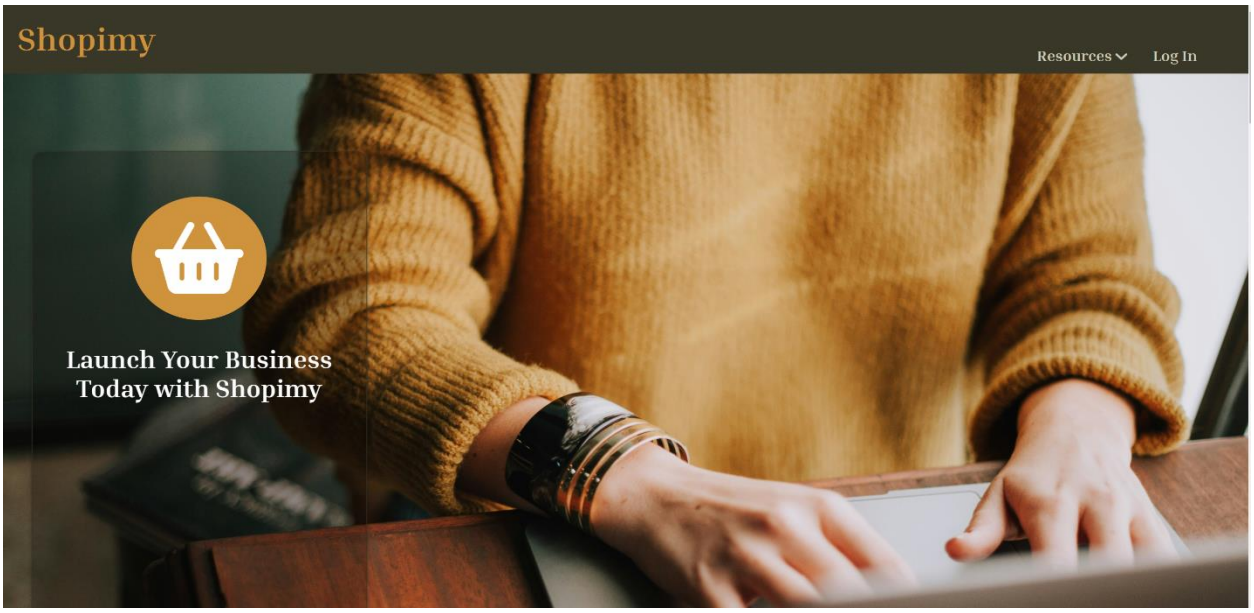

Figure 7 Implemented landing page

Figure 8 Implemented landing page, bottom half

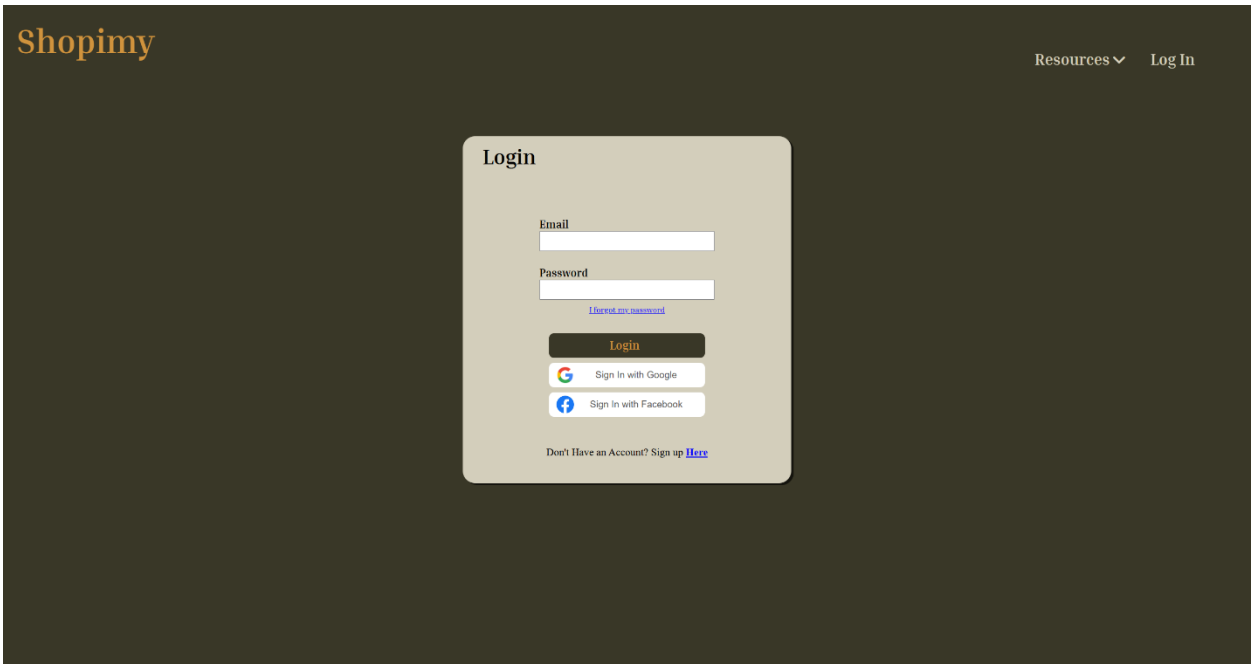

Figure 9 Implemented login page

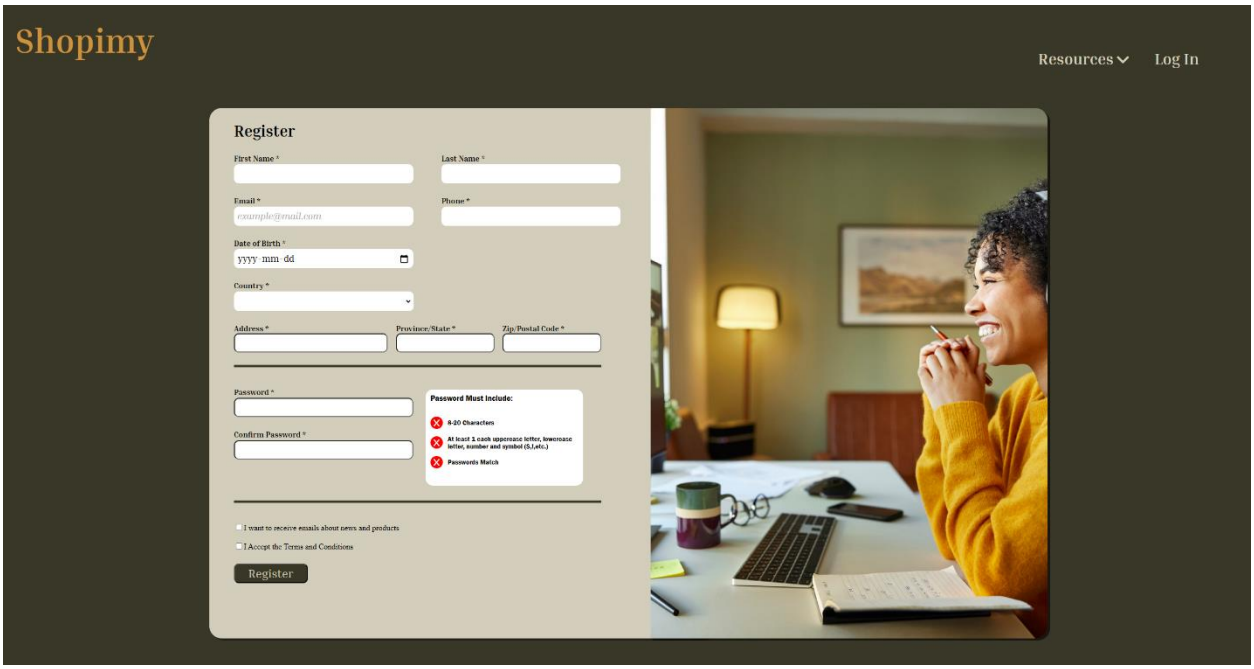

