

CS 320 Course Project Final Report

for

Hot Logbook

Prepared by

Group Name: *Sasswords Puck*

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| --- | --- | --- |
| Jesse Griffin | 11641870 | [jesse.w.griffin@wsu.edu](mailto:jesse.w.griffin@wsu.edu) |
| Patrick Kent | 11019238 | [patrick.kent@wsu.edu](mailto:patrick.kent@wsu.edu) |
| Pierson Cavulli | 11608370 | [pierson.cavulli@wsu.edu](mailto:pierson.cavulli@wsu.edu) |

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# 

# Introduction

*<TO DO: Please provide a brief introduction to your project.>*

## Project Overview

The HotLogBook is an passoword manager that allows users to store their account information privately. The user will be able to keep track of their accounts, edit accounts, and remove accounts through our interface.

When the user wants to add an account, they will be given the option to use a randomly genearated password. This is a secure password that would be extremly hard to hack. The user will also be able to edit previously added accounts for cases where changing a password or user name is needed.

## Definitions, Acronyms and Abbreviations

<Define all the terms necessary to properly interpret the report, including acronyms and abbreviations.

TO DO: Please provide a list of all abbreviations and acronyms used in this document sorted in alphabetical order.>

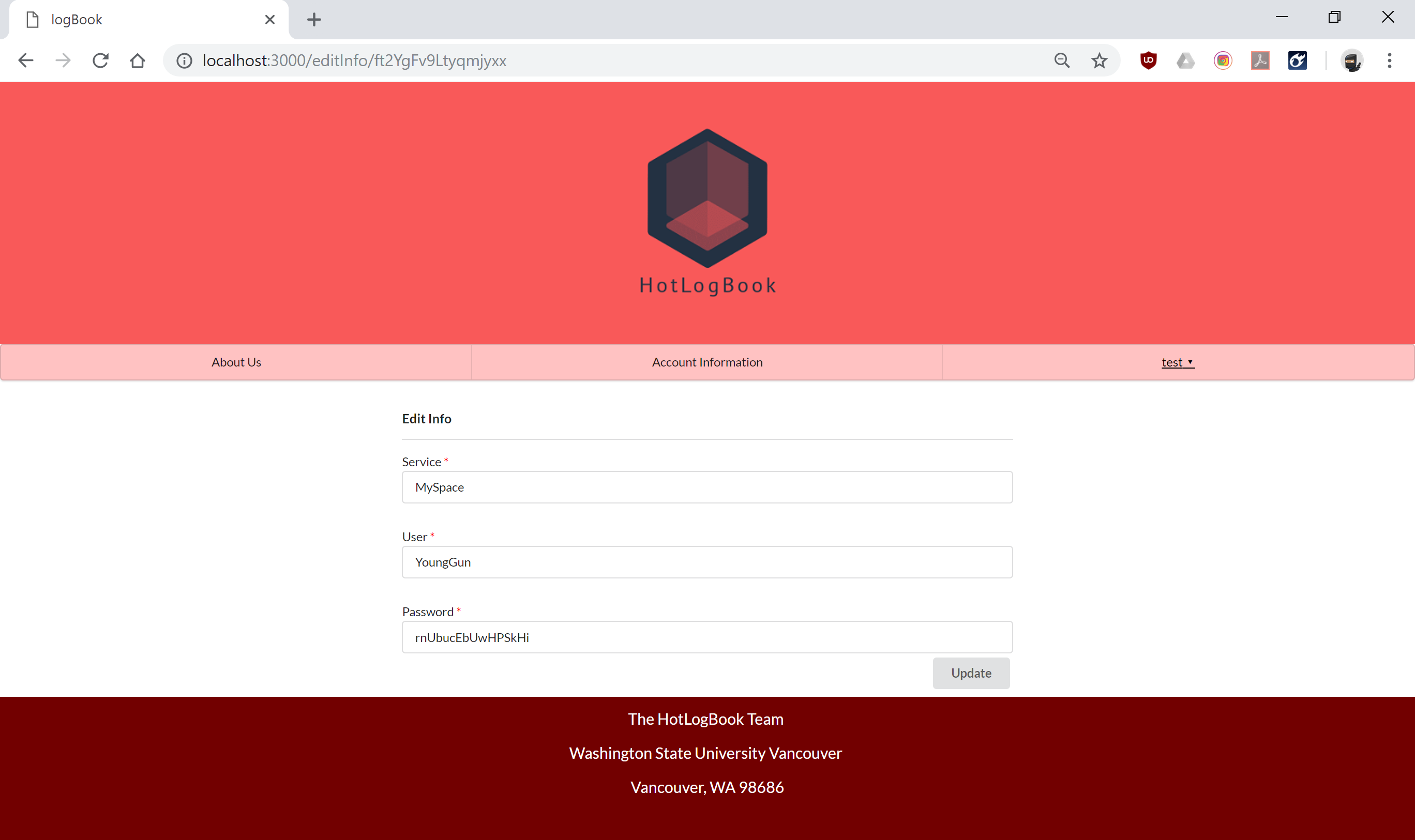
## References and Acknowledgments

Our site would not be possible without the aid of Meteor and Semantic UI.

