warmup-exercise

Quantuum Task List by Team 16

GH REPO https://github.com/cse110-sp24-group16/warmup-exercise/

TASK LIST WEB APP

Project team

Design

Jordan @FrndlyDragon, Wilson @wsugiarto @cse110-sp24-group16/designer

JS

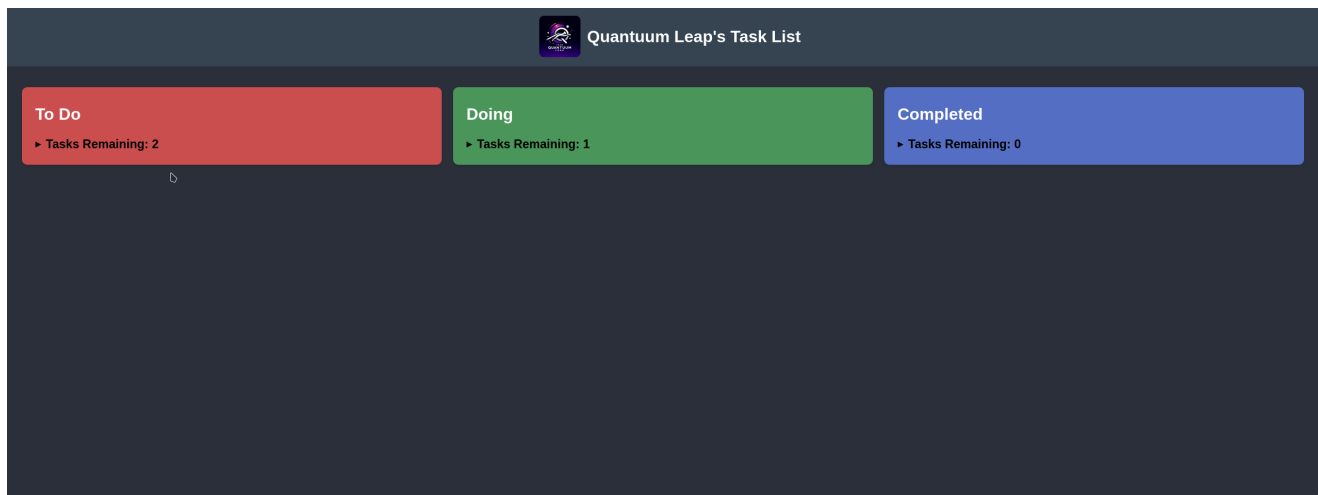Andrew @andrewtran5222, Matthew @Mashyuf @cse110-sp24-group16/dev-1

HTML

Michelle @michellelyHuang728, Hisham @hbaobaid00 - HTML @cse110-sp24-group16/dev-2
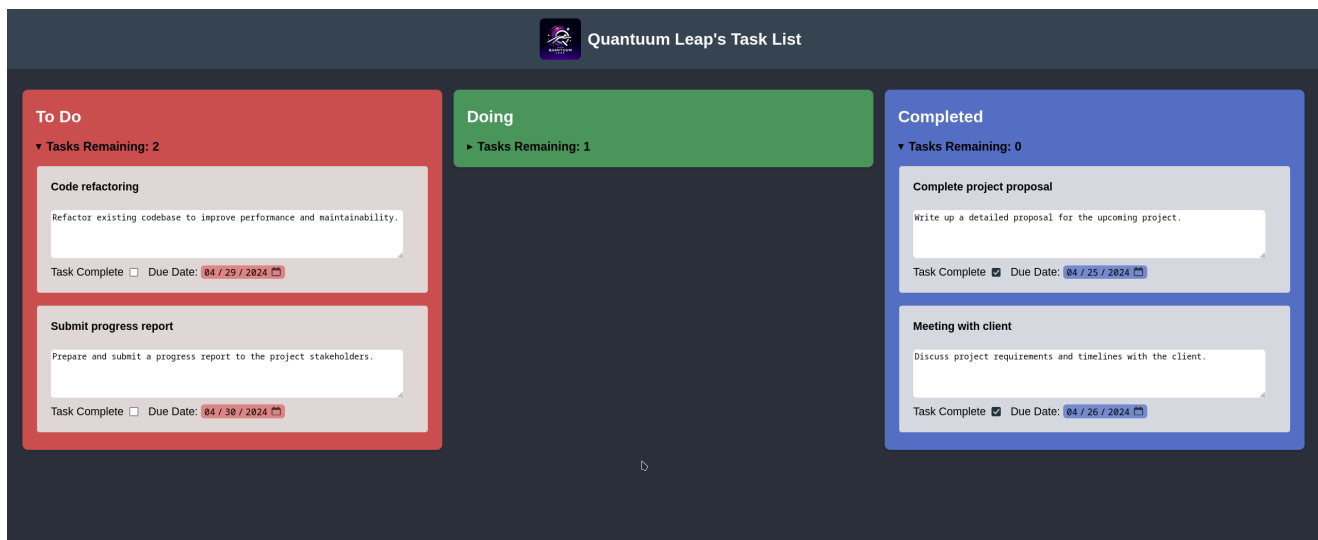
CSS & Integration

