Hound dogs

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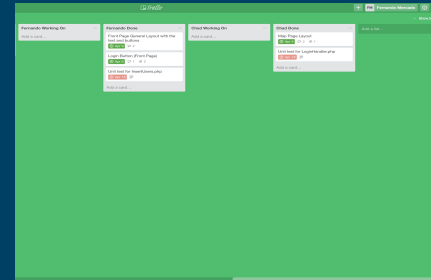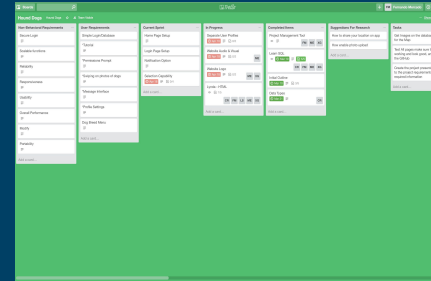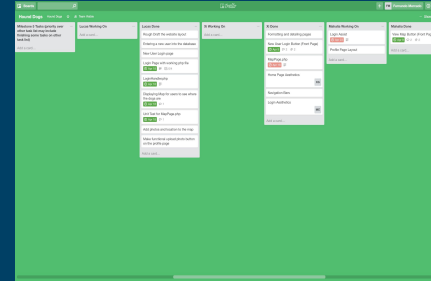# TOOLS

Trello

CSS

HTML

php

MySQL

heroku

GitHub

Cloudinary

APACHE
HTTP SERVER

Project Tracker: Trello

Github link:

https://github.com/fernando-vdmr/Group13Project
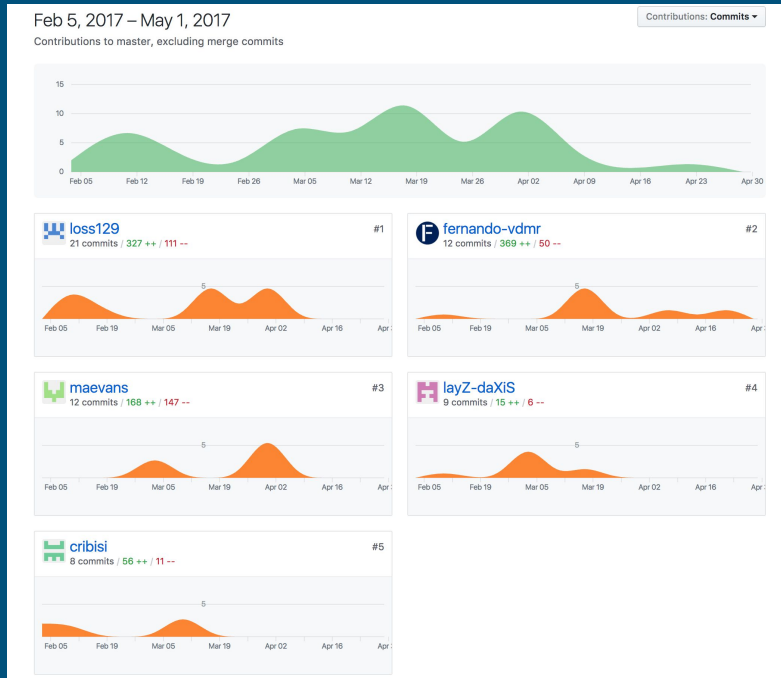

VCS: Github

Challenges

Figuring out what the project would be/getting all together to meet on regular basis

Github branching and committing

Heroku Github linking

PHP/JS/HTML all in one php file

Postgres db commands and using, especially with images

Displaying Unique Image and Dog name

Testing code

How We Overcame Challenges

We chose a website based on time constraint. Instead of meeting at a specific time each week, we just decided to meet as often as we could with whoever could make it.

Instead of branching we just committed to master every time and pulled when prompted that another user made changes

Heroku linking never got solved, we had to manually copy files from github into the heroku repo and vice versa

Integrating all the languages together just came down to google searching

DB commands again google, but putting in an image was not solved using postgres instead we used Cloudinary addon for Heroku.

Displaying unique image was not overcome, each marker can show a div element on a click but unique images are hardcoded

Using online editors we were able to test our code independently

How It Affected Our Original Plan

Exploring mobile application coding, we changed our plan of two apps on iOS and android to one app on iOS to a website to better utilize the work done in lab.

Because we couldn't meet more frequently the scope of the project was shorten and we cut certain features.

Features cut include: profile pages, setting up meeting times and locations, email confirmation, in app messaging service.

We originally planned to follow agile and due to scheduling conflicts with each member, we were unable to perform daily scrum.

Key Lessons Learned: Tools

-Don't use postgres database

-Learn better Github practices

-Trello was helpful, should have used it more

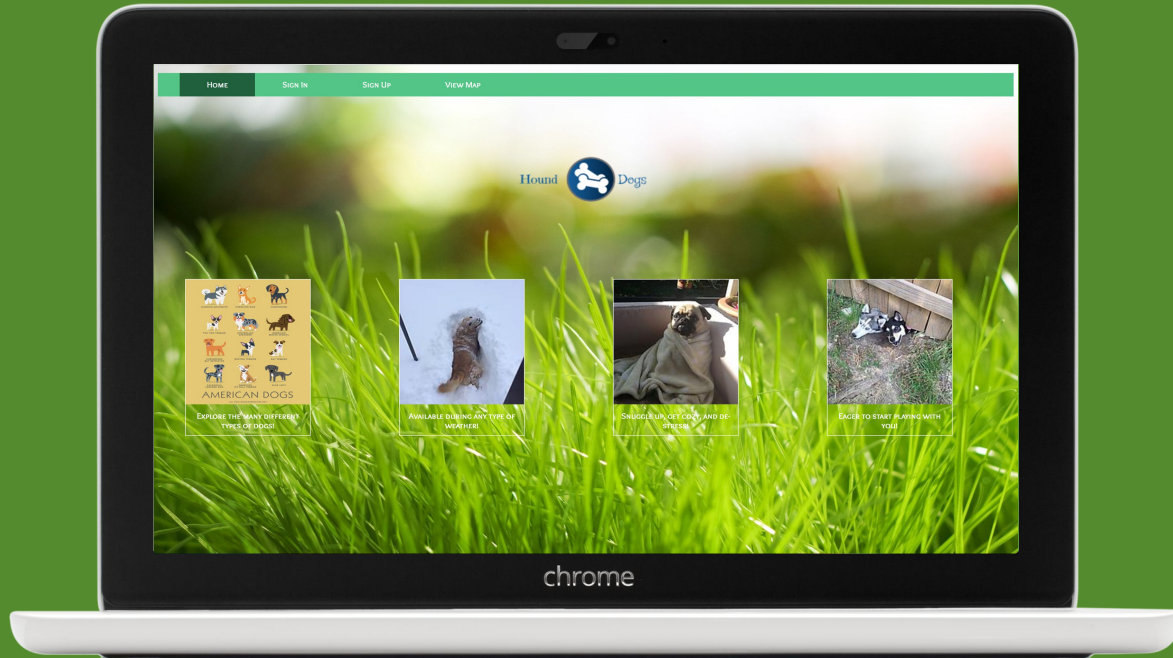-Cloudinary was useful, but hard to implement

Key Lessons Learned: Methods

- Better agile implementation
  - More meetings
  - More concise meetings
  - Having a team leader is very helpful
  - Meetings not very structured

Key Lessons Learned: Software Dev Process

- Pick a platform and project faster and based on practical use of time and skills
- Meeting and Communication is key
- Division of work needs to be concrete this comes in with using trello more often and communicating better with who is working on what

Hound Dogs Website