

Title: Clean Community

Team Number: 02

Team:

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Project Summary: A website that allows volunteers to report issues and potential volunteer opportunities around their city that other volunteers can take on and get credit for their good deed.

Vision: Our vision is to create an application to help improve the community

Features Implemented	
ID	Title
1	Volunteers can create a posting
2	Volunteers can accept another volunteer's posting
3	Volunteers can mark another volunteer's posting as completed
6	Volunteers can report a scoreboard
7	Admin can view reported postings
8	Admin can take down reported postings
9	Admin can un-report a reported posting

Features Not Implemented	
ID	Title
4	Volunteers can view how many postings they have completed
5	Volunteers can view a scoreboard of most completed postings
10	Admin can remove malicious users

What has Changed:

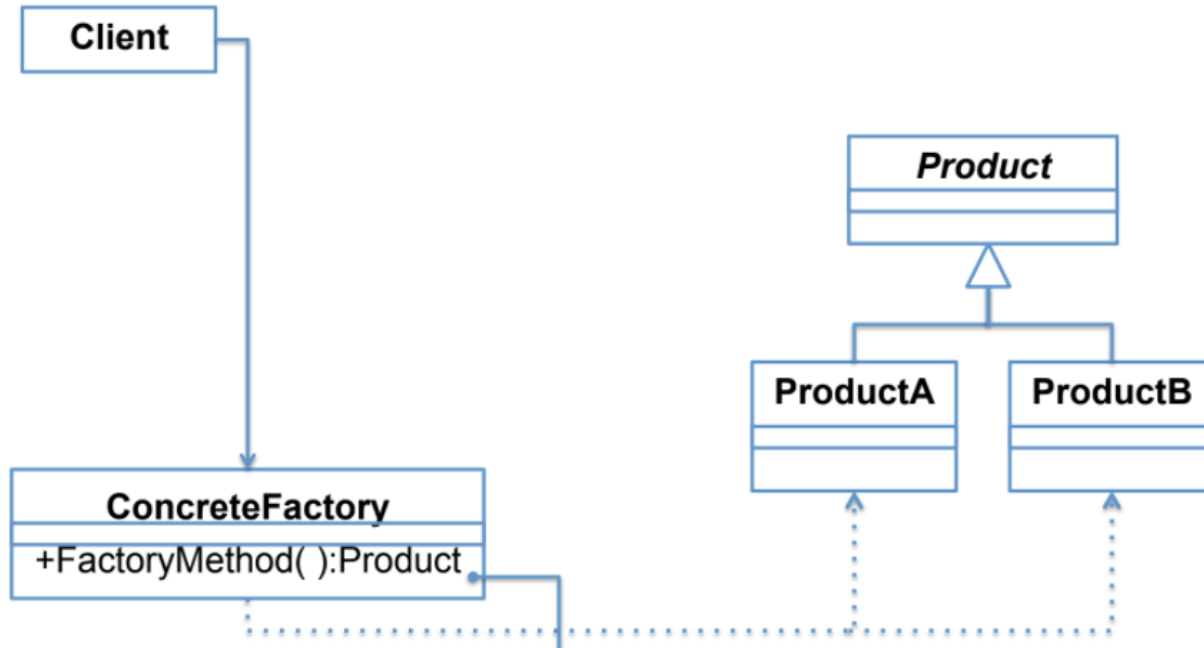
As our project went forward, the biggest thing that changed was a simplification of the class diagram. We originally designed far too many classes that ended up not being very useful. Furthermore, as we started to integrate with the Spring framework, we were forced to conform some of our classes to what the framework expected.

What We Learned:

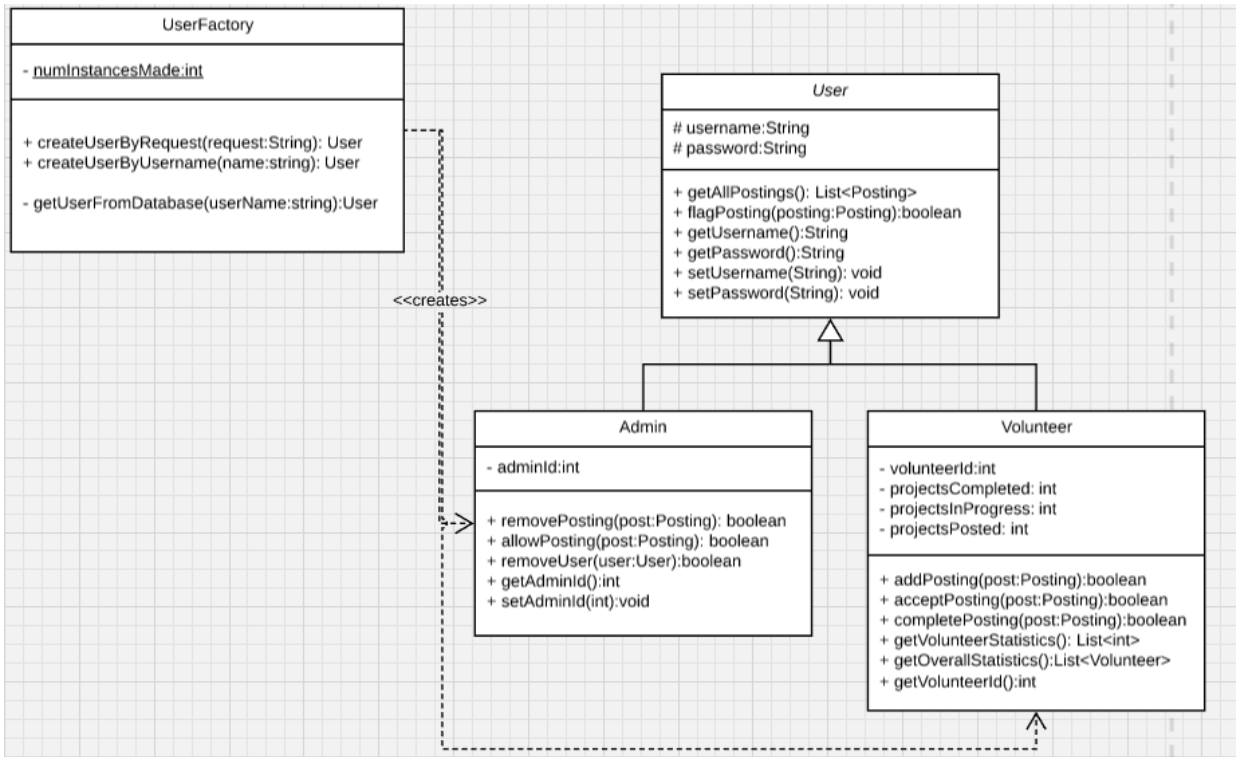
- Even if you truly believe that your design is perfect, it will still change and have to be iterated on as the project goes along.
- Any conflicting opinions on design considerations should be discussed and decided upon when the UML diagrams are being created instead of during implementation. This saves time during implementation and prevents wasted time and code.
- Taking time upfront to learn about the frameworks and technologies that will be used will save time in the long run, as it can be incorporated into your design better.
- Trying to split work by component rather than feature can lead to a messy integration process.

