PROJECT 3 – PROCESS

IDEATION

* As a group, review look through the API sites that were provided to us.
* Find an API that interested us and that we thought would be usable.
  + Evaluate each one using these criteria:

1. Is it a free API
2. Is there sufficient documentation
3. Does it appear to have usable endpoints
4. Does the API return information (does it still work)
5. Can we think of some basic User Stories such that we can meet the requirements of the project

This step took quite a few iterations before we landed on something solid.

THE IDEA

Build an application that allows a user to find and view art at the Art Institute of Chicago. The user can enter a keyword to receive a list of artworks. The user can then click on an item to see additional details.

The API to be used is the Public API from the Art Institute of Chicago: <https://api.artic.edu/api/v1/artworks>

PLANNING

* We first spent time reading through the documentation of the API in detail (and there was A LOT of it), so we understood what could and couldn’t be done with this API.
* We then developed some User Stories to guide our design.
* Next, we wireframed the pages we thought we would need for our app and a basic skeleton of what would be on each page and how they would interact.
* We also laid out the basic functionality of each component and how the components interact (where the API function would reside, etc.).

SETUP

As a group (before we split into individual work assignments) we did the following, with one person “driving”:

1. Created the GitHub repository and added Collaborators
2. Created a React App (installed dependencies, etc.)
3. Set up our file structure in VS Code with a ‘components’ folder and sub-folders for each of our Components
4. Created the necessary files in each sub-folder (.js file and .css file)
5. Made sure that we could successfully run the API within our code and return results that were viewable in the Console.
6. Added Routes to the App.js file so that the API was available to all Components.

ONGOING PROCESS / DIVISION OF LABOR

* In general, we divided the Components up by person:
  + Sue took the StartPage component
  + Brad took the ListResults component
  + Andy took the Details component
* For the most part we all stayed on Zoom throughout the day in case someone had a question or problem or wanted an opinion on design.
* We started to use the Project Management tools in GibHub to keep track of our assignments and note any issues we were having. But we weren’t very consistent with its use.
* Besides the more formal Daily Scrum meetings, we would set specific check-in points several times a day to evaluate whether we needed to shift someone’s focus to something else.
* The approach we took was to get basic functionality working as a team. We then came back together to plan our overall styling for the app so it had a consistent look across all pages.