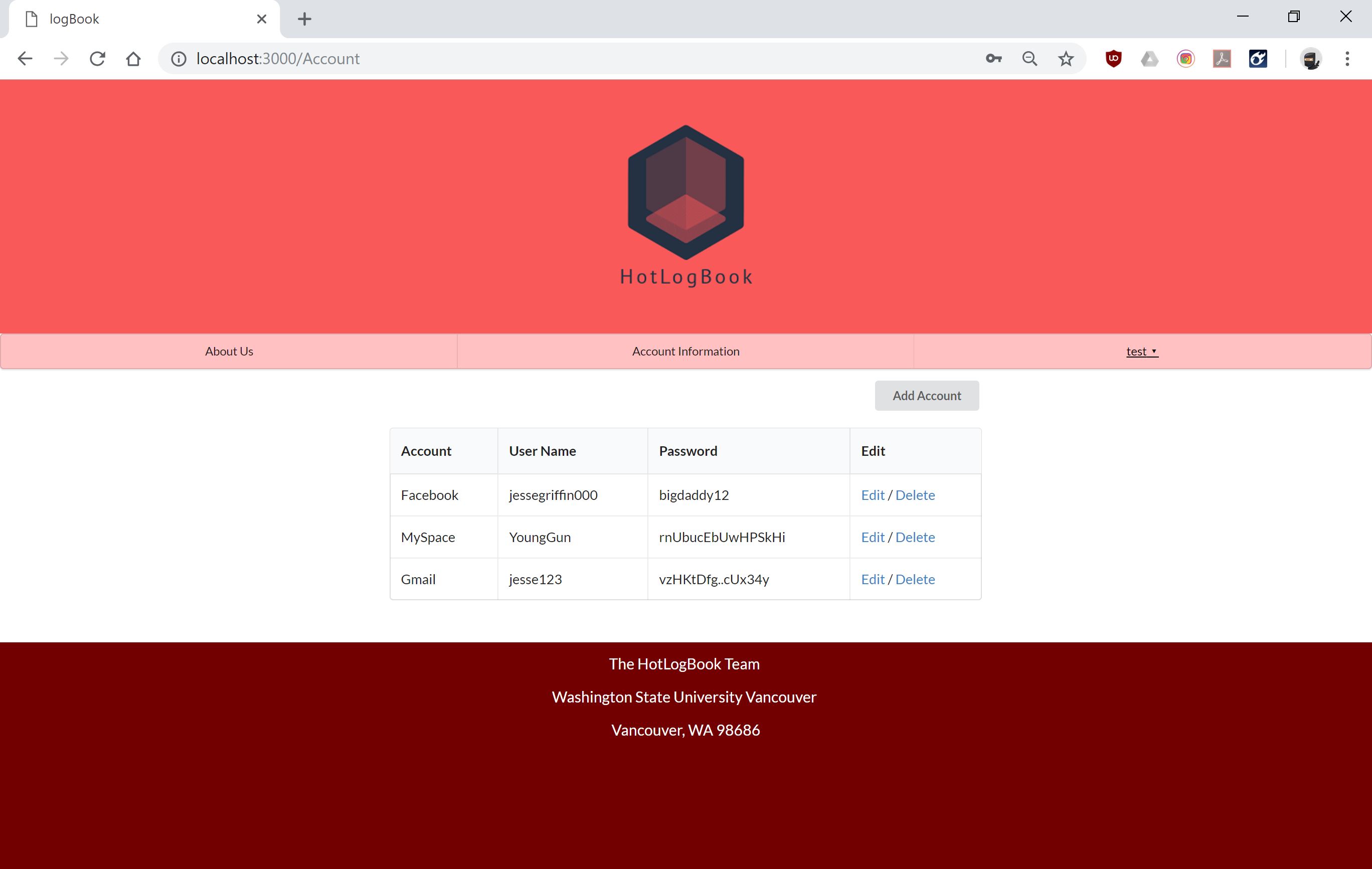
# Design

## System Modeling

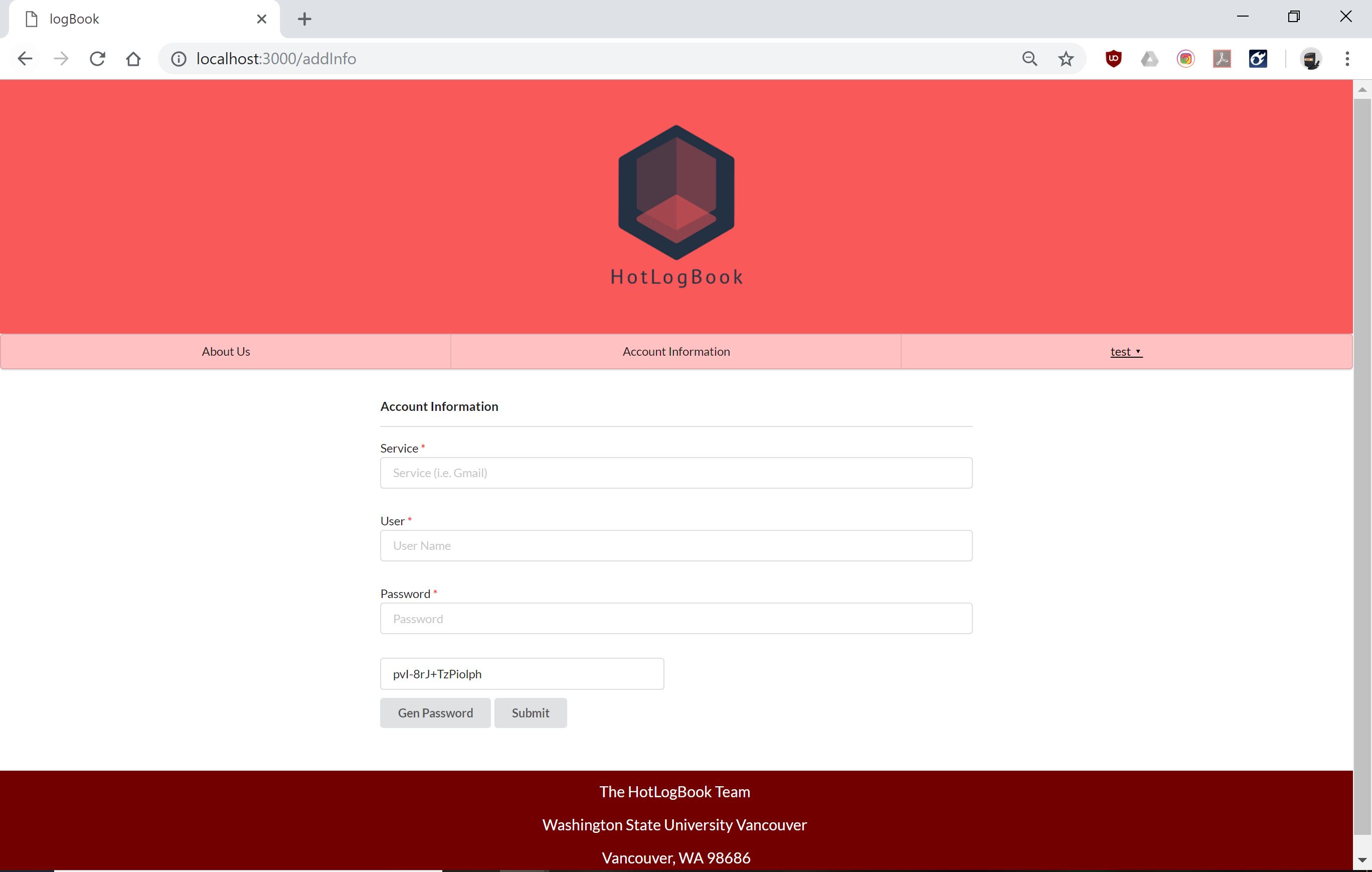
## Interface Design

**Home/About Page**

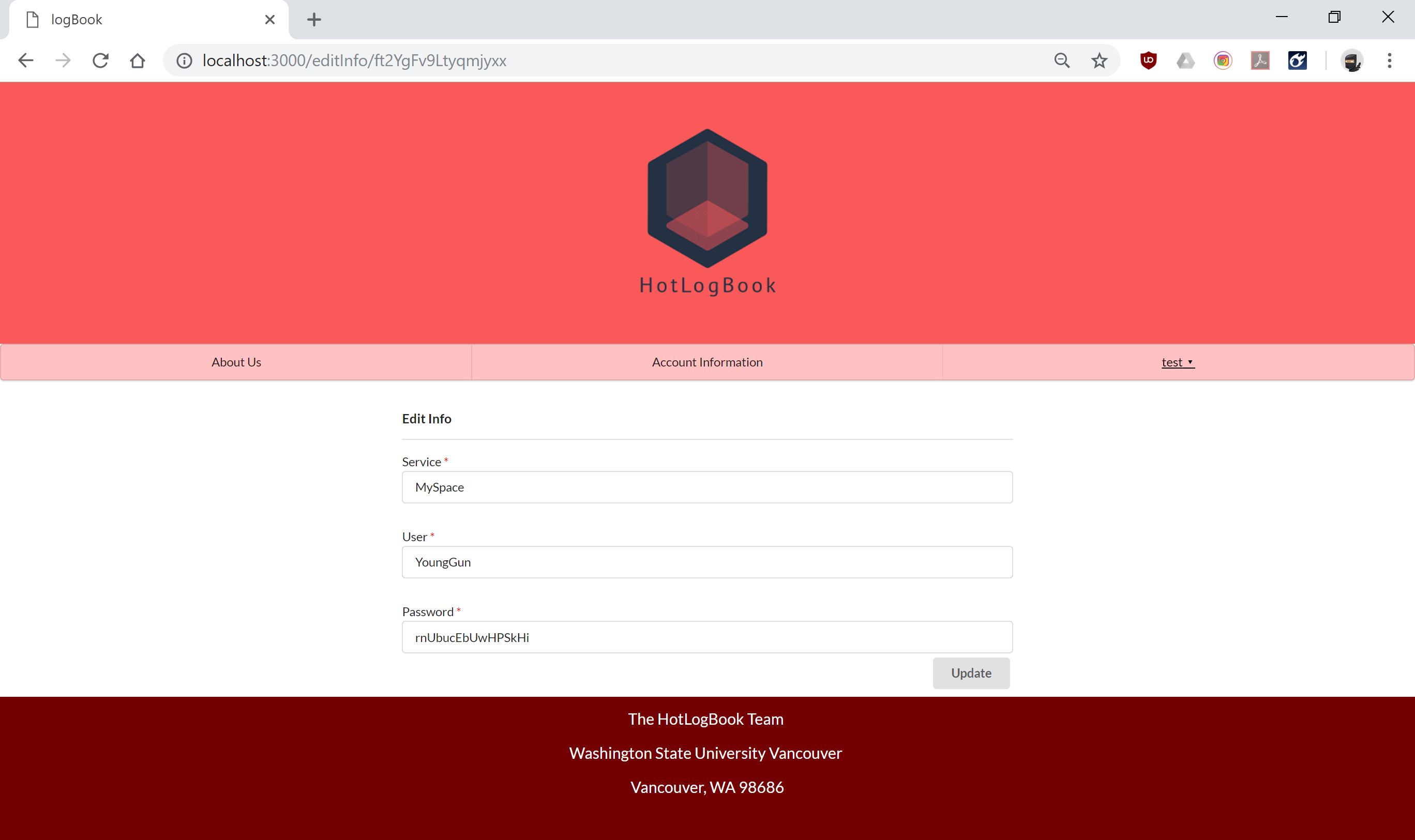
**Account Page**



**Add Account Page**



**Edit Account**



# Implementation

## Development Environment

Tools and Languages used to develop the HotLogBook:

* JavaScript
* HTML/CSS
* Meteor
* IntelliJ
* SemanticUI

## Task Distribution

Jesse Griffin: Created logo design for project. Also implemented sign in, add page, edit page, and schema inspired from Assignment 7.

Patrick Kent: Implementation of individual users and user accounts. Also memebr who turns in course work.

Pierson Cavulli: Started project and created file structure for project. Also created home page and many CSS contributions.

