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Santa Cruz Housing Crisis

Working for Dignity

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What is the Santa Cruz Housing Crisis:

- In collaboration with Former Mayor of Santa Cruz Bruce Van Allen and Community Based Organization Working with Dignity
- Build database and schema to host Santa Cruz Housing data
- Visualize data and allow user to search for housing base on different fields

This project will be managed and further improved by members we are currently in collaboration with.

Goals:

Intended Goals:

Web application where visitors to the site are able to access and enter data on:

- Price to rent and location
- Number of rooms and people housed at location
- Accessory dwelling unit on site
- testimony/responses of housing experience
- Accompanied with a visualization of data (Interactive map)

Goals:

Achieved Goals:

Web application where visitors are able to:

- Sign up or into an account where they will be able to manage their favorites/bookmarked locations
- View an interactive map of the Santa Cruz County
- View a appealing interactive graph showing different aspects regarding housing in the Santa Cruz County
- Navigate through the various pages and links on our website with fluidity

Biggest Challenges and Accomplishments

Challenges:

- Installing and Navigating through Ruby on Rails
- Finding the time to work on the project in person, as a group
- Team was unfamiliar with most if not all technology
- Finishing tasks on top of other schoolwork and their deadlines
- Not being able to begin or finish a task because of its dependency on another team member's task

Biggest Challenges and Accomplishments

Accomplishments:

- All the main, high-level user stories were completed
- Everyone learned everything we needed for this project during the course of the quarter

Technology we used:

Applications:

- Git (Version Control System)
- Slack (Communication)
- Trello (Online Scrum Board)

Languages:

- Ruby
- HTML
- Javascript (Coffeescript)
- CSS

Project Management Techniques Used

- SCRUM methodology for project design and planning
- Slack for easy and recorded team communication
- Trello for a mobile and easy to use scrum board
- Git for version control

Things we enjoyed/didn't enjoy:

Things we enjoyed:

- Working in a team toward a common goal
- Seeing constant improvements
- Having flexible requirements

Things we enjoyed/didn't enjoy:

Things we didn't enjoy:

- Very little guidance
- Unexpected bug occurrence
- Keeping the team focused during meetings
- Pushing/pulling/merging on GitHub

Lessons Learned:

What worked/what we will keep doing:

- Splitting up tasks so everyone is accountable for their part of the project
- Pair programming allowed for smoother programming and less major speed bumps
- Communicating so everyone is on the same page
- Agree on a common goal or task so we all have the same vision of the finished product
- Planning and doing research when others are finishing up their tasks

Lessons Learned:

What didn't work/what we will stop doing:

- Being late to meetings was unfair to those who came on time
- Making goals without realizing all of the steps needed to achieve said goal
- Leaving smaller tasks to last minute thinking they will be quick and easy when in reality they have a chance of bringing a lot of bugs
- Meeting irregularly; meeting and finishes many tasks is tiring, when we should be meeting more frequently and doing things little by little
- Did not plan for the unexpected

Questions?

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