Figure 10 Implemented register page

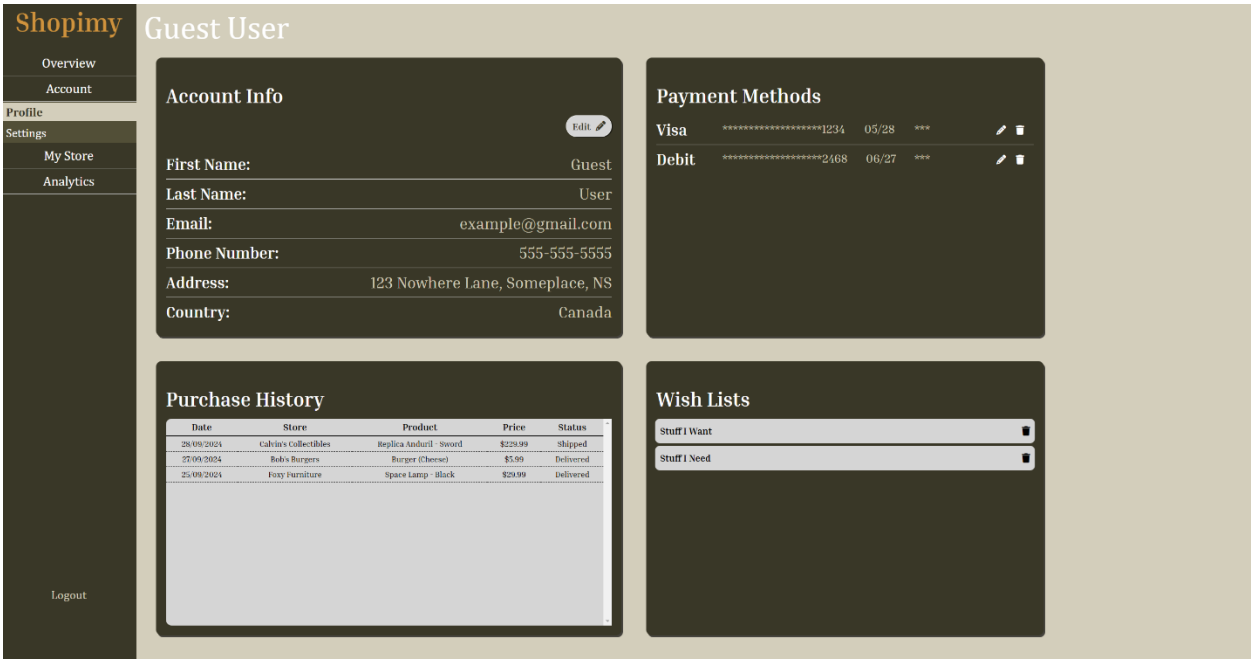

Figure 11 Store Owner Dashboard, with the users account information payment methods purchase history and wish lists; rest of dashboard to be implemented.