Daniil @katulevskiy, Jason @Jasonnyang, Neelkanth @neelkanth-shitolay, Sam @IauT0, Jungwoo @Realizedd - CSS & Integration @cse110-sp24-group16/dev-3
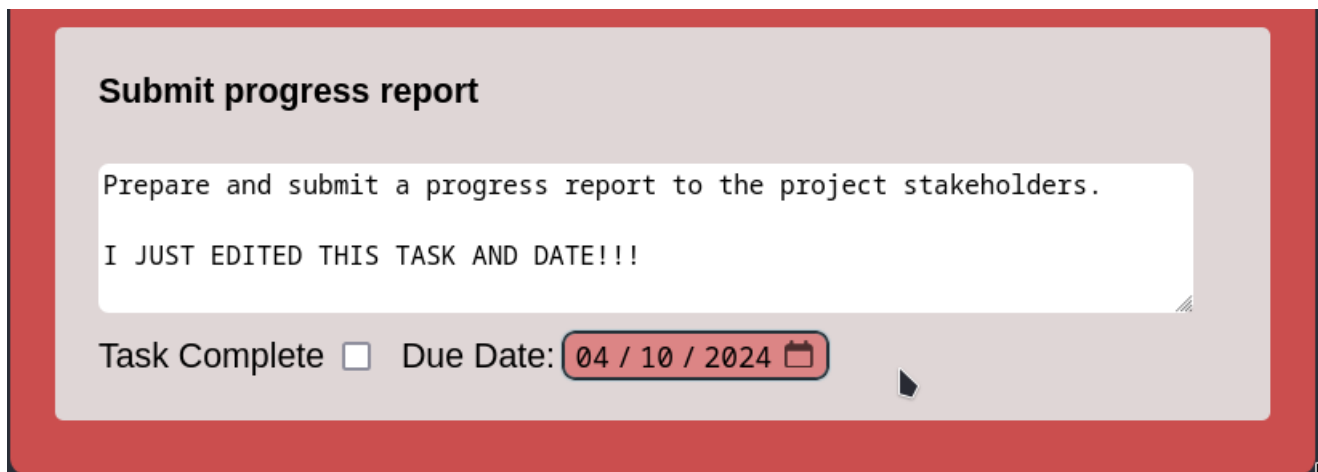
User guide

1. Go to the website to use our webapp.

2. Expand needed categories by clicking on them

3. Edit tasks, date, completion

4. Use on any device, interface will adapt

Quantuum Leap's Task List

To Do

▼ **Tasks Remaining: 2**

Code refactoring

Refactor existing codebase to improve performance and maintainability.

Task Complete ☐   Due Date: 04 / 29 / 2024 📅

Submit progress report

Prepare and submit a progress report to the project stakeholders.

I JUST EDITED THIS TASK AND DATE!!!
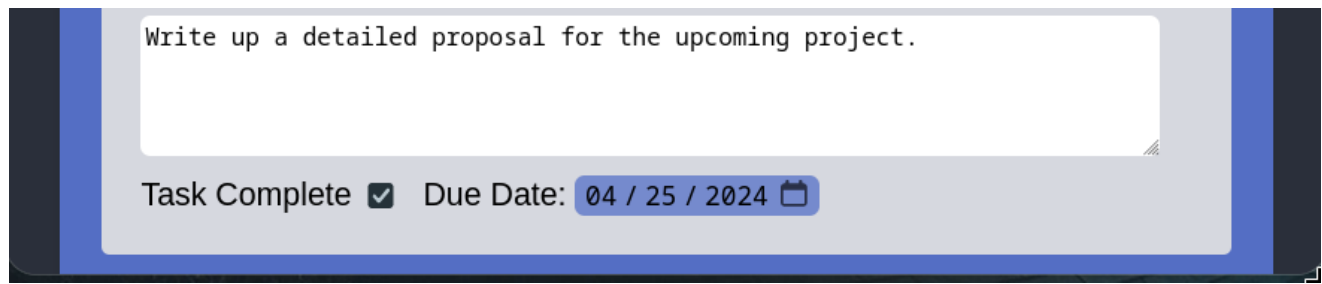
Task Complete ☐   Due Date: 04 / 10 / 2024 📅

Doing

▶ **Tasks Remaining: 1**

Completed

▼ **Tasks Remaining: 0**

Complete project proposal

5. Enjoy the process!

SWOT

Strengths

- Timeline was very well organized and division of labor was understood from the start
- Team member produced work in a timely manner
- Widget is intuitive to interact with and clean in overall design
- Widget had all expected features that were necessary for the assignment
- Widget met all requirements by the deadline

Weaknesses

- Some team mebers were unfamiliar with the technologies that were being used
- There was limited time to fully understand things such as Javascript and how to utilize to its full extent
- The widget could have been improved if given additional time
- Potential inconsitencies when the widget is opened on different devices i.e. a computer versus a cell-phone

Opportunities

- This task helped the team produce an attainable product within a given timeframe
- Team members were able to learn additional technologies and be resourceful when creating the widget
- Team members had the chance to collaborate with team leaders and TA's to improve their understanding
- The team got hands-on experience with utilizing git to produce a working and functional product

Threats

- The number of technologies that we were limited to could limit our scope when creating an ideal product
- Our product was very basic and lacks features compared to competitor applications
- Time limitations can get our team potentially stressed leading to issues which we continue to work on
- Code can be written in a cleaner manner where TA's and tutors can look through our repositories more easily

Video

https://youtu.be/f9Y3qF4o5xs

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