The Chore Wheel

Bonnie Why
@bonniewhy

Description

The Chore Wheel is an app designed to help you stop procrastinating when you have an overwhelming amount of cleaning to do. You spin a fun, Wheel of Fortune type wheel and the Chore Wheel decides for you what you should work on. That way you can go get it done quickly and spend time doing something you'd actually like to do.

Features

THE WHEEL

The most basic feature of the site, this wheel will be instantly spinnable without logging in, so it will the main feature of the site.

Features

USER ACCOUNTS

Each account will have a unique name and password, a group of custom “rooms” (or areas of focus) which will then have a smaller breakdown of tasks.

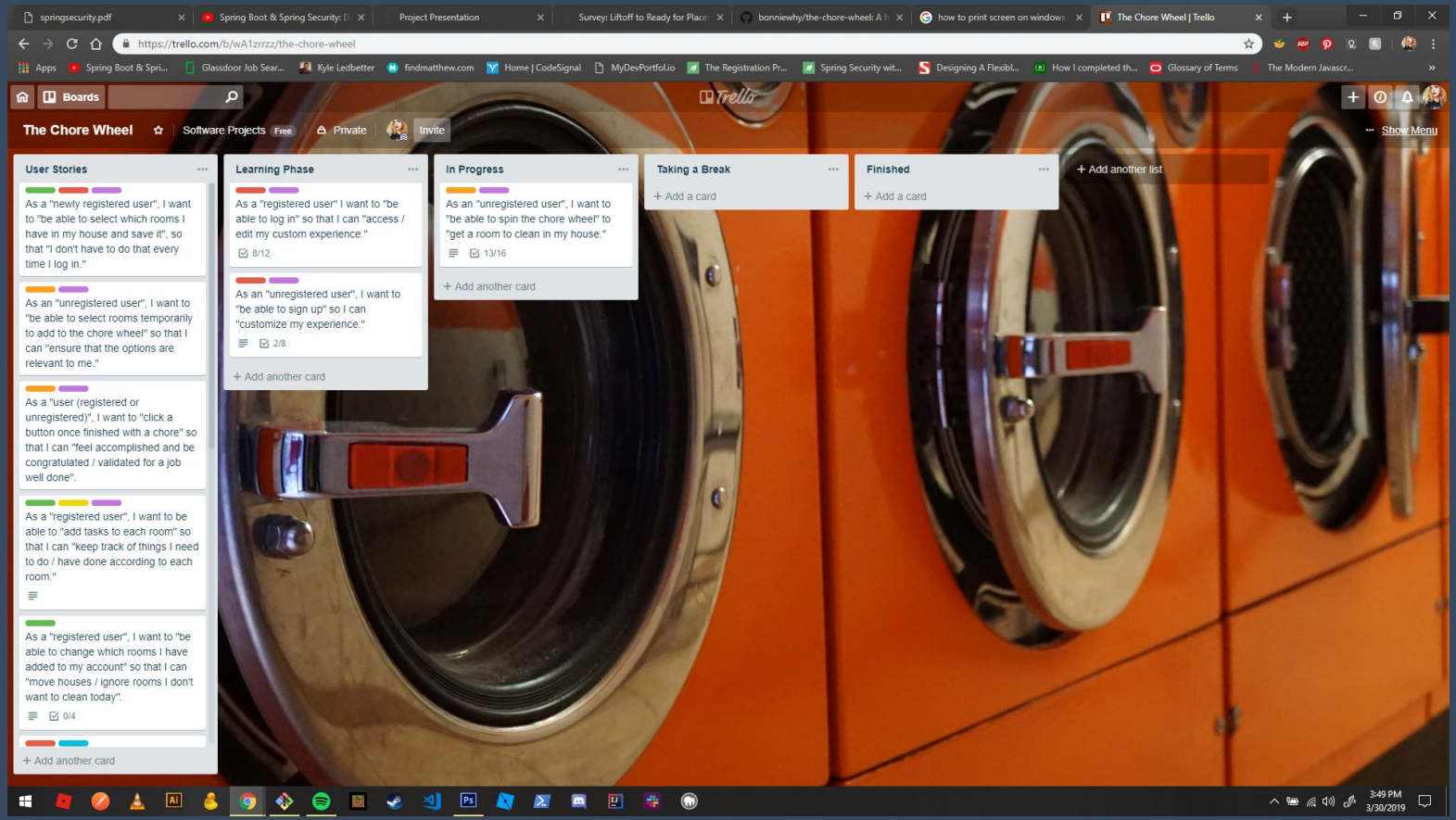
Features

SPECIFIC USER TASK LISTS

Each account will have a list of unique tasks for each room the user has saved in their “house”. It will keep track of the last time the task was done automatically when you click on the checkbox.

