POLLARIS: Crafting Polls & Charting Trends

Pollaris is a web app where users can create their own polls, share them with others, and analyze the trends.

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Software Tools - Backend (1/2):

Flask (Python) for Project Web App Framework

- This was a great, simple, and dynamic framework for building our site.

Jinja (Python) for Template Engine

- This enabled us to create dynamic content rendering in Flask.

Software Tools - Backend (2/2):

SQL for Database Queries

- This was an essential tool for handling our database information.

Render for Web Hosting of Site and Database

- This tool simplified our site hosting and deployment processes.

Software Tools - Frontend (1/2):

Canva for Webpage Mockups

- This was highly valuable free tool that enabled the creation of visual page mockups and design concepts.

HTML for Webpage Structure

- This allowed us to build the foundational structure of our site and enabled quick and simple development.

Software Tools - Frontend (2/2):

CSS for Webpage Styling

- This enabled site style elements to be implemented and provided an enhanced user interface.

JavaScript / jQuery for Webpage Dynamic Elements

- These tools were essential in adding dynamic elements and more advanced functionality to our project.

Software Tools - Project Management (1/2):

Trello for Sprint Board

- This was an effective tool for tracking our project sprints. The card system was very useful for tracking meetings, project tasks, and overall project development.

Zoom for Weekly Meetings

- This was a great communication tool that enabled video conferencing and increased team cohesion while working in a remote environment.

iMessage for Team Communication

- This was a good tool for quick communication and updates, but made keeping a centralized record of tasks and decisions challenging.

Software Tools - Project Management (2/2):

GitHub for Project Repository and Version Control

- This was a very valuable tool that enabled collaborative development for our team. Merging branches presented some challenges that we worked through.

Markdown for Project Documentation

- This tool was useful in simplifying and maintaining comprehensive project documentation.

Software Tools - Code Editors:

Terminal

- This was a good tool for various development tasks, although basic with limited functionality.

Visual Studio Code

- This was a great code editing tool that enabled a a feature rich development environment.

Challenges We Encountered (1/2):

- One of our teammates left mid semester, which impacted project continuity and required us to each individually take on his portions of the project.

- Figuring out how frontend and backend fit together presented a significant challenge. We overcame this with frequent testing, debugging, and trial and error.

Challenges We Encountered (2/2):

- We were unsure of the best practices to implement solutions in new and unfamiliar languages. Each team member had different approaches to development, which worked out well, but having a senior developer to guide on best practices would have been extremely helpful.

- The merging of everyone's local code changes in GitHub while keeping the site working was one of the most challenging aspects of the project.

Pollaris Demo Video