

RoomMeet

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Milestones

- 3/22 - Finish setting up version control and code repository (Github)
- 3/24-3/28 - Meet with TAs
- 3/28 - Get input form running. Store data from the form into the database
- 4/4 - Map should be up and running by now, preferably synced with the data from the database. Interactivity should be implemented by now.
- 4/11 - Project prototype should be done. Core functionality should be implemented. Website will allow users to create profiles, indicate where they will be living, see on a map what other students will be living near them, and send email to these students through their netids.
- 4/25 - Alpha test. Extended features, like on-website messaging and reviews of housing/city attractions in the prototyping stage.
- 5/1 - Beta test. Core functionality should be done, and we should be able to judge how realistic it will be to have the extended functionality completed by the project deadline.
- 5/13 - Dean's Date and project deadline

Progress Timeline

March 2, 2014

- Initial group meeting. Brainstormed a bunch of ideas.

March 6, 2014

- Second group meeting. Further discussed ideas, settling on RoomMeet.
- Tentative discussion of technologies to use. Most likely going to be using Django, and it appears that Postgres and Heroku mesh well both with each other and with Django, so we're probably going to go with those as well.

March 7, 2014

- Met with bwk to discuss project idea.

March 14-16, 2014

- Finalized technology choices and design doc/design choices.
- Settled on using Django as our framework, with Postgres as our database. We also decided to use Bootstrap for our front-end stuff and Heroku for hosting.
- For our map, we're going to be using the Google Maps API

March 21, 2014

- Set up GitHub repository and figured out how things work
- Everyone installed Github client and played around with it so we don't end up deleting our entire project by accident in the future...(oops?)

March 28, 2014

- Met with Taewook and discussed future steps. Talked about possible features (like on-site messaging and integration with Facebook) and whether or no they'd be possible/feasible/doable within our timeframe
- Decided that we'd try these extra features at the end if we had time, but they're definitely not necessary (and may just make our site bulkier without adding any substantial functionality)

March 29, 2014

- General work session
- Lots of learning how to use our base technologies (most of our time here spent reading Django documentation)
- Major struggle with installing everything we're going to use. Some of us had no issue at all, while installation just didn't work for others (I'm looking at you, psycopg2).

March 30, 2014

- Skeleton site/basic setup designed and sketched out on a blackboard, as well as implmented using Bootstrap. The plan is to have a large map taking up most of the page, with a small panel on the side for the user's profile, etc.
- Database set up, at least tentatively. Might change layout later.
- Basic map and markers working (i.e., the main page).
- Started implementing the "meet other people" function (adding and removing friends).

April 1, 2014

- Major struggles with setting up Heroku and installing tools needed to push our git repo to it. This definitely took the majority of our time during this work session. Heroku toolbelt is terrible to install, especially on Windows...
- Site deployed to Heroku
- Database running now on Heroku as well
- Skeleton pages for the "profile" and "talk" pages are now coded, as well as the transitions between the pages

April 2-3, 2014

Lots of little tweaks done to the map's and the site's interactivity:

- Filtering people by radius is now possible
- Buttons are now (almost) all working, and are also now much nicer looking
- Some minor changes to the site's appearance, like changing the color of the navbar, etc.

April 6, 2014

- Started (and finished!) implemented CAS authentication using django-cas, which is a lovely project on Bitbucket that's made for implementing CAS using Django. However, it's kind of outdated (or maybe we just found an outdated version), so lots of digging was required to make some fixes to get it to actually work. Most notably, it worked on an old version of Python, so some functions that django-cas called were no longer available.
- Okay, so some of our buttons weren't working even after last time. Hopefully we fixed them all this time around.

April 8-10, 2014

- Finally got around to validating forms (so blocking submission of forms that would cause errors when posted). Finished validation for the text fields in our profile, but not the hidden fields (i.e. ensuring that users have actually clicked on the map)
- More small cosmetic fixes, like adjusting the spacing of elements on the page

April 13-14, 2014

- More form validation: got around to validating the hidden fields. Also made error messages actually come up (so telling the user that they have to fix the above errors, rather than just not submitting the form).
- Made backend more modular and moved around some code so that it wasn't a bad mess
- As a continuation of last time, we adjusted more spacing on the page. In particular, the spacing of our filter buttons was adjusted.
- Added extra fields to profile (dates of stay, whether they're looking for roommates or just friends)
- Needless to say, these changes were pretty major and introduced a ton of bugs; we spent a large portion of our time fixing these.

April 16-18, 2014

- We didn't catch all of our bugs from last time, so we did more small bug fixes this time around.
- Rearranged page elements, so that now our filter buttons are at the bottom of the page instead of the top.
- We're still having spacing issues, especially with button resizing

April 21-22, 2014

- More cosmetic features to make the site look nicer (especially the buttons).
- Added a pop-up calender/date-picker to the profile to make specifying the dates for people easier (which also makes processing the dates on our end easier!)
- Made "profile" and "talk" pages animated slide-out panels instead of being separate pages.

April 23, 2014

- Made slide-out animations of "profile" and "talk" to be smoother and nicer-looking.
- Fixed table appearances on the "talk" page, as well as adding a short instructional caption.
- Changed drop-down menus to work and animate better.
- Changed some text fields (like gender, desired/looking for) on the "profile" page to be drop-down menus instead

April 24, 2014

- Removed buttons for filtering by radius and instead made it a drop-down menu. While this change was made in order to add the other filtering categories, this also conveniently removes all possibility of having button-resizing issues.
- Improved filtering by adding categories besides radius, such as: gender, class year, and date overlap. All of these are implemented using a drop-down menu rather than buttons.

May 4, 2014

- Started to add housing feature, which allows users to add housing that they have found.

May 5, 2014

- Further bug fixes, mostly on the housing feature.
- Actually implemented the "distance" category on our "talk" page, which tells users how far away their friends are.

May 6, 2014

- Added a feature that brings first time users directly to their profile.
- Fixed a bug with the "distance" category that had the numbers disappearing with certain actions/clicking of buttons