Planning - User Stories

I originally made my user stories on Pivotal Tracker, but I made them so large they were kind of useless to me. I found Trello, redid them, and have been finding it really useful to use. I have labeled the things that I don’t need to be focusing on for my MVP (and can do later) and have found it easier to organize my thoughts with this app. Currently, working on one of my biggest blockers -- Learning Spring Security.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Spring Boot & Spring Security: D
Project Presentation
Survey: Liftoff to Ready for Place
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how to print screen on windows
The Chore Wheel | Trello
https://trello.com/b/wA1zrrzz/the-chore-wheel
Apps
Spring Boot & Spri...
Glassdoor Job Sear...
Kyle Ledbetter
findmatthew.com
Home | CodeSignal
MyDevPortfol.io
The Registration Pr...
Spring Security wit...
Designing A Flexibl...
How I completed th...
Glossary of Terms
The Modern Javascr...
Boards
Trello
The Chore Wheel
Software Projects
Free
Private
Invite
Show Menu
User Stories
As a "newly registered user", I want to "be able to select which rooms I have in my house and save it", so that "I don't have to do that every time I log in."
As an "unregistered user", I want to "be able to select rooms temporarily to add to the chore wheel" so that I can "ensure that the options are relevant to me."
As a "user (registered or unregistered)", I want to "click a button once finished with a chore" so that I can "feel accomplished and be congratulated / validated for a job well done".
As a "registered user", I want to be able to "add tasks to each room" so that I can "keep track of things I need to do / have done according to each room."
As a "registered user", I want to "be able to change which rooms I have added to my account" so that I can "move houses / ignore rooms I don't want to clean today".
0/4
+ Add another card
Learning Phase
As a "registered user" I want to "be able to log in" so that I can "access / edit my custom experience."
8/12
As an "unregistered user", I want to "be able to sign up" so I can "customize my experience."
2/8
+ Add another card
In Progress
As an "unregistered user", I want to "be able to spin the chore wheel" to "get a room to clean in my house."
13/16
+ Add another card
Taking a Break
+ Add a card
Finished
+ Add a card
+ Add another list
3:49 PM
3/30/2019

