Story Quest - Team FrankTheTank IT Project 2019 Home

Story Quest - An Artifact Registry Website

This is the Confluence page that contains all documentation for the Story Quest web application. The main goal of this web application is the registration of family artifacts to allow them to be stored and viewed for future generations.

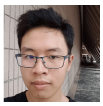
Bitbucket Repository Link

https://bitbucket.org/frankthetankitp/story_quest/src/master/

Trello Link

Trello link boards for each Sprint are under each of the Sprints in Project Schedule.

The Team



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Supervisor

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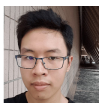
Project Schedule

Roadmap

We have 3 sprints for this project. Currently it has been decided that:

- Sprint 1 is the inception phase for the project. This is where we speak with the client, gather info and generate all the documentation needed to record down the requirements by the client.
- Sprint 2 is the coding/development phase. In this sprint we aim to produce a working prototype by the end which has the majority of core features as specified by the client.
- Sprint 3 is the testing/coding finalisation phase. In this sprint we will aim to finish development of the software which should have all core features implemented by the first half of the sprint. In the second half we will test those features and fix bugs.

Recent space activity



Edmond Pan

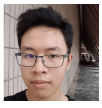
Sprint 3 - Deliverables updated 4 minutes ago • view change

Usama Ahmed

2019-10-15 Sprint 3 Retrospective updated 17 Oct, 2019 • view change

Judith Chhoeur

2019-10-15 Sprint 3 Retrospective updated 17 Oct, 2019 • view change



Edmond Pan

User Stories updated 16 Oct, 2019 • view change

2019-10-15 Sprint 3 Retrospective updated 16 Oct, 2019 • view change

Space contributors

- Edmond Pan (4 minutes ago)
- Usama Ahmed (8 days ago)
- Judith Chhoeur (8 days ago)
- Luke Di Giuseppe (9 days ago)

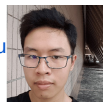
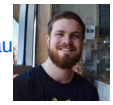
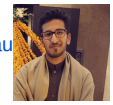
Project Overview

Team

Supervisor:

JIAMING ZHANG
jiamingz3@student.unimelb.edu.au

Team members:

Profile	Phone Number
Edmond Pan pane@student.unimelb.edu.au 	0469796988
Judith Chhoeur jchhoeur@student.unimelb.edu.au 	0400756459
Luke Di Giuseppe luked2@student.unimelb.edu.au 	0466585422
Usama Ahmed usamaa@student.unimelb.edu.au 	0426296643

Status

ACTIVE

Problem space

Why are we doing this?

Problem statement

Family artifacts are irreplaceable treasures that must be preserved and shared. The purpose of this project is to develop a software solution that enables a family to record the stories surrounding their artifacts. The solution should also allow other families to share their family artifacts. Thus preserving the memorable stories surrounding these artifacts for generations to come. In summary, the problem is simply that there is currently no digital solution out there that makes it easy for families to record their artifacts as well as to share them with friends and relatives.

Impact of this problem

Each artifact contains a unique story, that unfortunately can be altered or even lost when being passed down through each generation in a single family. There are currently very few software solutions that allow for the storing and sharing of these artifacts such that they can be remembered for generations.

How do we judge success?

- Developed a software solution to the general problem of storing and sharing family artifacts for future generations
- Determined and met client requirements
- The completed application is easy-to-use, reliable and secure
- Completed by the end of 9 weeks, and we have a functioning application that has at least all of the basic requirements outlined by the client

What are possible solutions?	• Mobile app to store a listing of family artifacts on the users phone and can add a descriptions etc. • Web application that can be accessed via desktop computers or smartphones that will be a sharing platform to record artifacts and allow others to log on to view those stored artifacts.

Project Scope

In Scope (The Core Features)

This project involves developing a family artifact web application as per client requirements. The user interface will be designed as part of the project and will contain as a minimum:

- The final solution must be a web application that can be viewed on any browser from any desktop computer
- User registration and login capability using an email and password
- Able to add new artifacts only after they have created an account or logged into their existing account
- Search functionality of family artifacts using filters (unique ID of the artifact or keywords [or tags specified by the user) in the artifact summary /description)
- Ability to adjust privacy settings of artifacts such as
  - Disabling location when uploading a picture, turning off data parameters and the option of clearing the metadata for all uploaded files
  - Making an artifact visible to other users on the website if desired
- A timeline feature which allows separate journal entries to be added to a particular artifact for a specified date. This allows users to build the story of a single artifact after it has been added and as they spend more time with the artifact they can easily add new, memorable events for storage
- To be able to add a text description of the artifact that describes what it is and/or the story behind it
- Uploading of photos and videos of artifacts by registered users
- Generation of unique IDs for each artifact to provide to owner of the artifact
- The user interface must be designed to be simple for older user as well as younger users such that they can perform all features easily

Out of Scope (Non-core Features)

- Mobile/tablet optimization of the web application to detect other platforms such as on smartphone, smart TV etc.
- User comments on artifacts
- Searching using specific filters that are not mentioned in project scope
- Separate book cataloguing in addition to default artifacts. Book cataloguing would allow for more in-depth descriptions based on the contents of the book, where to locate another copy and does not require the timeline features for regular artifacts.

Project Schedule

Page Description

The purpose of this page is to provide an open schedule as to how the project will be completed by all members. The schedule subject to lots of change and will include all past deadlines and a few uncertain ideal deadlines.

Supervisor Requirements

Attached below is the weekly schedule for what artefacts that we absolutely have to present to our supervisor in order to show that we are on track.

Trello

We will be mainly using Trello to keep track of our tasks. Although some will be listed below as well. The Trello link is given below:

Each sprint will have a different Trello board.

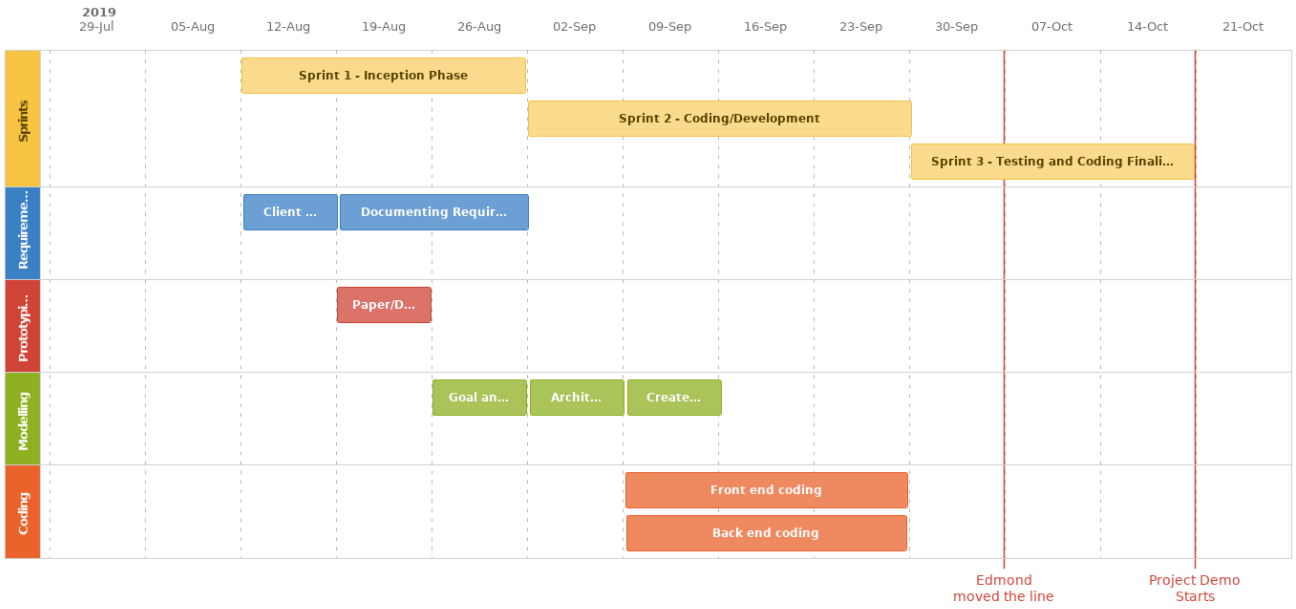
Trello Invite Link

https://trello.com/invite/itproject112/5713cea1b2569e30671c7fece4bfbd02

Roadmap

We have 3 sprints for this project. Currently it has been decided that:

- Sprint 1 is the inception phase for the project. This is where we speak with the client, gather info and generate all the documentation needed to record down the requirements by the client.
- Sprint 2 is the coding/development phase. In this sprint we aim to produce a working prototype by the end which has the majority of core features as specified by the client.
- Sprint 3 is the testing/coding finalisation phase. In this sprint we will aim to finish development of the software which should have all core features implemented by the first half of the sprint. In the second half we will test those features and fix bugs.



