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Portfolio of Contribution

Release 1

Artefact 1

Business Letter Research

My team was unsure how to write a business letter, as was required of the peer review. I researched how to structure a professional business letter using online resources.

Relevant Document Links:

1. [Google Document - Finalised Letter](#)
2. [Australia Post – “How to Write a Business Letter”](#)
3. [Xerox – “Writing an Effective Business Letter”](#)

Personal Contribution:

I set out the initial structure for the letter, including the correct spacing between the date, address and salutation. Using this structure, and other information I found on formal writing, I contributed towards the quality of our business letter.

Artefact 2

Business Letter Drafting

I wrote a large amount of the business letter addressed to the client team, providing feedback on their progress for Release 1. I incorporated the suggestions of my other team members.

Relevant Document Links:

4. [Google Document - Finalised Letter](#)

Personal Contribution:

All the sentences highlighted in the following letter were contributed by me, verifiable by accessing the Google Docs link and clicking the 'See Revision History' item under the File menu.

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Dear Team,

We would like to thank you for your preparedness in demonstrating the current state of our product, and answering questions about the current progress. Your team has presented the application in it's current state and we are content to see this occurred without complication or technical difficulty.

Your presentation was clear, concise and coherent for all stakeholders - all we expected from an informal presentation. It was exceptional to see working features, such as sign up, login and the filtering of staff. Two developers were confident in answering technical questions about the current iteration of the platform. However, some members could have increased their contribution towards the meeting.

Taking into consideration the completed user stories, and the quality of the work presented to us during our last meeting. The product in its current iteration shows promise, and when implemented with the proposed booking system, will provide sufficient business value for an initial release. Unfortunately, we do not have access to your acceptance criteria. Therefore, we are unable to verify the technical integrity of your current solution.

We would like provide you some feedback on your progress. Firstly, in using the product, we have noticed some difficulties in the sign-up process. Could you please provide more feedback to the user when errors occur? Secondly, some of our technical staff have raised concerns about the platform's scalability and security. We would like to clarify whether the

current architecture will be capable of supporting our planned student load upon release.

We understand there was a mistake in the sprint plans for the first release, and that deviation is necessary. Thank you for communicating this to us early in the sprint. Despite these difficulties, we are glad to see you are making progress. Hope to see the booking system completed by the agreed first release deadline.

Regards,

Team 90

Artefact 3

Familiarisation with BookshelfJS

In order to connect to retrieve and submit information to the database, I needed to familiarise myself with the ORM we had chosen to use, BookshelfJS. I used the BookshelfJS Documentation and followed a number of tutorials in order to do so.

Relevant Document Links:

1. [BookshelfJS Documentation](#)
2. [Tutorial – “BookshelfJS a Node.js ORM”](#)
3. [Tutorial – “Building a simple API with Express and Bookshelf.js”](#)
4. [Controller – Create Event](#)
5. [Controller – Communities](#)
6. [Controller – Signup](#)

Personal Contribution:

As the other team members were not yet familiar with BookshelfJS beyond creating basic models, I took it upon myself to study how to view, edit and create entries in the database, therefore allowing users signup, and view, edit and create communities and events. Using the models already defined by Byron, I amended a number of the controller (route) files with what I had learned, including:

- signup.js
- create-event.js
- communities.js [Lines 38 – 113]

Artefact 4

Communities Module

For the first release I implemented the communities' module of the platform, allowing users to create, view and edit communities, utilising the information I learnt from familiarising myself with BookshelfJS.

Relevant Document Links:

1. [All Views – Communities](#)
2. [Controller – Communities](#)

Personal Contribution:

I created most of the views in the communities' section, but due to refactoring these original files no longer exist. I also amended the communities' controller, writing a large amount of the file that has since been refactored. My code exists in the following files:

- communities/index.pug
- communities/new.pug
- communities/edit.pug
- communities/all.pug
- communities.js [Lines 33-113]

Artefact 5

Signup Module

For the first release I implemented signup module of the platform, allowing users signup to the website, utilising the information I learnt from familiarising myself with BookshelfJS.

Relevant Document Links:

1. [View – Signup](#)
2. [Controller – Signup](#)

Personal Contribution:

I wrote most of the code in the controller, bar a few lines amended by Byron when refactoring. I also wrote most of the code for the signup view, which was also amended when refactoring took place:

- signup.js
- signup/index.pug

Release 2

Artefact 1

User Interface Design

After receiving feedback from the client team that our User Interfaces were questionably designed, I took the time to redesign many of the interfaces for a more pleasant and cohesive experience. This included the utilisation of the logo and branding I had designed as a part of Release 1.