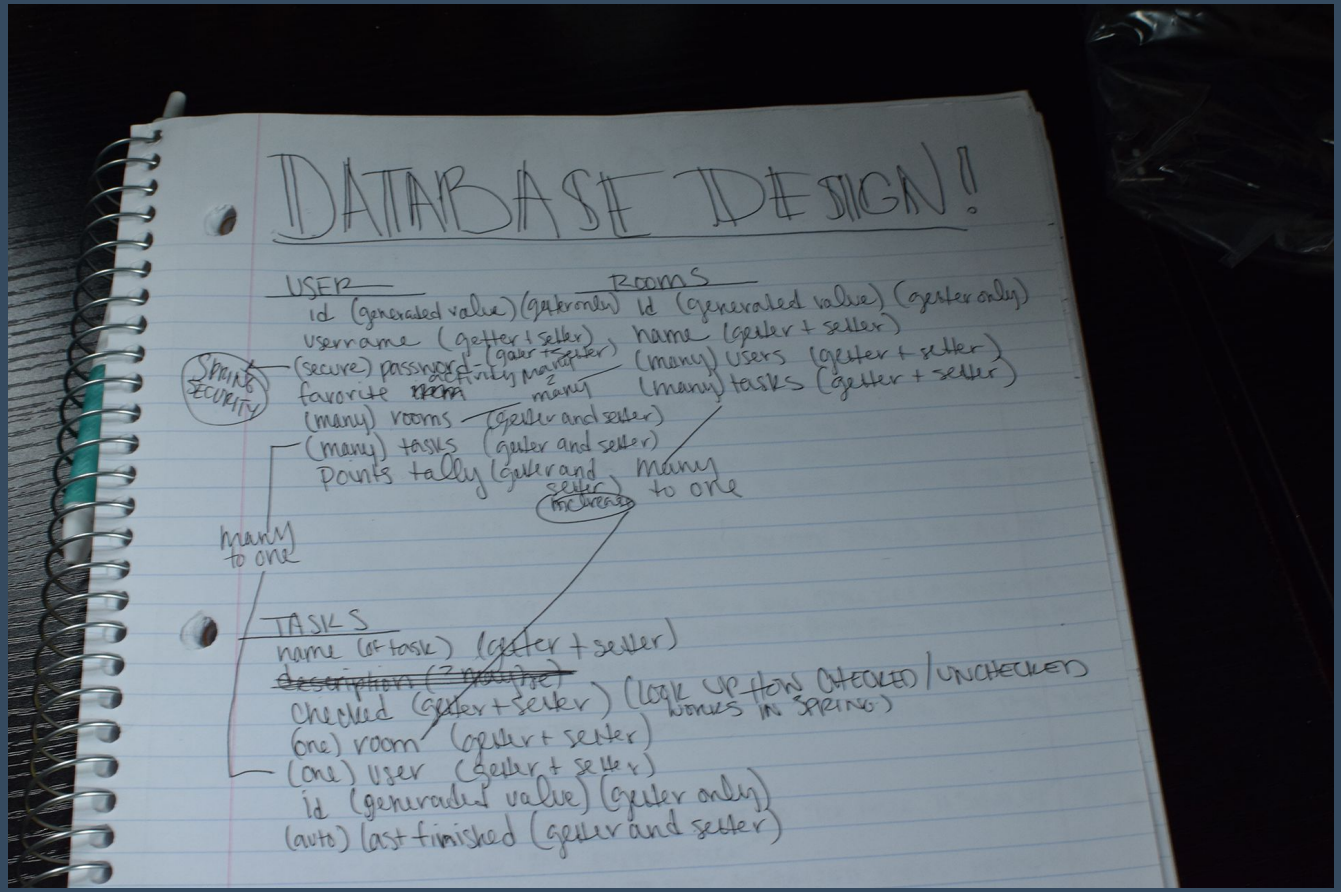
Planning - Database

As of right now, it seems like I only need 3 databases, so I made these:

- Room -- Many-to-Many relationships with User, and a One-to-Many relationship with Task.
- User - Many-to-Many relationship with Room, and a Many-to-One relationship with Task.
- Task - Many-to-One relationship with Room, One-to-Many relationship with User.

Planning - Database

It took me a bit to figure this out, so I really had to spend some time and write it all down on a piece of paper -- complete with sketchy messy arrows and my class design / access modifier plans.


DATABASE DESIGN!
USER
id (generated value) (getter only)
username (getter + setter)
(secure) password (getter + setter)
favorite room
(many) rooms (getter and setter)
(many) tasks (getter and setter)
Points tally (getter and setter)
Spring Security
many to one
TASKS
name (of task) (getter + setter)
description (2 words)
checked (getter + setter)
(one) room (getter + setter)
(one) user (getter + setter)
id (generated value) (getter only)
(auto) last finished (getter and setter)
Rooms
id (generated value) (getter only)
name (getter + setter)
(many) users (getter + setter)
(many) tasks (getter + setter)
affinity many to one
many to one
(look up how checked / unchecked works in Spring)

Technology Stack

- Java
- Spring Boot
- Thymeleaf
- MySQL / Hibernate
- jQuery / Javascript

Demo

What I Learned

- Started delving into jQuery for my Wheel mechanics and responsive navigation menu drawer
- Made my way through a quick Javascript tutorial to better understand what my jQuery code was actually doing.
- Spring Security for user authentication and authorization
- Working with CSS layers to create the wheel slices
- Responsive web design principles to make it look good on whatever screen size

What's Next

- I need to figure out how to implement my main mechanic of having the wheel slices be generated based on which rooms a user has selected. The current wheel I have, it is impossible, so I will have to find a different solution to get this to work. I'm thinking about looking to SVG maybe.
- I want to make a meta-tiny wheel for each of the tasks added per room after I figure out the above.

What's Next

- Customizing user accounts with avatars and personalized information.
- Learning how to implement oAuth2 instead of having someone have to create an account.
- Game-ify the app so users have more reasons to come back and use it.
- Plus more. The more I work on it, the more I think about what I want to add.