Incomplete tasks from meetings

Task report

Looking good, no incomplete tasks.

Sprint Objectives

Below lists the Trello boards for each sprint as well as the aims and deliverables by the end of each of the sprints.

Sprint 1

Trello Board

https://trello.com/b/hVQKhuKl/sprint-1-inception

Aim

The aim of Sprint 1 is to meet with the client, determine their requirements and to produce documentation that reflected those requirements as well as planning for the system that will solve the problem the client is having.

Deliverables

The required and produced artefacts are located in the deliverables section of Confluence. The link is Sprint 1 - Deliverables

Sprint 2

Trello Board

https://trello.com/b/NTeuTgfb/sprint-2-coding-development

Aim

The aim of sprint 2 is to begin planning out the structure of the software, by considering its architecture as well as coming up with the internal design /structure of the backend. The development of the front end is to be done at the same time and based off the paper/digital prototypes produced. By the end of this sprint, the aim is to have a working piece of software that has implemented most of the features discussed in the project scope.

Deliverables

The required and produced artefacts for Sprint 2 are located in the deliverables section on Confluence. This direct link is Sprint 2 - Deliverables

Sprint 3

Trello Board

https://trello.com/b/W4mXsQDD/sprint-3-testing-finalisation

Aim

The aim of Sprint 3 is to finalise any of the features that were not finished on time during Sprint 2. The aim is also to begin writing tests for the application as soon as possible. These tests will vary and be based on the different types of tests explained in the testing lecture. By the end of this sprint, we should have a fully functioning web application that has implemented all of the features requested by the client and passes all of the tests we have written. And should be mostly bug free. Ideally we should aim to deploy the app to Heroku or some other public domain to demonstrate that it is working and fully capable of being used by anyone.

Deliverables

The required and produced artifacts for Sprint 3 are located in the deliverables section on Confluence. The direct link is Sprint 3 - Deliverables

Meeting Notes

Team Meeting Notes

All team meetings

Title	Creator	Modified
2019-09-18 Team Meeting Notes	Edmond Pan	24 Sep, 2019
2019-09-11 Team Meeting Notes	Luke Di Giuseppe	12 Sep, 2019
2019-09-12 Team Meeting Notes	Edmond Pan	12 Sep, 2019
2019-08-08 Team Meeting notes	Edmond Pan	05 Sep, 2019
2019-08-20 Team Meeting notes	Edmond Pan	05 Sep, 2019
2019-08-22 Team Meeting notes	Edmond Pan	05 Sep, 2019
2019-09-05 Team Meeting Notes	Edmond Pan	05 Sep, 2019

Create new team meeting notes

Supervisor Meeting Notes

All supervisor meetings

Title	Creator	Modified
2019-10-15 Supervisor Meeting Notes	Edmond Pan	15 Oct, 2019
2019-10-08 Supervisor Meeting Notes	Edmond Pan	09 Oct, 2019
2019-09-24 Supervisor Meeting Notes	Edmond Pan	24 Sep, 2019
2019-09-12 Supervisor Meeting Notes	Edmond Pan	24 Sep, 2019
2019-09-19 Supervisor Meeting Notes	Edmond Pan	19 Sep, 2019
2019-09-17 Supervisor Meeting notes	Edmond Pan	17 Sep, 2019
2019-09-03 Supervisor Meeting Notes	Edmond Pan	11 Sep, 2019
2019-08-27 Supervisor Meeting notes	Judith Chhoeur	11 Sep, 2019
2019-09-10 Supervisor Meeting notes	Edmond Pan	10 Sep, 2019
2019-09-05 Supervisor Meeting Notes	Edmond Pan	05 Sep, 2019
2019-08-29 Supervisor Meeting notes	Edmond Pan	05 Sep, 2019
2019-08-15 Supervisor Meeting notes	Edmond Pan	05 Sep, 2019

Create new supervisor meeting notes

Client Meeting Notes

All client meeting notes

Title	Creator	Modified
2019-09-06 Client Meeting Notes	Luke Di Giuseppe	09 Sep, 2019

Create new client meeting notes

2019-10-15 Supervisor Meeting Notes

Date

15 Oct 2019

Location

Alan Gilbert Room 102

Meeting Roles

Meeting Chair	Minutes taker
JIAMING ZHANG	Edmond Pan

Attendees

- Edmond Pan
- Judith Chhoeur
- Usama Ahmed
- Luke Di Giuseppe

Goals

- Perform standup meeting
- Check coding progress and reaffirm what we are doing for this week

Discussion items

Time	Item	Who	Notes
10 min	Standup meetings by each of the members	Everyone	• Edmond: Worked on edit profile a bit and wrote tests for the application • Usama: Worked on the search artifact functionality • Luke: Worked on public profile page plus view artifact page • Judith: Worked on getting the private profile page working and pulling data from the backend

Action items

- [ ]

Client Meeting Notes

All client meeting notes

Title	Creator	Modified
2019-09-06 Client Meeting Notes	Luke Di Giuseppe	09 Sep, 2019

Create new client meeting notes

2019-09-06 Client Meeting Notes

Date

09 Aug 2019

Location

Online

Meeting Roles

Meeting Chair	Minutes taker
Luke Di Giuseppe	Luke Di Giuseppe

Attendees

- Luke Di Giuseppe
- Jane Di Giuseppe (client)
-

Goals

- Introduce project concept to the client
- Set basic expectations/requirements of the product with the client
- Understand basic preferences of the client

Discussion items

Time	Item	Who	Notes
15 min	Family Artifacts	Client, Luke	• Defined what family heirlooms were relevant to the client • Defined what made them special
15 min	Website designs	Client, Luke	▪ Discussed general preferences with websites ▪ Discussed client's favourite and least favourite design aspects
20 min	Project Requirements	Client, Luke	▪ Discussed how the product would be used ▪ Discussed what features would be optimal for the projects

Action items

- [x] Luke Di GiuseppeSummarise meeting notes for sprint 1

Supervisor Meeting Notes

All supervisor meetings

Title	Creator	Modified
2019-10-15 Supervisor Meeting Notes	Edmond Pan	15 Oct, 2019
2019-10-08 Supervisor Meeting Notes	Edmond Pan	09 Oct, 2019
2019-09-24 Supervisor Meeting Notes	Edmond Pan	24 Sep, 2019
2019-09-12 Supervisor Meeting Notes	Edmond Pan	24 Sep, 2019
2019-09-19 Supervisor Meeting Notes	Edmond Pan	19 Sep, 2019
2019-09-17 Supervisor Meeting notes	Edmond Pan	17 Sep, 2019
2019-09-03 Supervisor Meeting Notes	Edmond Pan	11 Sep, 2019
2019-08-27 Supervisor Meeting notes	Judith Chhoeur	11 Sep, 2019
2019-09-10 Supervisor Meeting notes	Edmond Pan	10 Sep, 2019
2019-09-05 Supervisor Meeting Notes	Edmond Pan	05 Sep, 2019
2019-08-29 Supervisor Meeting notes	Edmond Pan	05 Sep, 2019
2019-08-15 Supervisor Meeting notes	Edmond Pan	05 Sep, 2019

Create new supervisor meeting notes

2019-08-15 Supervisor Meeting notes

Date

15 Aug 2019 between 12pm to 1pm

Meeting Roles

Meeting Chair	Minutes Taker
JIAMING ZHANG	Luke Di Giuseppe

Attendees

- Edmond Pan
- JIAMING ZHANG
- Luke Di Giuseppe
- Judith Chhoeur
- Usama Ahmed

Goals

- Meeting with project supervisor to discuss current progress and report our project scope to him

Discussion items

Time	Item	Who	Notes
15 min	Report progress to supervisor	Everyone	• Must report our project scope and goals to JIAMING ZHANG
10 min	Clarify timeline for sprints	Everyone	• Discuss what we actually need to do in each of the sprints • Clarify the expectations of each sprint and what needs to be done