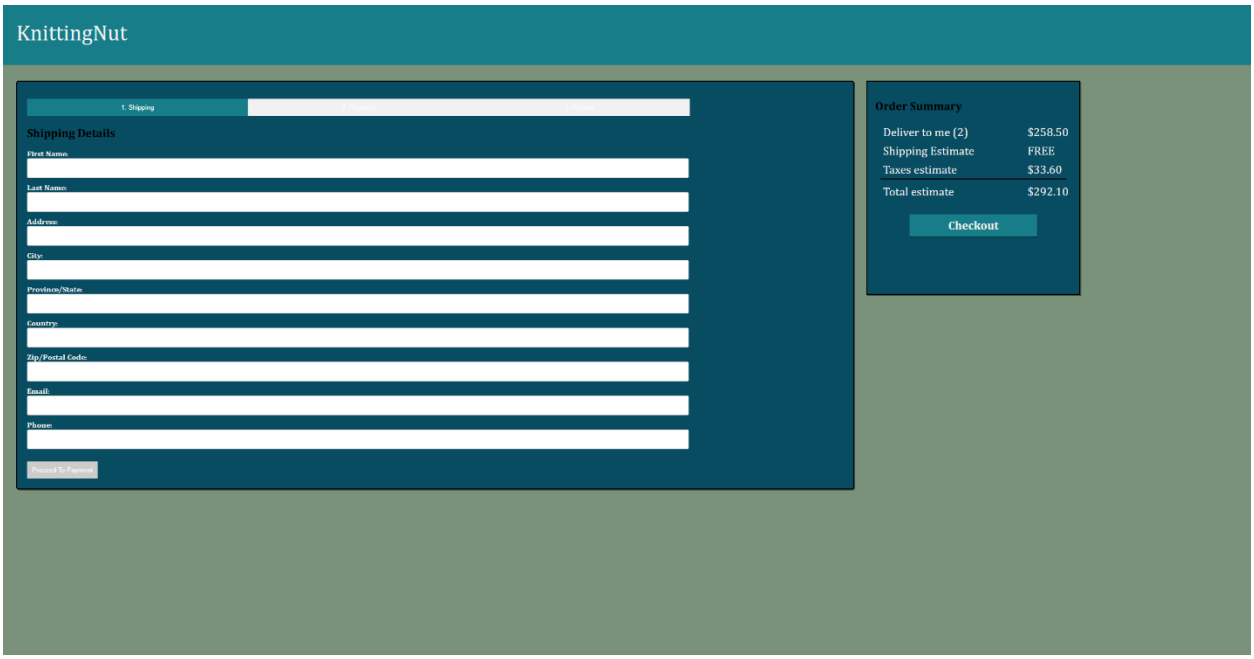

Figure 12 Implemented shipping details page, it should be noted the colours chosen are part of our customization that shop owners can chose the colours they want for their store.

