Valence

VALENCE
by JAVYD
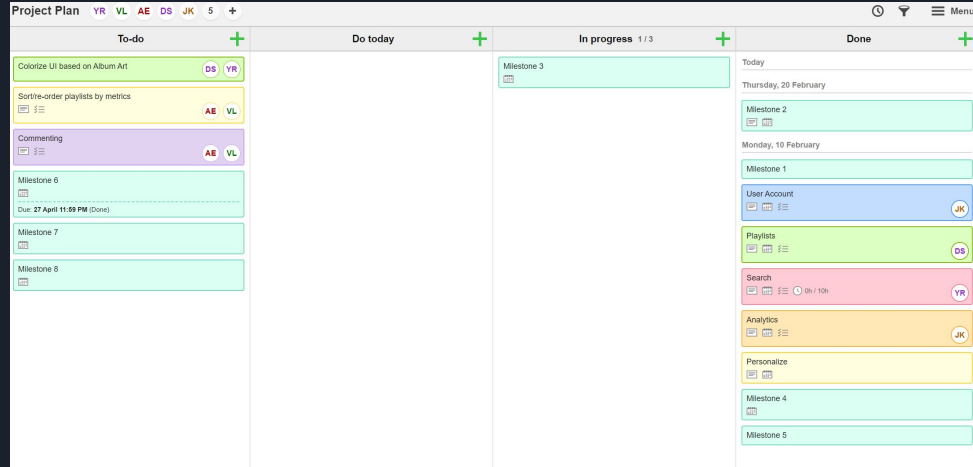
By: Yosan Russom
 Vananh Le
 Amey Erdenebileg
 Jack Kelly
 Drishan Sarkar

Project Tracker - Kanban Flow

Agile Method: We broke our project into different stages , and gave each other a collaborative/individual task, and set flexible due dates for each task

★ ★ ★ ★

Methodologies - Agile

Meetings were held twice a week

Peer code reviews

Team Meeting Log - JAVYD

Location: Engineering Lobby
Date: March 12, 2020
Time: 2:00 - 3:00

Attendance

Vananh Le
Yosan Russom
Amey Erdenebileg
Drishan Sarkar
John Kelly

Agenda Items

1. Work on front end html and back end db
2. Build a platform for social
3. Start to implement js into the project for a cleaner website design
4. Create UML diagrams
5. Alter the scope of the project - realistic time-frame
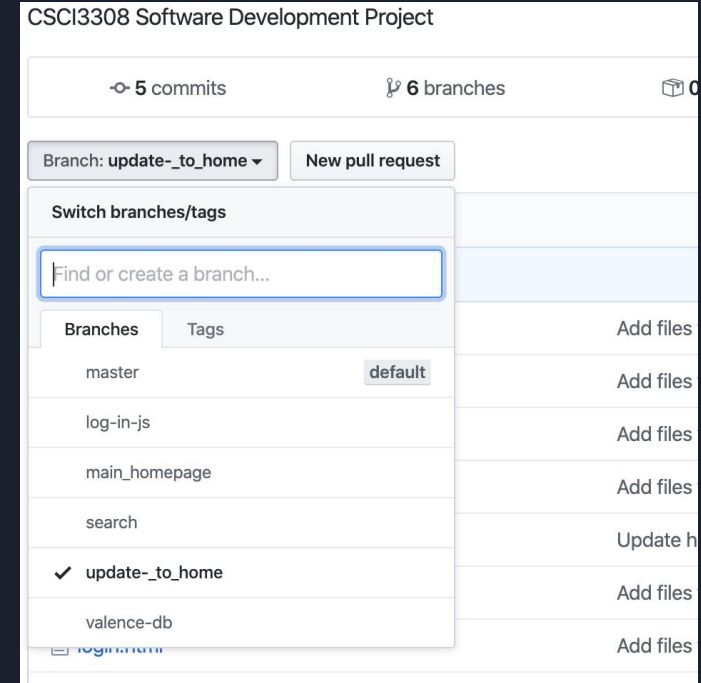
Action Items(Next Week)

1. Have a working feature to demo by next week
2. Making sure everyone is on the same page
3. Successfully pull data from a user's spotify account

★★★★

VCS - Github

For our project, we used Github to keep track of changes and share the code with each other. We created multiple branches for the different parts of our project. We also created repositories for our Milestones and our meeting logs.
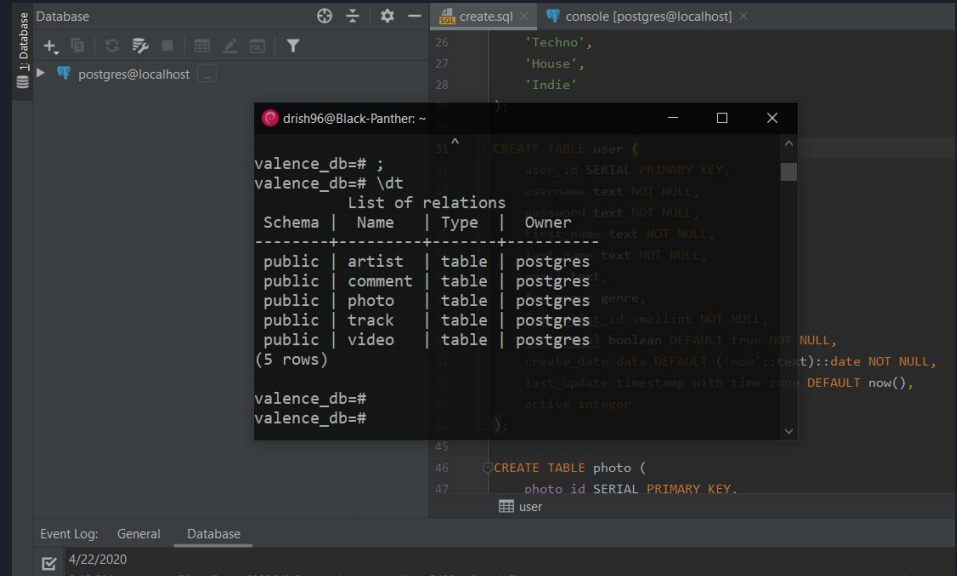
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Database - SQL

PostgreSQL was the primary DBMS chosen for this project.

pgAdmin

Express.JS

pg-promise

★★★★

Deployment Environment - Local Host

Easily develop and test the website in a local environment

Using a local host enables you to work offline

There's no place like

127.0.0.1

★★★★

Framework - Node JS

Many open source javascript tools eg. npm

Easily scalable

Lightweight tool

★ ★ ★ ★

Testing Tool

Haven't used any testing tools

Inspected Elements separately

Used Github to merge files, download the files and use local host to search for errors.

IDE

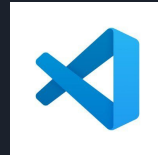IDE - Datagrip, database management environment.

Text Editors

-Atom

-Sublime

Source-code Editor

-Visual Studio Code

★★★★★

Additional Tools Used

Zoom   ★★★★

Google Drive   ★★★★★

Google Doc   ★★★★

Group Message (Text)   ★★★

Spotify API Documentation ★★

Challenges

Some of the challenges we faced were:

- Original idea was too similar to Spotify as a whole
- Using the Spotify API
- Connecting the back-end and front-end together
- Debugging
- PANDEMIC

Demo