20 min	Discuss what sprint 2 will be	Everyone	• Discuss the implications/benefits of beginning sprint 2 next week instead of the allocated timeline
			  • Decided it was a good idea since project inception is essentially complete
			  • Sprint 1 defined as week 2 and 3

10 min	Discuss how much prototyping should be done	Everyone	• Wanted to compare how much focus we should place on the front-end design over the back end design • Decided to draft some initial paper prototypes before the next meeting
10 min	Explore and discuss website features	Everyone	• Discuss the way in which public and private sharing of heirloom items will be handled by the website • Decided on restricting heirloom viewers to members with an account • Simple public/private selections will be given to users • Security and usability will be the priority

Action items

- [x] Clarify the sprint expectations 20 Aug 2019 || Assigned to JIAMING ZHANG
- [x] Create remaining paper prototypes for website 20 Aug 2019 || Assigned to Edmond Pan and Usama Ahmed

2019-08-27 Supervisor Meeting notes

Date

27 Aug 2019 between 11am to 12pm

Location

At Alan Gilbert Room 102

Meeting Roles

Meeting Chair	Minutes taker
JIAMING ZHANG	Judith Chhoeur

Attendees

- Judith Chhoeur
- Edmond Pan
- JIAMING ZHANG
- Luke Di Giuseppe
- Usama Ahmed

Goals

- Determine what needs to be done for this week and what deliverables are left to submit

Discussion items

Time	**Item**	**Who**	**Notes**
1min	Sprint Deliverables	JIAMING ZHANG	• Ensure we meet all deliverables • Structure our confluence so he can easily access deliverables
1min	Retrospective	All	What we done well, what we done badly, What we can improve

Action items

- [x] Retrospective document and for us to present 29 Aug 2019|| Assigned All
- [x] Client Info: Profile of the client, back story29 Aug 2019 || Assigned: Luke Di Giuseppe
- [x] Class Diagram 03 Sep 2019 || Assigned: All
- [x] Upload deliverables confluence and organise folders 03 Sep 2019 || Assigned: Edmond Pan
- [x] Learn MERN + Bootstrap 05 Sep 2019 || Assigned: All

2019-08-29 Supervisor Meeting notes

Date

29 Aug 2019 between 12 pm to 1pm

Location

John Medley EG6

Meeting Roles

Meeting Chair	Minutes taker
JIAMING ZHANG	Edmond Pan

Attendees

- Edmond Pan
- JIAMING ZHANG
- Judith Chhoeur
- Luke Di Giuseppe
- Usama Ahmed

Goals

- Discussing the retrospective for Sprint 1 to JIAMING ZHANG

Discussion items

Time	Item	Who	Notes
20 min	Team members each go through their retrospective for Sprint 1	Edmond Pan Luke Di Giuseppe U sama Ahmed Judith Chhoeur	• Everyone went through what they thought went well, what went poorly and what could be improved upon to JIAMING ZHANG with respect to Sprint 1 • See 2019-08-30 Retrospective for Sprint 1 - Inception for more in-depth detail as to what was discussed

Action items

2019-09-03 Supervisor Meeting Notes

Date

03 Sep 2019

Location

Alan Gilbert Room 102

Meeting Roles

Meeting Chair	Minutes taker
JIAMING ZHANG	Edmond Pan

Attendees

- Edmond Pan
- JIAMING ZHANG
- Luke Di Giuseppe
- Usama Ahmed

Goals

- Standup meeting for 1st week of the Sprint 2. Discussing current progress and future tasks to do.

Discussion items

Time	Item	Who	Notes
10 min	Standup meetings by each team member	Edmond Pan Luke Di Giuseppe Usama Ahmed	• Each member performed their standup meeting • Edmond Pan last week did the architecture diagram for the project. This week he will be working on beginning work on the front end with Judith Chhoeur . As well as working with everyone else to do sequence diagrams for different features. • Usama Ahmed last week was working on the class diagram as well as learning Javascript. He will also be continuing his Javascript learning and to assist with the sequence diagrams. • Judith Chhoeur last week started the class diagram which was later edited and adjusted by everyone else in the group. This week she will begin working on the front end with Edmond Pan and also assist with making the sequence diagrams. • Luke Di Giuseppe last week he worked on the class diagram with Judith Chhoeur. This week he will continue learning Javascript and also help with the sequence diagrams.
10 min	Discuss the produced class diagram with everyone	Edmond Pan Luke Di Giuseppe Usama Ahmed	• Ensured that the structure of the back end was agreeable with everyone and we will now move forward with beginning the development of the software.
10 min	Distribute and allocate different tasks for the software development	Edmond Pan Luke Di Giuseppe Usama Ahmed	• Edmond Pan and Judith Chhoeur will both be working on the front end of the application using React + Bootstrap. • Usama Ahmed and Luke Di Giuseppe will both be working together to implement the back end. Using Express with Node.js

Action items

- [x] Complete sequence diagrams for different use cases 05 Sep 2019 || Assigned to everyone
- [x] Update user stories with descriptions of the users 04 Sep 2019 || Assigned to Edmond Pan
- [x] Begin working on different pages of the web app 10 Sep 2019 || Assigned to Edmond Pan and Judith Chhoeur
- [x] Begin working on the node.js server with Express and setup MongoDB 10 Sep 2019 || Assigned to Luke Di Giuseppe and Usama Ahmed

2019-09-05 Supervisor Meeting Notes

Date

05 Sep 2019 at 12pm

Location

John Medley EG6

Meeting Roles

Meeting Chair	Minutes taker
JIAMING ZHANG	Edmond Pan

Attendees

- Edmond Pan
- JIAMING ZHANG
- Luke Di Giuseppe
- Usama Ahmed
- Judith Chhoeur

Goals

- Jiaming does the final check over all of the documentation that we produced during our requirements analysis for the project inception phase

Discussion items

Time	Item	Who	Notes
10 min	JIAMING ZHANG to check the requirements documentation	Edmond Pan Luke Di Giuseppe Judith Chhoeur Usama Ahmed JIAMING ZHANG	• Checked over it real quick and agreed that everything was in order and perfect.
20 min	Provide some suggestions/feedback to improve how our Confluence page is structured.	JIAMING ZHANG	• Suggested that we should edit our meeting notes so that they're in different categories. One for supervisor meetings, one for team and one for client meetings. • Also suggested that we include a section discussing the objectives of each of the sprints. • And the team decided to have a separate Trello board for each of the sprints to keep tasks better organised.

Action items

- [x] Update meeting notes into specific categories and also add sprint objectives 06 Sep 2019 || Edmond Pan
- [x] Fix up Trello boards to have a different one for each sprint 06 Sep 2019 || Edmond Pan

2019-09-10 Supervisor Meeting notes

Date

10 Sep 2019

Location

Alan Gilbert - Room 102

Meeting Roles

Meeting Chair	Minutes taker
JIAMING ZHANG	Edmond Pan

Attendees

- Edmond Pan
- Judith Chhoeur
- Usama Ahmed
- Luke Di Giuseppe
- JIAMING ZHANG

Goals

- Perform stand-up meeting to JIAMING ZHANG
- Discuss progress on front-end and back-end and the the current goal at the end of the sprint

Discussion items

Time	Item	Who	Notes
10 min	Stand-up meetings with JIAMING ZHANG	Edmond Pan Judith Chhoeur Usama Ahmed Luke Di Giuseppe	• Everyone performed their stand-up explaining what they did last week and what to do for the coming week

30 min	Discuss front-end and back-end progress	Edmond Pan Judith Chhoeur Usama Ahmed Luke Di Giuseppe	• Edmond Pan and Judith Chhoeur to continue working on styling the different pages of the web app.
			• Usama Ahmed and Luke Di Giuseppe will start working on the following key functions of the web app
			  ◦ Login/Register a new user
			  ◦ Add an artifact
			  ◦ View an artifact
			• The above following must be completed by the end of the sprint.