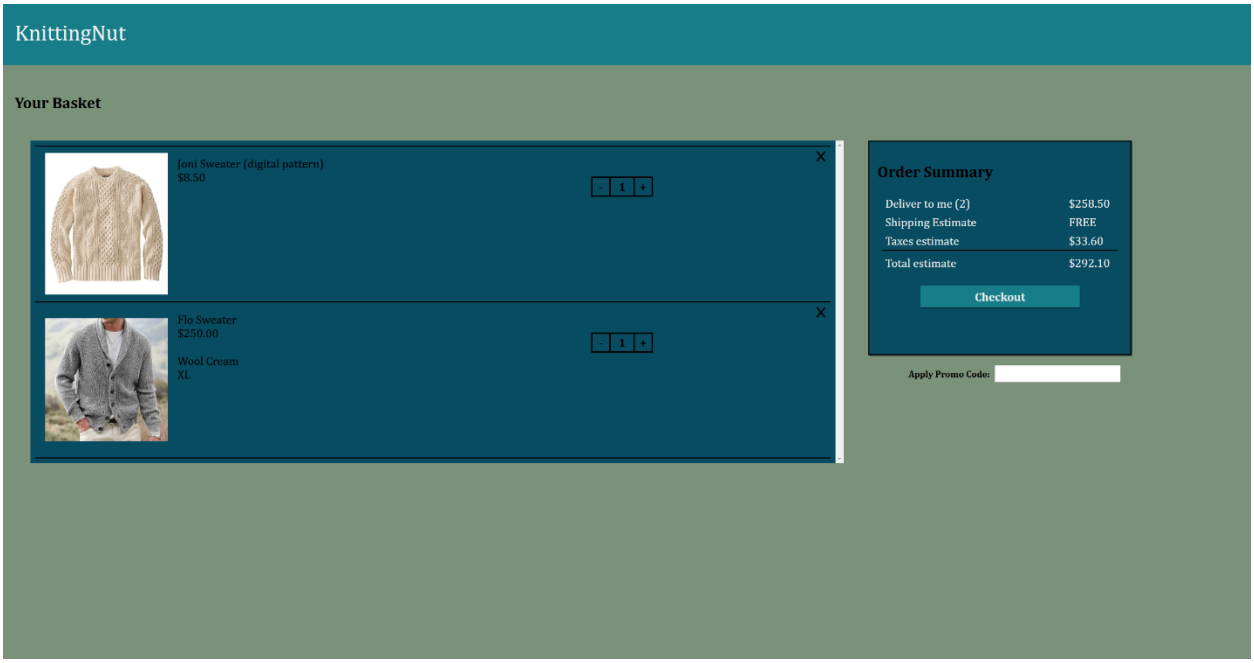

Figure 13 Implemented shopping cart page

Back-End

Our backend team has been working hard designing our database, and ensuring functionality is a priority. There was a considerable amount of time that was put into our ER diagram, our first sprint our team drafted a diagram, and it has been continually updated as seen by figure 15 as our project has progress. The set up and hosting of our database was the second step in the beginning stages of our backend work.

Our team has also spent time ensuring that the proper tables for our application are created and the appropriate triggers for backend items (products that the store owner can list) were also present. There were also controllers implemented for the database communication, in the event that a store owner wants to list/ add an item to their store. Additionally, functionality regarding displaying items and their associated category of item were also implemented with our controller classes.

Additionally, the login and registration functionality were also implemented. With passwords being secure by adding a salted hash and storing into the database. Routing was also done between pages and navigation bars.

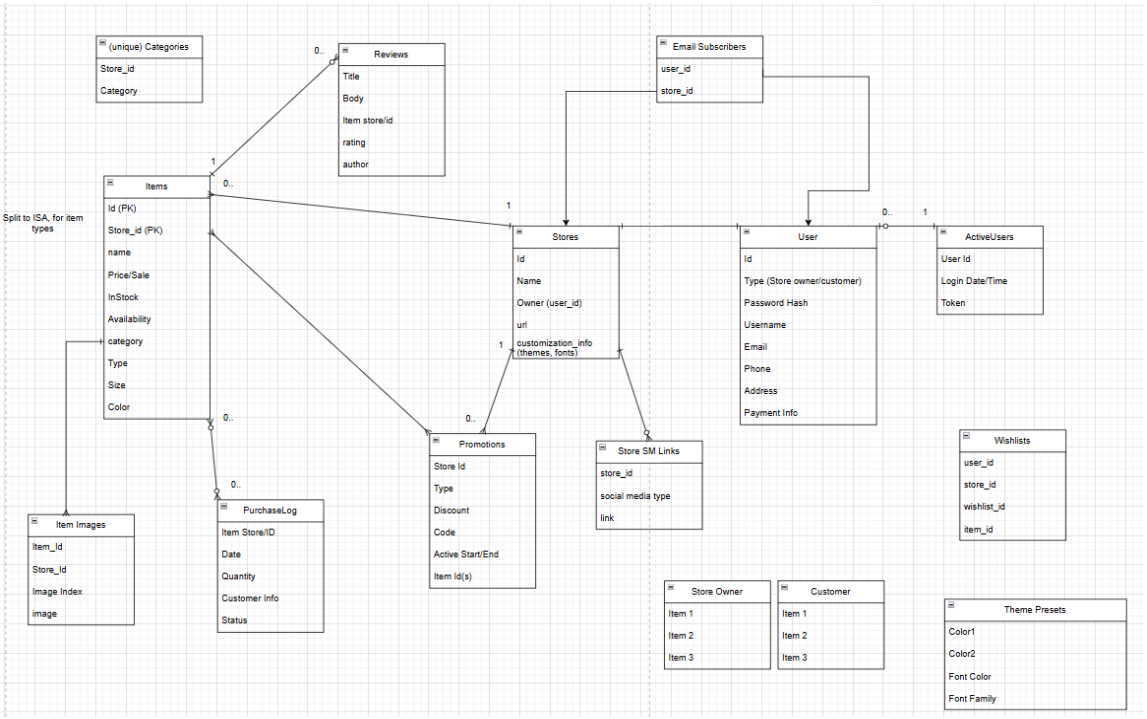

Figure 14 First draft during our first sprint of our ERD

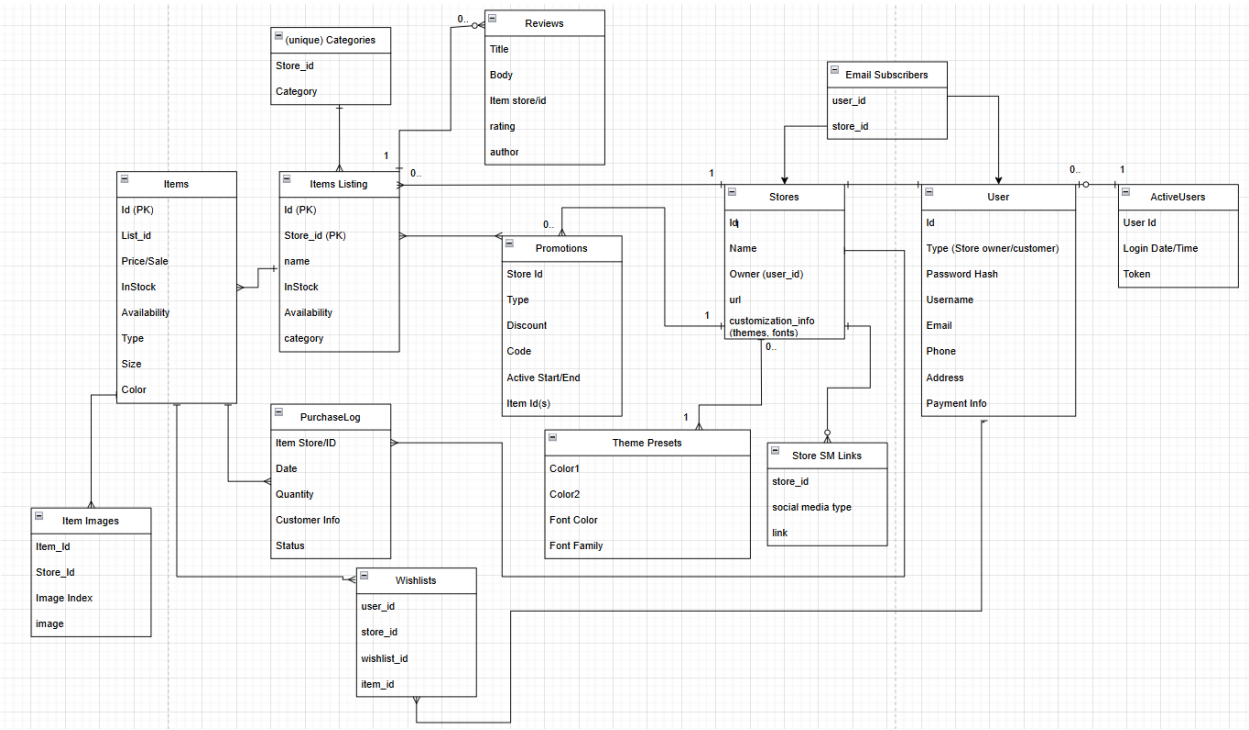

Figure 15 Updated ERD after our second sprint

Sprints Progress

Sprint One

Throughout the duration of our first sprint we faced a couple challenges, we rearranged the structure of our sprints and this changed how the first sprint looked. Our goal of the sprint was to implement some basic features and understand how to work in sprints. Our group took on two user stories, both focused on what a story owner would like in a shop builder application. The first story focused on the ability to create an account and have the user be able to login to that account. The second task focused on the ability to add and edit items and categories to the store.

These two stories were our primary tasks throughout our first sprint. However, there was a considerable amount of time that was put into design of the application, designing pages that not only directly applied to the specific task, but also how the user would interact with other pages to get to the specific page for that task. Additionally, a sizeable amount of time was also put into understanding how our chosen stack works specifically regarding our frontend. The installation and growing pains of learning how to use new software and languages also took time to get used to. Lastly our first sprint focused on setting up our developer environment, designing how our database looked and learning how to work within a team.

Sprint Two

Our second sprint we focused on implementing more features and pages into our application. Our team took on five user stories and a couple of miscellaneous tasks to be completed. The goal of our second sprint was to catch up after our slower start, we primarily focused on stories surrounding a store owner, but had a couple that involved the customer. Our

specific tasks were creating a dashboard for the store owner, the ability to display items and categories to customers, the ability for a customer to add and remove items from their shopping cart and the ability for a user to have a profile page for them to view account settings payment options etc. For a more detailed version of our tasks and their designated subtasks please view our Jira board or our sprint_logs folder with tasks broken down by sprint. Most of these were successfully implemented, however there were a few subtasks that were not finished that have been moved into our next sprint to ensure they get completed.

Software Engineering Progress

As of writing this report our team has successfully completed two sprints. Per the README file that outlines our deadlines we have been keeping to the dates and reallocating tasks to different sprints if they do not fit within our current sprint. Our team meets three times a week, for a total of six meetings per sprint, with the exception during our second sprint- as one meeting was cancelled to ensure all members could attend that meeting. Our sprint review and retrospective meeting was held during the same meeting to ensure all details were brought forth by members. In this meeting we detailed all the tasks that have been completed and discussed what we can further improve on for future sprints. Our scrum meetings are filled with discussion on current problems members are having, tutorials, showcases on what members have done and discussion followed up on what everyone thinks of the design's/implementation/ etc.

