GeoLock

By Group 013-01 (Nolan Annis, Even Laukli, Kyle Neff, Yefan Wang, Owen Arnold)

Description

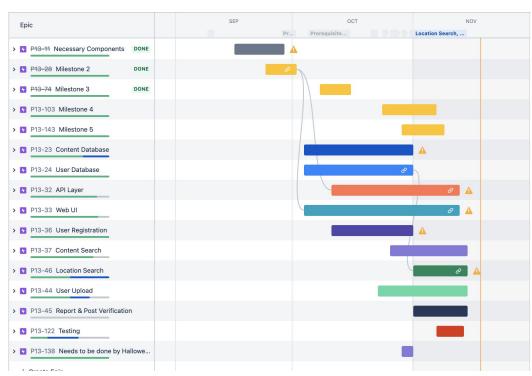
- Encourage users to get out, explore their environment, and share with others what they experience.
- Track how places and people change over time.

- Users are only able to post when they are actually present at the location specified
- Users can save, like, and dislike comments for tracking later.

Tools and Methodologies: Project Tracker



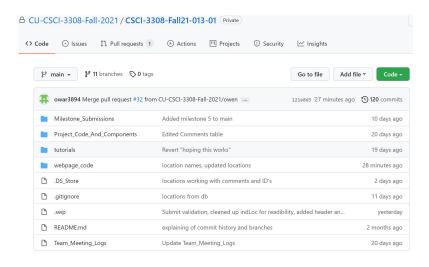
- Rating: 3.7/5
- Used to track who was working on what and when it should be finished
- Ended up using other tools more to communicate towards end of project
- Agile
 - scrum style meetings



Tools and Methodologies: VCS Repository

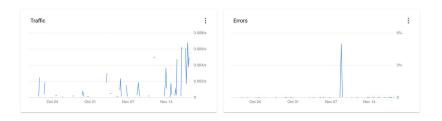
- Rating: 5/5
- Pair Programming





Tools and Methodologies: Google Maps Javascript API

- Rating: 4.9/5
- Drawing Polygons (from gps coordinates in our database)
- Handling User Locations
- "\$300" in free credit for 90 days





This example creates a map with a simple polygon representing the Bermuda Triangle.

Tools and Methodologies: Database

PostgreSQL

- Rating: 4.5/5
 - Fairly straightforward with minor errors
- Holds all backend data
- Good scalability to hold all necessary information

Database Used

```
location-app-013-01::DATABASE=> \dt
              list of relations
Schema
                      Type
                                   Owner
           Name
public
                      table |
                              tntcklawyvlnlj
         comments
public
         locations
                      table
                               tntcklawyvlnlj
public
                      table |
                              tntcklawyvlnlj
         users
(3 rows)
```

Part of the locations table

Tools and Methodologies: Deployment Environment

- Rating: 4 out of 5
 - Some confusion and setbacks, but mostly easy to use and handle.
- Being used to host app
- Can update database without having to push again



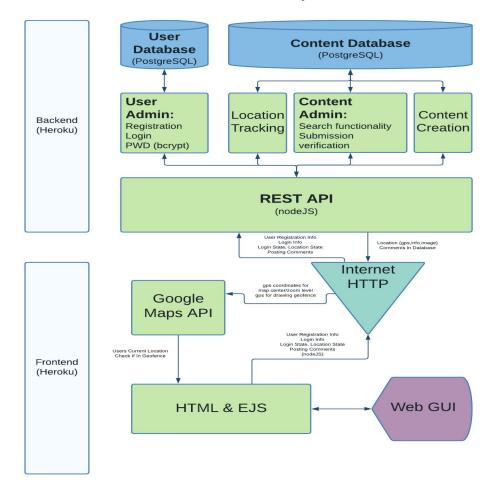
Frameworks: Node.JS and XML/AJAX

- Rating: 4 out of 5
- Mostly followed what we did in class but required a decent amount of modification to fit our use case.
- Used XML HTTP requests for handling likes, dislikes, and favorites without reloading the page.
- Used express-session package for Node.JS to handle session cookies and user authentication.
- User passwords are hashed using the bcrypt package.

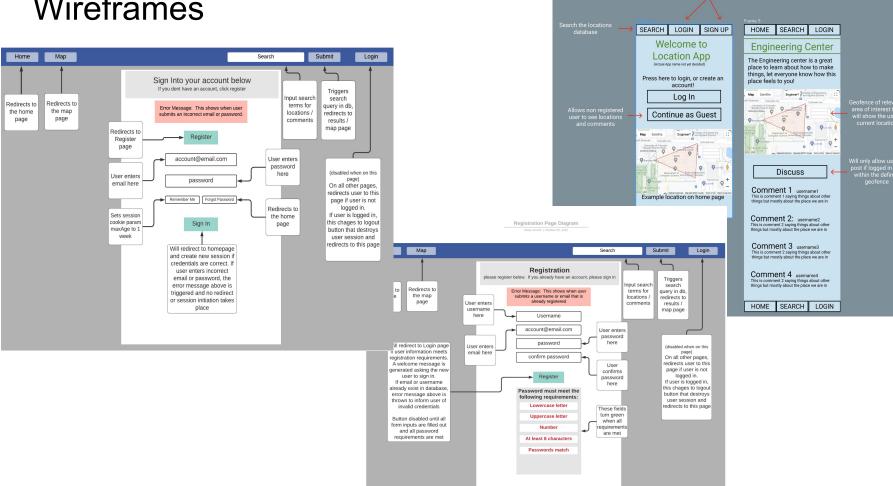
Architecture Diagram

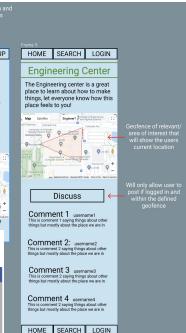
Architecture Diagram

Team Profanity 013-01



Wireframes





Challenges

- Struggles getting Heroku to work
- Figuring out how to integrate maps
- User authentication and unique session id cookie.
- Figuring out proper promises and callbacks for multiple requests
- Comment reporting: We planned to create this feature, but was a challenge and the idea got scrapped.

Demo Time!!

link for milestone: https://location-app-01 3-01.herokuapp.com/

