Title: GeoLock

Members:

Owen Arnold Even Laukli Kyle Neff Nolan Annis Yefan Wang

Description:

Our project, GeoLock, is a social app that encourages users to explore and share their experience of locations and areas around them. Users are able to search up possible locations they are interested in and see other user's comments. In addition if they visit the location then they are able to comment on it. Once registered and logged in, users will be able to like, dislike, and favorite comments they find interesting and can find the posts they have liked and favorited on their profile page.

In order to successfully execute this project we used numerous tools such as Google Maps API, postgreSQL, XML HTTP, and more. We used Google Maps API to verify the location of a user so they can successfully add a comment to the location they were at. In addition it allows us to display a polygon on our webpage that shows the perimeter of locations. To handle the backend of our project we needed some with good scalability to handle the amount of comments we could possibly have. We used postgreSQL to handle all our tables such as locations, users, and comments. Also, we used XML HTTP requests for handling likes, dislikes, and favorites without having to reload the page each time.

Video Demo:

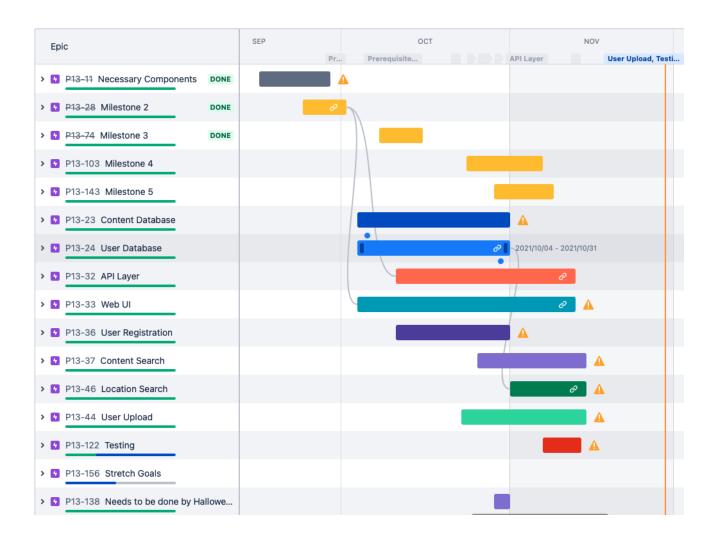
<u>Live Site Walkthrough</u> <u>Mobile Demo</u>

VCS: Github Link

Project Tracking:

Jira

Scrum meeting note document

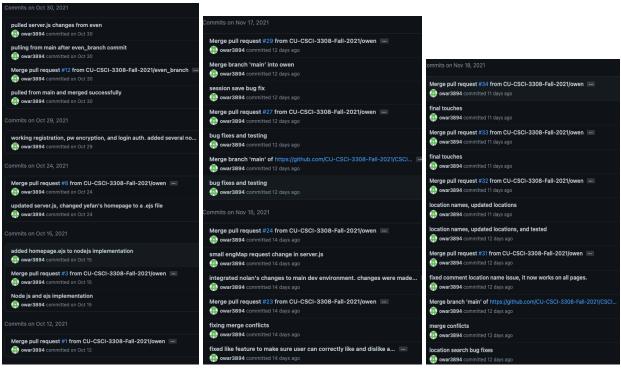


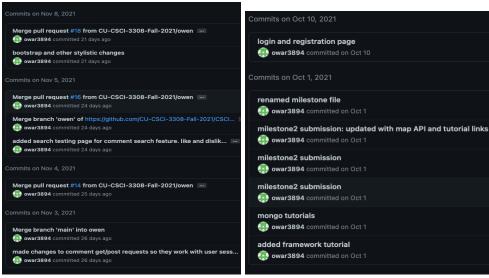
Contributions:

Owen Arnold:

I was responsible for the user registration, login authentication, the likes/dislikes feature, added like/dislike/favorites badges that updated without reloading, made the user profile pages, improved the search function for comments, and assisted Kyle with the favorites feature. I also spent a lot of time on front end styling and making a user-friendly UI. I did a lot of testing and other QA prior to the heroku deployment, and also managed our Jira board throughout development. The technologies I used were npm (bcrypt, express, flash), NodeJS, XML/HTTP, EJS, SQL and more. Also added test cases for our server requests.

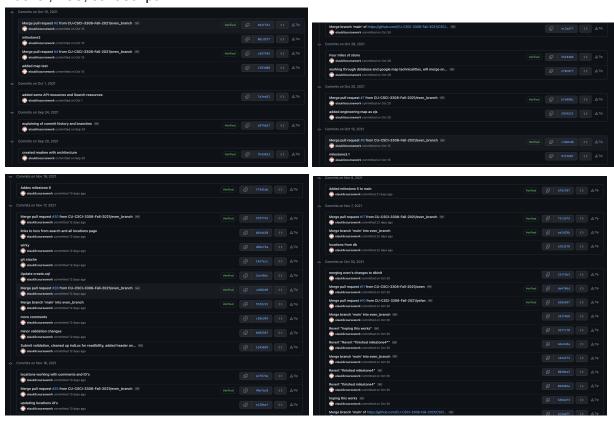
Below are Owen's commits:



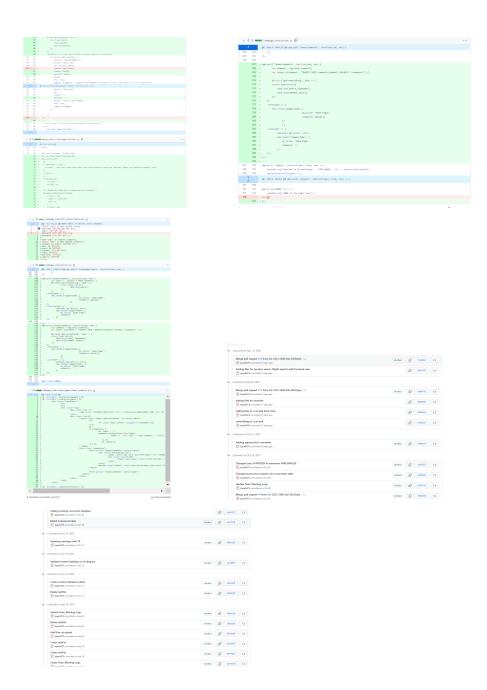


Even Laukli:

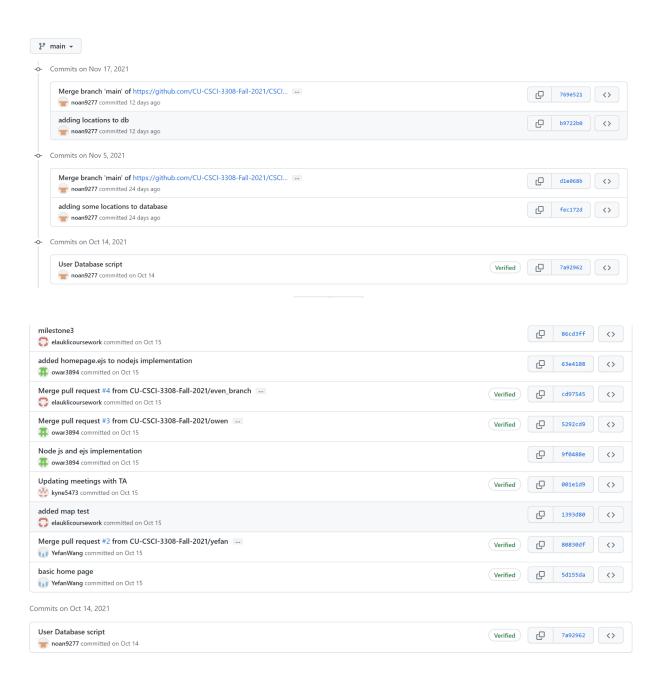
For this project I handled the main functionality behind accessing and using the google maps API. I implemented the location validation feature and the database of locations for drawing geofences and storing information about locations. I also helped debug user validation and made sure that the comments feature on worked when a user was at the location specified. I helped test cases for scalable testing. Tech: Google Maps API, Node.JS/npm, postgreSQL, Docker, EJS, Javascript

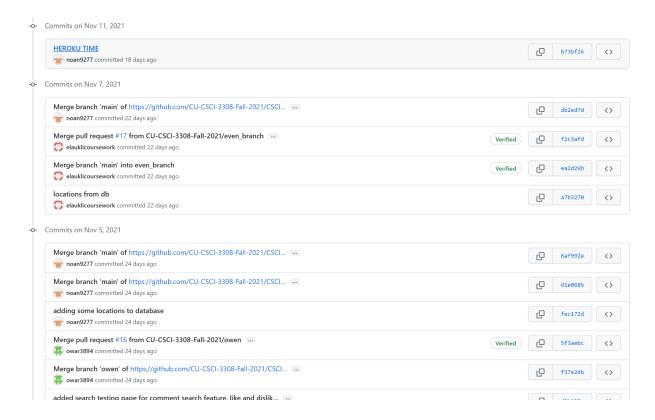


Kyle Neff: During the project I worked mainly on the backend. I made it so people can submit comments which then get entered into the database and can be seen on our webpage. I did both the get and post requests and created a frontend table that displays comments. Also I did the backend for location searching and I started working on user favorites but that was later finished by Owen.



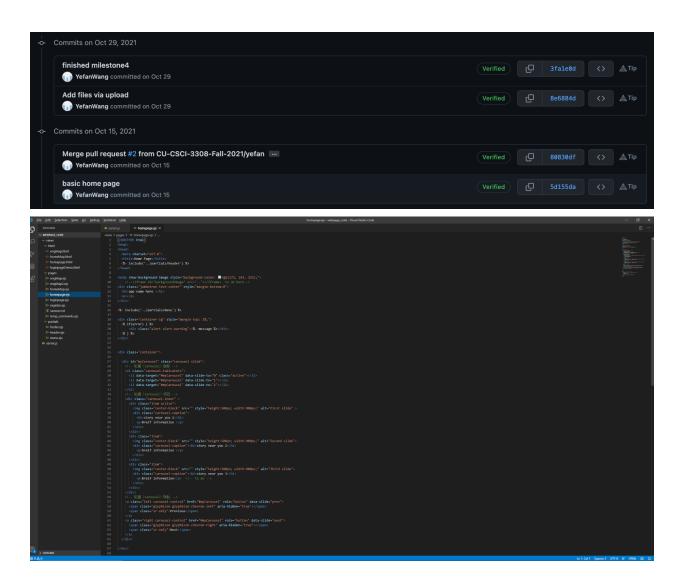
Nolan Annis: During this project I jumped around and worked on, or helped out with a number of different parts. I helped create the initial user database and deployed the site using Heroku. After the Heroku site was deployed I managed it and kept it updated. Towards the end of the project I helped debug various issues with the rest of the group. The technologies I used include Heroku, PostgreSQL, and Github. Due to some issues I ran into with github I have multiple branches, and Owen had to help me merge some commits to the main branch:





Yefan Wang:

Initial HTML/Bootstrap homepage and set front end framework/ui. Also wrote the comments search back end query and request. Other teammates help refine them and integrate the comments search part to the whole app. (here is original code i made)The technologies I used include html, nodejs. ejs, PostgreSQL, and Github



Deployment: GeoLock Live Site