Action items

- [x] Luke Di Giuseppe learns how to add STATUS macros to Confluence. 10 Sep 2019 || Luke Di Giuseppe

2019-09-12 Supervisor Meeting Notes

Date

12 Sep 2019

Location

John Medley - EG6

Meeting Roles

Meeting Chair	Minutes taker
JIAMING ZHANG	Edmond Pan

Attendees

- Edmond Pan
- Usama Ahmed
- Judith Chhoeur
- Luke Di Giuseppe

Goals

- Discuss architecture diagram and show it to JIAMING ZHANG

Discussion items

Time	Item	Who	Notes
10 min	Show architecture diagram of system	Everyone	• JIAMING ZHANG checked our architecture diagram

Action items

- [x] Everyone to work on Sprint 2 Retrospective. And also to consider what we are planning to do for sprint 3. 19 Sep 2019 || Edmond Pan Judith Chhoeur Luke Di Giuseppe Usama Ahmed

2019-09-17 Supervisor Meeting notes

Date

17 Sep 2019

Location

Alan Gilbert Rm. 102

Meeting Roles

Meeting Chair	Minutes taker
JIAMING ZHANG	Edmond Pan

Attendees

- Edmond Pan
- Judith Chhoeur
- Luke Di Giuseppe
- Usama Ahmed
- JIAMING ZHANG

Goals

- Perform Standup meeting regarding what we did last week and what we plan on doing this week
- Discuss each member's current progress and address issues so that we can crack down on getting the coding done

Discussion items

Time	Item	Who	Notes
10min	Each member performed a standup to Jiaming	Edmond Pan Judith Chhoeur Luke Di Giuseppe Usama Ahmed	• Most members were busy last week completing assignments for other subjects • All members encountered issues with the backend regarding how to structure it and how the different parts connected together.
30min	Go through issues and find ways to resolve them	Edmond Pan Judith Chhoeur Luke Di Giuseppe Usama Ahmed	• All members to focus on working on the backend to setup the API routes correctly • Organised a meeting so that we can all go through the coding of the backend tomorrow

Action items

- [ ]

2019-09-19 Supervisor Meeting Notes

Date

19 Sep 2019

Location

John Medley Rm EG6

Meeting Roles

Meeting Chair	Minutes taker
JIAMING ZHANG	Edmond Pan

Attendees

- Edmond Pan
- JIAMING ZHANG
- Judith Chhoeur
- Luke Di Giuseppe

Goals

- Perform our retrospective for sprint 2 with Jiaming
- Discuss the direction of the project and what to cut as a result of Usama's absence for the next few weeks.

Discussion items

Time	Item	Who	Notes
10min	Do the retrospective for sprint 2	Edmond Pan Judith Chhoeur Luke Di Giuseppe JIAMING ZHANG	• Everyone discussed what the group did well, did poorly and what could be improved upon for the next sprint. • The details of this retrospective are listed under the Retrospectives section in Confluence
40min	Discuss and distribute the current responsibilities of each group member. Since Usama Ahmed unfortunately will be out of the country for the next few weeks.	Edmond Pan Luke Di Giuseppe Judith Chhoeur	• Moving forward both Judith and Luke will be working on the design of the Frontend using react. • Edmond will help them with learning react and showing them the structure • Edmond will work on consolidating the backend functionality based on what has been done so far. As well as trying to implement the features promised as best as possible

Action items

- [ ]

2019-09-24 Supervisor Meeting Notes

Date

24 Sep 2019

Location

Alan Gilbert Room 102

Meeting Roles

Meeting Chair	Minutes taker
JIAMING ZHANG	Edmond Pan

Attendees

- Edmond Pan
- Luke Di Giuseppe
- JIAMING ZHANG

Goals

- Perform standup meeting with Jiaming
- Check up on coding progress and discuss any issues encountered

Discussion items

Time	Item	Who	Notes
10min	Standup meeting detailing current progress and future plans	JIAMING ZHANG Edmond Pan Luke Di Giuseppe	• Edmond worked on the backend last week. Finished implementing the add artifact, search and view artifacts functions. • Luke worked on the view and add artifact pages on the frontend.

