# Slate – struct by\_lightning{}

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## What is Slate?

Slate is a modernized appointment scheduling application that will allow students to make appointments to visit with their academic advisers. We aim to create an experience that is quick and easy and gets students the information they need when they need it about their appointments. We also hope to simplify the experience the advisers have when setting their availability in the system.

## Where we are –

We have built out the database and created seeding mechanisms for testing purposes. Model object for most of the database entities have been fleshed out and a layer of controllers are orchestrating the retrieval and delivery of the data to clients. Most of the user interface design decisions have been made and the student facing functionality is nearly complete. Currently a student is able to select the category for the appointment they are creating. Then they are presented with a list of the advisers that are available to meet regarding that category. Once an advisor is chosen their availability is pulled and we are in the process of displaying that information in an easy to consume way. We have implemented and tested the availability retrieval and appointment scheduling functionality but haven’t made it to the point of being able to schedule an appointment through the UI just yet.

## How we got here –

We met as a team to discuss what we felt were the big pain points in the current system and set that as an initial base line to work from. We then met with one of the current advisers to discover what the pain points on the administrative side of the system were and added fixing those issues to our base line. We self-selected the parts of the system we each wanted to work on: Homero took the database design and implementation and model objects, Timmy focused on the controller API and business logic, Chad focused on the front end design and client side code. Most design decisions have been agreed on organically, through either a discussion after class or in the group chat room we are all in. Most changes have been minor tweaks or additions nothing major has had to be altered from our initial design. The most challenging we have faced as a team is in person meetings outside of class time. Our schedules don’t match up well and we delayed getting started longer than we should have in hopes that we would find a time to meet in person and get a finalized design agreed on. We ended up working on what we could when we each have had time, and used the group chat to keep up communications. Due to the delay at the beginning and not settling on a design early we are a bit behind on our Minimum Viable Product milestone. Since we accepted that we aren’t going to be able to meet in person outside of class and settled on designs a roles things have been moving along nicely. The roles haven’t been rigid and each of us has helped out in different areas as needed and the project is starting to come together nicely.

## Design Documents