Design Pattern Class Diagram:

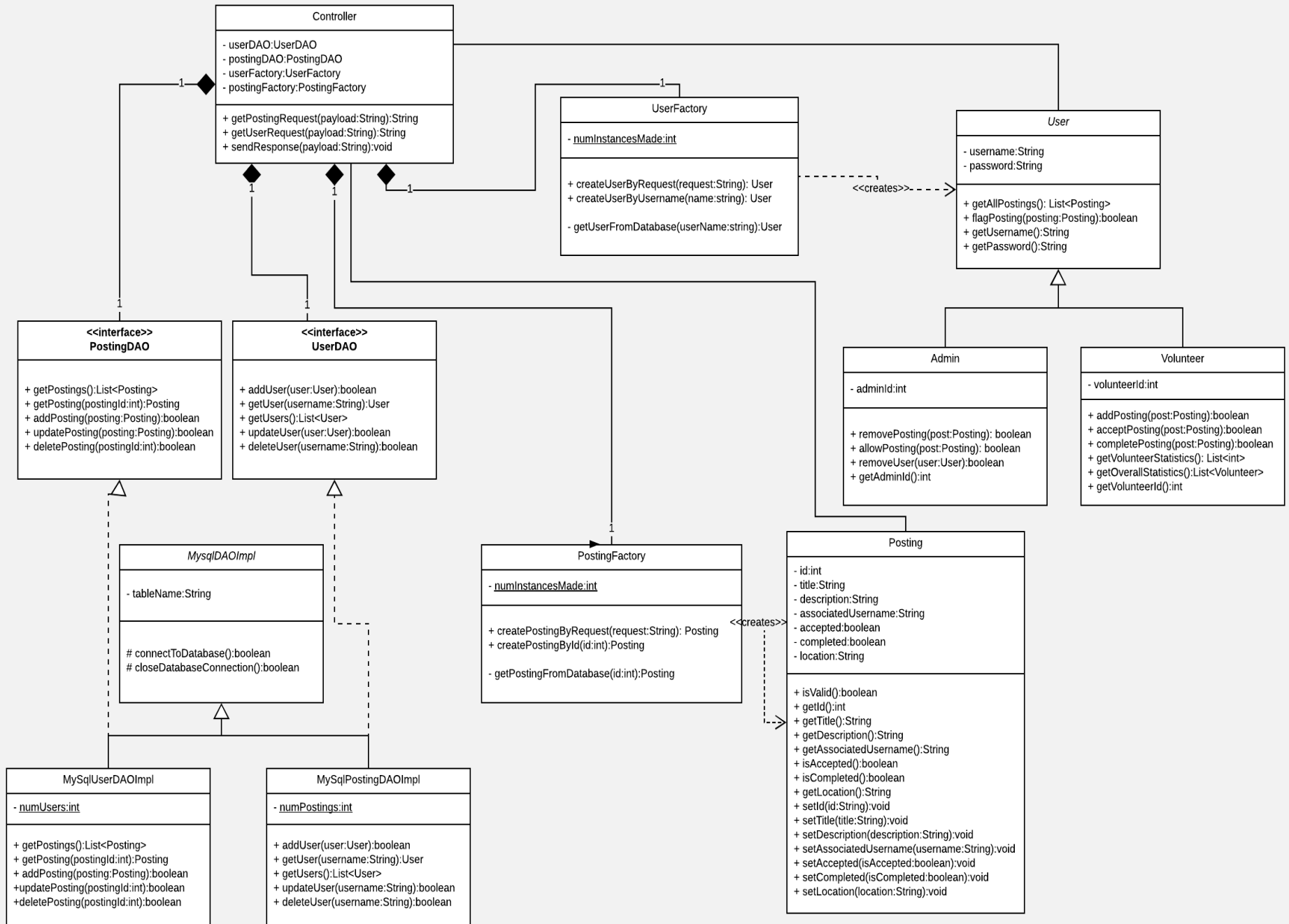
Actual:



Ours:



Part 2 Class Diagram:



Implemented Class Diagram:

