

TEAM 32, MEMORY MUNCHERS

1. **YouTube Link:** <https://www.youtube.com/watch?v=Ztlc1KEtvSQ>
2. **GitHub Repo Link:** <https://github.com/cse110-sp24-group32/warmup-exercise> (*The web page link is inside the README file)
3. **SWOT (below)**

Figma Team (3)

Review of Process:

To create our to-do list, we brainstormed what we wanted out of it and the basic functionality to be expected. Before starting our design, we first looked at other to-do or task lists for some inspiration. There were so many resources, it was overwhelming. Hence, we decided on simplicity and the basic functions of the to-do list before we continued with extra designs. While we created our design, we started off with a basic to-do, in-progress, and completed task. If time permits, we also included extra things that we could add if we finished with the basic functionalities. Working on the design, we utilized Figma and the website templates they had to create our own design. Used the sharing tool on Figma, so multiple people could edit a file at once and we caught two birds with one stone. One person started working on the web design and people could add to it simultaneously or not, while another person worked on the mobile version.

SWOT Analysis:

- Strengths
 - Communication
 - Everyone is willing to help one another
- Weakness
 - We did not brainstorm as a team, what we wanted, basic functionality, or the aesthetics
 - Limited experience w Figma
- Opportunities
 - Learning how to use Figma
 - Strengthen skills and learn new things for development
- Threats
 - Time constraints
 - Lack of brainstorming

Summary of Learning:

During this process, we learned how crucial brainstorming is, and why it's important to be done before the implementation stage. Next time around, we know what to discuss at our next group meeting. In addition, instead of diving right into Figma without any prior experience, we could have just drawn out a design on paper first as a reference. Areas of improvement are just the brainstorming process because team communication and collaboration are very strong. Everyone is active and willing to help one another. However, it does not mean we should not keep working on that still. We are still growing as a team to strengthen our communication, collaboration, and brainstorming skills!

CSS/HTML Team (3)

Review of Process:

- After the Figma Team provided an initial outline of the web app, Team Leads + Justin worked together to implement CSS and HTML backbone.
- We initially tried to make our HTML into a JavaScript template with a shadow DOM but decided to go with a static html version. We let the JavaScript team implement those templates as needed, which they did. Creating a static HTML page at first really helped us figure out what the website should look like without focusing on the JavaScript functionality that could have delayed it.
- We used GitHub Issues, Pull requests, Different repository branches, CSS, and HTML to organize the overall workflow.

SWOT Analysis:

- **Strengths:**
 - Good understanding of what functionality can be achieved in a short amount of time, and what exactly the next "in-pipeline" JavaScript team needs to do.
 - Ability to implement essential features and use as much Figma design as possible while cutting off some stuff due to time constraints. Organizing overall workflow and acting as "middle man" b/w JS team and Figma Team.
- **Weaknesses:**
 - Limited experience with certain JavaScript features like shadow DOM.
 - Challenges regards CSS (putting arrow b/w checkboxes the way we want)
- **Opportunities:**
 - Opportunity to deepen understanding through working as a team
 - Potential for exploring new tools, CSS & HTML features, and the process of going from initial outline to ready-to-go code.
 - Took the opportunity to hone in on CSS "display" types for containers that was worked on in Lab 3, such as using "display: grid;" for the task container, and utilizing multiple grid properties for children (task elements)

- **Threats:**

- Risk of messing up the scalability: some elements looked weird on smaller screens.
- Risk of a failed code merge result in deployment delays cause we would have to manually fix the merge conflict

Summary of Learning:

We learned as a team that it's very important to create a static version of our app, use GitHub Issues/Projects, and maintain separate Git branches. Since our page was a one-page app, we learned how to divvy up the HTML creation process in terms of what needed to be done first before the others could help contribute. We successfully managed this with one person first creating the HTML skeleton for each part of the page. Then, each team member tasked to work on a specific part of the page was able to do so, without the possibility of conflicting code causing merge issues. We also figured that CSS takes a lot of trial and error. We also learned that integrating new features into code that already has JavaScript can be challenging, meaning that the most of features must be added BEFORE coding js & css for it and other dependent parts of the web app.

JavaScript Team (4)

Review of Process:

- After the CSS/HTML team provided the backbone, each member of the JavaScript team was assigned a different task to work on remotely. After each team member tested their implementation using LiveServer, each task was pushed into a new branch one by one, and then once it was reviewed by the rest of the team, it was then pushed into the main branch
- To implement the feature where our task list populates the list with examples, we utilized localStorage to retrieve task items listed in the tasks JSON file. We also used XMLHttpRequest to read this JSON file as well as populate the task container. To implement the dates, we used the Date class to provide the current date on our task list. Finally, for the rest of the features on our task list, we utilized basic JavaScript features and updated the HTML elements accordingly.

SWOT Analysis:

Strengths:

- Strong knowledge and applications of JavaScript fundamentals.
- Ability to collaborate and communicate well within the team
- Organizing and assigning different tasks to each member of the team
- Provided comments that allowed other JavaScript developers to know what each function does

Weaknesses:

- Limited scope due to limited JavaScript knowledge
- Improve code readability and optimization

Opportunities:

- Opportunity to learn about different JavaScript tools and capabilities
- Opportunity to get more familiar with and strengthen our JavaScript coding skills

Threats:

- Limited communication between team members can lead to unorganized code

Summary of Learning:

- Overall, it was a smooth process as we were able to successfully assign each team member a task and decided on a deadline for each task. However, we could work more on communicating to optimize our code to increase performance. With each of us working on the task remotely, we're removing the element of team collaboration, which in the end, would not allow us to provide real-time feedback on each other's

Video Team (1)

Richard did a good job promoting our product.