## Challenges

The challenges our group experienced were implementing individual user accounts and adding the delete feature for our app. The way we solved this problem was completing meteor tutorials and learning how schemas and user id’s are stored.

Other problems we ran into were GitHub related. We spent a whole team session on learning how to work together with git without creating merge conflict. While GitHub was a hinderance in the beginning of our project, it ended up being really helpful towards the end.

# Testing

## <*This section is a summary of your testing report>*

## Testing Plan

<Describe your testing plan for the project.

TODO: Give a list of items or functions you want to test, and also a schedule for performing the testing. >

## Tests for Functional Requirements

<Describe your test results for the functional requirements.

TODO: Provide a list of use cases or functions you have tested, as well as the testing results (whether or not the system passed the tests).>

## Tests for Non-functional Requirements

<Similar to the Section 4.2, but this section is for the non-functional requirements. >

## Hardware and Software Requirements

<Describe the hardware and software requirements for performing the tests. >

# Analysis

<In this Section you need to analyze the effort that has been put on this project.

TODO: Describe how many hours (approximately) each team member spent on the project, for each milestone, which milestone takes the most effort and why. >

**Jesse Griffin**

Milestone 1: 6 hours

Milestone 2: 4 hours

Milestone 3: 16-20 hours

**Patrick Kent:**

Milestone 1:

Milestone 2:

Milestone 3:

**Pierson Cavulli:**

Milestone 1:

Milestone 2:

Milestone 3:

The first milestone took a while because we were dividing out the work and talking about how we can work together. It was also where we developed the idea of our project.

The last milestone took the longest as we implemented our idea into software. All of the bugs and new structures we had to learn is what made this part take the most hours.

# Conclusion

<Conclude the document with what you have learned through working on the project.>

Appendix A - Group Log

< Describe how frequently the group meembers meet during the semester, and how effective the communication is. This is optional for one-person projects.>