Meeting notes are taken during all forms of meetings and can be reviewed in the GitHub folder documents/meeting_minutes the folder houses notes for both our sprints and sprint review notes. Our team has been using Jira to keep track of tasks and user stories that each member has been completing, for a full view of tasks and their progress the excel spreadsheets sprint_one and sprint_two found in documents/sprint_logs/ outlines the task, the member assigned to the task and the status of the task. Additionally, between meetings our team has been using a discord server to communicate problems and updates to each other.

GitHub and Jira logs

For task management, our team decided to utilize Jira. The following screenshots are a cumulative flow diagram, burnup and burndown reports for both sprints. Below the Jira screenshots we have also included insights from GitHub, however it should be noted that our team feels that these logs are not fully representative of what each member contributed to the project thus far. We encourage you to view the contributions section and base more judgment on that portion of the contributions to the project.

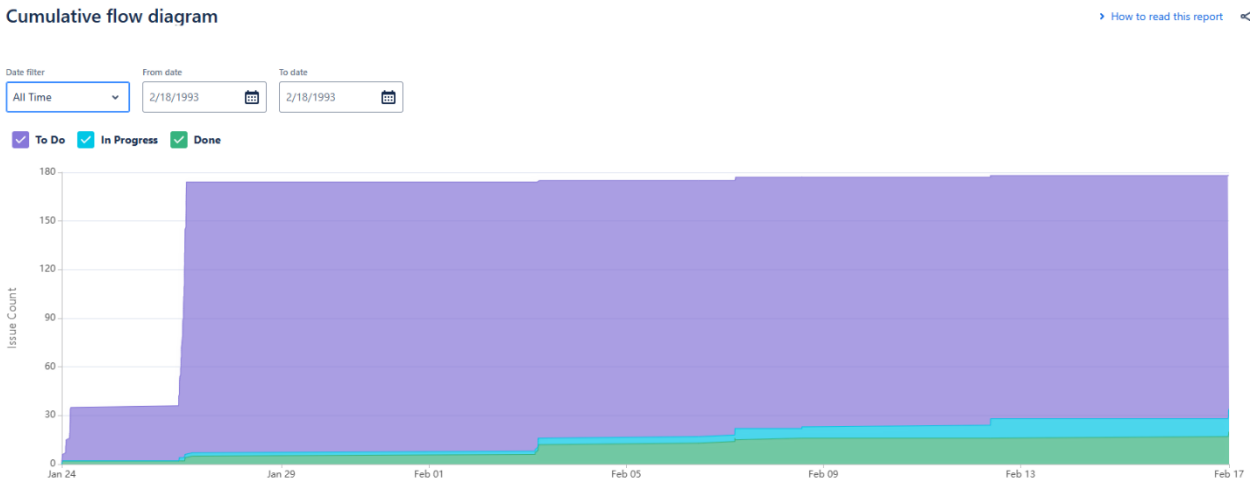

Figure 16 Taken from jira, this is the work done vs what we need left to do

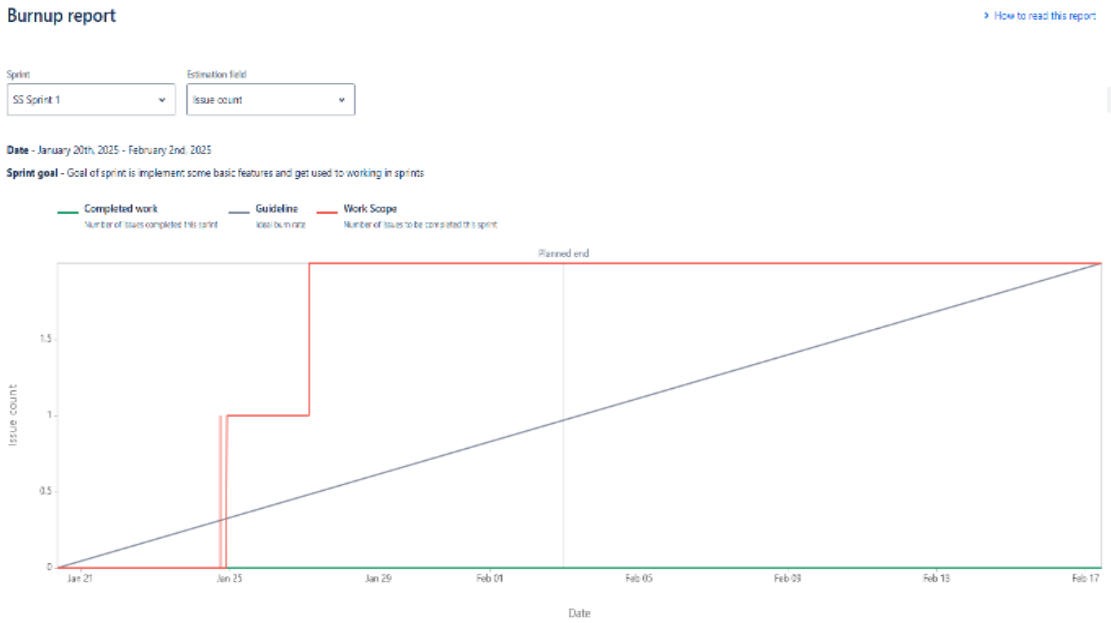

Figure 17 Burnup report for our first sprint

Figure 18 Burndown report for our first sprint

Figure 19 Burnup report for our second sprint

Figure 20 Burndown report for sprint two

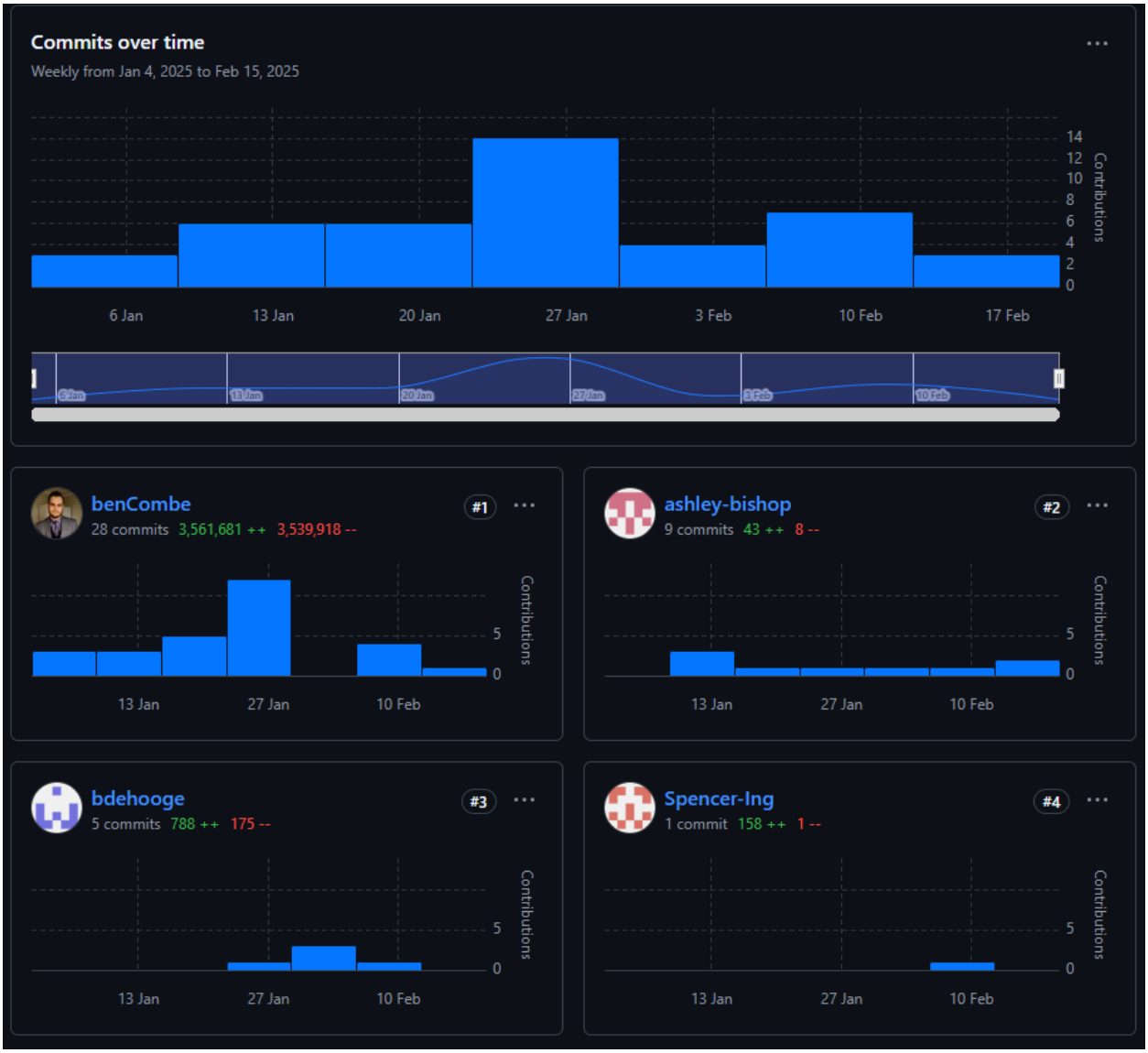

Figure 21 Taken from GitHub, contributors and commits per each individual

It should be mentioned regarding our burnup and burndown reports; Jira does not look at subtasks but rather the whole story or task. Our team completed much more than what is represented in these reports, but due to our want to conduct testing in later sprints, the full task is not marked as fully complete.

Challenges

Our team is very proud of the process we have made in the first two sprints of our project; however, we have faced a few challenges that have contributed to our learning progress. The first challenge we encountered was regarding the way our team planned the timeline of our sprints. During the release planning stage of our project our team initially planned for three sprints, each lasting about a month. We went forward with this idea, planning our tasks accordingly. However, upon feedback from our release planning report we pivoted this approach as we were informed that these sprints were too long. We instead chose to split our three sprints into six, two sprints per original one. With this decision

we faced time constraints to meet deadlines for the first sprint as we received feedback about halfway through what would be our first sprint. As a result, we lowered the number of stories/ tasks that we assigned to the first sprint, leading to a lower amount of completed tasks. However, we recovered in the second sprint, assigning more tasks to ensure completion of the project by our set deadlines.

The second challenge our team faced was the technology that we were using regarding our stack. We settled on our stack based on the familiarity that Ben C had, who offered help to anyone that needed it; in regard to installation and understanding how specific components work. Many tutorials were held to ensure that members who needed help with trouble shooting were clear on how to do so. However the stack has had continued problems with installation, this is something our team is hoping to mitigate with an in-depth step by step tutorial provided by Ben C, with the hopes that moving forward there will not be as many problems.

A couple of other challenges that go hand in hand were the distribution of tasks and time management. It was brought up during our sprint retrospective that the distribution of tasks was a pain point for the team, members felt that some could take on more tasks for the next sprint that we will have, thus meaning we will take on more stories as a team. This will be mitigated in the future by assigning more tasks. The last main challenge we faced was time management, and movement towards the end of our sprint. As many members were busy and focusing on other classes, momentum towards the end of our sprint slowed. This was due to a couple of reasons but mainly to do other commitments to other classes. In the future we hope to address this by ensuring in each scrum meeting that everyone is working together and achieving some sort of task.

The last challenge we encountered was making sure every task was completed in our sprints. Specifically testing is something that is going to move to later sprints to ensure we are track for each of sprints.

Successes

Our team has successfully completed two sprints as of handing in our first progress report. While we encountered a few challenges our team also was very successful in the beginning stages of our development Shopimy.

We have successfully created the base pages needed for Shopimy to perform its intended purpose of being a shop builder for social media sellers. As listed above we have many of the base pages implemented with their specific features with the working database to be implemented. We have ensured that there is a simple and unified design across the pages to ensure the application is user friendly and intuitive. Additionally, we have put the application through WCAG AA and WCAG AAA to ensure not only do we have an intuitive design, but we also have an accessible application.

While our team struggled with the number of stories and tasks we were approaching in our first sprint, we recovered in our second sprint, increasing the number of tasks from three to seven. This has propelled us forward to ensure we are on track to meet our goals for both the second sprint and the rest of the project. This challenge has given us a better idea of what our team is able to accomplish within a sprint and moving forward we are confident that we will continue this progress.

Progress Report 1 Meeting Feedback

Our team was pleased with how the progress report meeting went with our TA Madeline and Professor Ezzati-Jivan. Whilst the demonstration of the progress of the site went well, our primary feedback was regarding contributions and our usage of tools. One point of concern that was brought to the team's attention was our GitHub contributions section, the updated version can be seen above, however at the time the primary contributors to the repository were three of our members. It was brought to our attention that this was a cause for concern, and each member should have at least one commit to the repository. The second piece of feedback we received was on the use of AI tools within our project. It was suggested that we incorporate AI to ensure we meet deadlines and keep up to date, some tools mentioned were ChatGPT, and CoPilot. Going forth our team will ensure that these two concerns are met.

Next Steps

Moving forward we have a remaining 4 sprints left, each sprint will have specific focuses, each with their own design, implementation and testing aspects. Specifically, for our next sprint we hope to implement more of the designed pages that have been finished and implement more features on existing pages to ensure that store owners and customers have the best experience.

Sprint 4 will focus on more of the requirements dictated by the documentation, such as the analytics on a store for the store owner dashboard and social media integration. Our team discussed what social media platforms we want to include and decided we will be using META platforms such as Instagram and Facebook. In further sprints we will focus on testing both automatic and manual test cases, to ensure that all functionality is working correctly.

Contributions

Team Member	**Contribution**
Ben Combe	- Designed and coded register and login pages, coded backend functionality for register/login/logout - Created user/cookie services for frontend - Configured pages routes/navigation bars - Database setup and hosting - Coded user dashboard layout and profile page, coded shopping cart/checkout pages and coded landing page - Designed and wrote theme service for frontend, and maintained database
Ashley Bishop	- Lead designs for the project, designs include landing page, general shop layout (both customer and shop owner view) products page, product listing page, shopping cart page (followed with payment, shipping and review pages), store dashboard (includes overview, products, orders, analytics, promotions pages) - Took meeting minutes - Wrote and complied teams work for progress report one - Managed jira board - Created sprint logs spreadsheets
Adam Shariff	- Create tables and triggers in backend for items - Created controller for database to add items - Created ER diagram - Added additional functionalities for displaying items and categories in backend controllers
Ben DeHooge	- Coded item and category adding functionality, and coded adding a category to an item - Coded frontend display for items of a store)
Spencer Ing	- Began coding frontend store owner dashboard
Steven Putter	- Began coding api testing
Braden Lucas	- Designed profile page - Coded stop owner view of the general shop layout