The Lion Fish Scuba Shop

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What is it: A final project for CS 445 - Object Oriented Design Programming.

College: Illinois Institute of Technology

Project Memo

Project Status

The full requirements for functionality of the software have been implemented. This web app was built for the owner of the business only.

Tours

- the ability to create (valid) tours
- define their parameters
- cancel them (with refund to customers)
- search by dates
- see details
- edit the tours.
- automatically refund difference on fully paid bookings to customers on price decrease

Bookings

- create a (valid) booking for customer for a specific tour
- pay for booking or leave it unpaid (once paid setting to unpaid will not refund the money -for that you need to cancel the booking [to activate the logic])
- Cancel a booking
- Edit a booking
- see the price you need to pay per seats selected (only in the modal popup form where the tour selected is known before the form loads)

Customers

- Create a (valid) customer (must have unique email)
- Delete customer
- See all customer transactions/bookings and spendings/refunds
- see total spent by customer
- edit customer details

Reports

- see all 'Accounting Transactions' money in/out
- everything is automated
- allow deleting of record but with warning that it might mess up the data (feature relatively hidden)
- view total earnings for business
- see reason for transactions
- auto color coded for easy differentiation

Project Details

The project was built using *Ruby v1.9.3*, *Rails 3.2*, *CoffeeScript*, *JavaScript*, *Sass*, and *CSS*. The database used is *SQLite 3* for development and test and *PostgreSQL* for production. For UI Twitter Bootstrap was used.

Deliverables

Web Interface

The project can be accessed via the web interface at http://lfss.herokuapp.com

Source Code

The repository can be cloned at https://github.com/dkarter/The-Lion-Fish-Scuba-Store or by using the following command:

```
$> git clone git@github.com:dkarter/The-Lion-Fish-Scuba-Store.git
```

Building

The project can be built by running the following command:

```
$> bundle install
```

The database can then be populated by using the following commands:

```
$> rake db:migrate
```

The app can then be run by using the following command:

```
$> rails s
```

And visiting localhost:3000/ on your browser.

Testing

Basic tests for user interaction were developed using Cucumber and Capybara, but **not completed** due to time constraints. Test case files can be found in the 'features' directory of the code. Test can be run via the following command:

```
$> cucumber features/
```

Additional Details

Hours to completion:

I estimate around 110 hours including design, setup, and learning required.

Difficulties:

My biggest difficulty was writing the tests in *Cucumber* and *Capybara* since I have never used these technologies before. I was running out of time and decided to skip most of them and just jump right into functionality.

The functionality took a very long time to develop and perfect and I was trying to learn *Sass* and *CoffeeScript* along the way to make the interface perfect while picking up new skills.

It was a very stressful but an enjoyable learning experience.