Relevant Document Links:

1. [Stylesheet](#)
2. [View – App Index](#)
3. [View – Communities All](#)
4. [View – Communities Index](#)
5. [View – Events All](#)
6. [View – Events Index](#)

Personal Contribution

I spent time reworking large sections of the website using Sass/CSS, and rewriting the majority of the Jade/Pug template files in the App, Communities, Events sections, including:

- index.pug
- communities/all.pug
- communities/index.pug
- events/all.pug
- events/index.pug

Landing Page

Release 1



Release 2

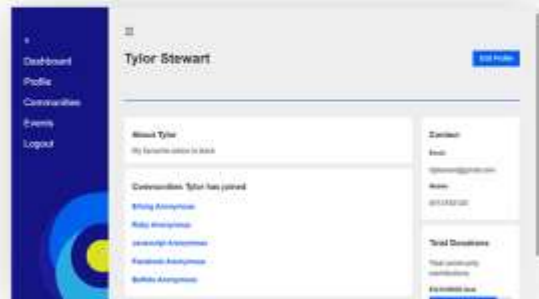


Profile Page

Release 1



Release 2



Communities Page

Release 1



Release 2



Artefact 2

Profiles Module

I created the entirety of the profiles module, allowing users to view all member profiles, and edit the content of their own.

Relevant Document Links:

1. [All Views - Profiles](#)
2. [Controller - Profiles](#)

Personal Contribution

I created all the files below in their entirety, including the index and edit views, as well as the controllers:

- profile/index.pug
- profile/edit.pug

Artefact 3

Events Module

I implemented the events module, allowing users to view all events in a list, view an individual event and its relevant information, create an event and edit an event.

Relevant Document Links:

1. [Controller – Events](#)
2. [All Views – Events](#)

Personal Contribution:

Besides some minor refactoring by Byron, all of the code in the all, index, new and edit views, as well as the Events controller, were contributed by myself:

- events.js
- events/all.pug
- events/index.pug
- events/edit.pug
- events/new.pug

Artefact 4

Business Letter Drafting

I wrote a large amount of the business letter addressed to the client team, providing feedback on their progress for Release 2. I incorporated the suggestions of my other team members.

Relevant Document Links:

3. [Google Document - Finalised Letter](#)

Personal Contribution:

All the sentences highlighted in the following letter were contributed by me, verifiable by accessing the Google Docs link and clicking the 'See Revision History' item under the File menu.

Dear Team,

We would like to thank you for your preparedness in demonstrating and answering questions about the current iteration of our product. We are happy to see the progress of the application presented concisely and with few technical difficulties.

It was great to see additional working features added since the previous presentation, including the signup support for underage students with parental guardian details, and the ability to change profile usernames and passwords. Your development team seemed confident in answering technical questions about the platform's current state, an improvement upon your last presentation. However, one team member was absent with no explanation.

We were happy to see the booking system completely implemented despite some issues loading the page with certain browsers, in addition to instrument search, where we are aware of some issues regarding image upload. Despite these concerns, we are confident these issues will be resolved prior to the next release, and along with the completion of the instrument hiring system specified in Sprint 4, will fulfil the needs of our minimum viable product.

We would like to provide some feedback for consideration by your team before the completion of this release. Firstly, we would like to voice concerns regarding the platforms ability to scale using the current image upload feature, and whether it's an appropriate choice in technology. Secondly, concerns remain about the platform's scalability and security. We would again like to clarify whether the current architecture will be

capable of supporting our planned student volume upon release. Unfortunately, we do not have access to your acceptance criteria, and are therefore unable to verify the technical integrity of the platform.

Thank you for alerting us to deviations to the agreed release plans in a timely fashion. Despite these difficulties, we are satisfied with the progress of the platform and are excited to see the final, polished product.

Regards,

Team 90

Artefact 5

Google Maps API

In order to add locations with latitude and longitude information to the database, I needed to learn how to use the Google Maps API – notably to autocomplete a location suggestion and to display a map of an event location.

Relevant Document Links:

- [Google API Documentation - Autocomplete](#)
- [Google API Documentation - “Adding a Google Map”](#)
- [Controller – Events](#)
- [View – Events Index](#)
- [View – Events Create](#)

Personal Contribution:

I utilised this knowledge to allow users to choose a location when creating an event, to update the relevant controllers to submit information to the database (such as latitude and longitude) on POST, and display a map of the location on each individual event.

- events.js [66-98]
- events/index.pug [17-18, 51-63]
- events/new.pug [19-23, 46-58]