



AETHER ARK

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NAVIGATE THE STARS

THIS PRESENTATION

What To Expect

✦ **PROJECT PURPOSE - WHY?**

✦ **PRODUCT DEMO**

✦ **NEW TECHNOLOGY**

✦ **CHALLENGES**

✦ **WHAT WE LEARNED**

WHY AETHER ARK?



WHO WE SERVE

Aether Ark serves students and space enthusiasts who want to explore and collect their own solar systems

THE PROBLEM

There is no available tool to personalize planets and solar systems the same way you might personalize a playlist or collect cards. This fixes that.

OUR FOCUS

Allow users to dream up, collect and share custom made planets and solar systems unique to them.

DEMO!



NEW TECHNOLOGIES

JAVASCRIPT

POSTMAN

SWAGGER

CSS STYLES

HTML FORMS

AXIOS

AMAZON S3

API GATEWAY

CHALLENGES

KNOWN

INTEGRATING FRONT END

RECONCILE USER INFO

MERGE CONFLICTS

UNKNOWN

ENABLING CORS &
AUTHORIZATION

NULL OBJECTS IN LAMBDA
DOCUMENTING OUR API

DESIGN ERRORS AND
RECODES

WHAT WE LEARNED



teamwork

we can tackle bigger problems
and work under a deadline



Core Functionality

Building added functionality
afterwards, so we can time
cushion problems



design decisions

Pros, cons, and paying for our
decisions



Frontend Experience

We know enough to learn more



Single Responsibility Principle

Keep things simple



Tests are worth it

Time Consuming and difficult at
first, they ultimately make life
easier

THANK YOU!