20min	Check up on coding progress	Edmond Pan Luke Di Giuseppe	• Connecting add artifact frontend to backend
			  • Add artifact will push to the profile page
			  • Profile page will then load up all of the information regarding what artifacts the user has created etc.
			  • Then the user can click on the artifact they want and it will load up the corresponding informatio

15mins	Discuss Sharing approach/security	Edmond Pan Luke Di Giuseppe	▪ Sharing must be separated into two sperate methods in order to maintain flexibility and security:
			▪ Share by URL:
			  ▪ url based on artefact id (generated by Mongo), isn't private
			  ▪ Authenticate based on artifacts privacy options (only you, friends, public
			▪ Share by serial number:
			  ▪ Artifacts assigned serial number (20 dig characters) and passcode (4 dig number)
			  ▪ Only visible to owner
			  ▪ Entering in the serial number and correct passcode allows you to view the artifact
			  ▪ These can be printed/written down and stored securely, so the artifact info can be retrieved if the account is lost

Action items

- [ ]

2019-10-08 Supervisor Meeting Notes

Date

08 Oct 2019

Location

Alan Gilbert Rm 102

Meeting Roles

Meeting Chair	Minutes taker
JIAMING ZHANG	Edmond Pan

Attendees

- Edmond Pan
- Judith Chhoeur
- JIAMING ZHANG
- Luke Di Giuseppe
- Usama Ahmed

Goals

- Perform standup meeting to discuss our progress for the last two weeks including what we did during the "mid-semester" break.
- Reevaluate what we all did and what we should before Thursday

Discussion items

Time	Item	Who	Notes
10min	Perform standup meeting	Everyone	• Everyone did their standup discussing • Edmond finished doing most of the coding for backend routes such as adding images/videos as well as connecting the AddArtifact page to the backend • Luke worked on the layout for AddArtifact and did some of View Artifact • Judith worked on doing the Profile pages and trying to get them to display the data retrieved from the backend • Usama came back and was trying to catch up to what the other team members did
40min	Demonstrate to each other our progress and discuss any issues	Everyone	• Judith and Luke both didn't have much time to work on the project due to other assignments. • Judith was struggling with using React to render an array of JSON objects retrieved from the backend • Edmond showed Usama our current progress on the project and assigned him to work on the search page

10min	Discuss what must be done by Thursday	JIAMING ZHANG	• Said that we must have the following ready for Thursday
			  • Testing documentation and tests done on our code
			  • Our code for the project fully commented and that the application is working

Action items

- [ ]

Team Meeting Notes

All team meetings

Title	Creator	Modified
2019-09-18 Team Meeting Notes	Edmond Pan	24 Sep, 2019
2019-09-11 Team Meeting Notes	Luke Di Giuseppe	12 Sep, 2019
2019-09-12 Team Meeting Notes	Edmond Pan	12 Sep, 2019
2019-08-08 Team Meeting notes	Edmond Pan	05 Sep, 2019
2019-08-20 Team Meeting notes	Edmond Pan	05 Sep, 2019
2019-08-22 Team Meeting notes	Edmond Pan	05 Sep, 2019
2019-09-05 Team Meeting Notes	Edmond Pan	05 Sep, 2019

Create new team meeting notes

2019-08-08 Team Meeting notes

Date

08 Aug 2019 between 11am - 12pm

Meeting Roles

Meeting Chair	Minutes Taker
Edmond Pan	Judith Chhoeur

Attendees

- Edmond Pan
- Judith Chhoeur
- Luke Di Giuseppe
- Usama Ahmed

Goals

- Setup communication and project management tools as well as discuss what to do for next week

Discussion items

Time	Item	Who	Notes
5 min	Organisational and communication tools	Luke Di Giuseppe	• He setup Trello and Google drive as well as inviting everyone for the entire group to use
20 min	Discuss what kind of technology should be used depending on how we are gonna solve the problem	Everyone	• Decided to create a web application using the MERN (Mongo, Express, React, Node) stack. • Also decided to use Foundation as the CSS framework
1 min	Decide on team name	Everyone	• Ended up deciding on Frank the Tank
20 min	Allocate tasks to do for next week	Everyone	• Everyone to begin brainstorming landing page before moving onto other pages
10 min	Decide on future meeting times	Everyone	• Decided on Tuesdays 10am to 11am and Thursdays 11am - 12pm

Action items

- [x] Create a questionnaire and have the client complete it 11 Aug 2019 || Assigned to Luke Di Giuseppe
- [x] Brainstorm landing page and come up with 5 different designs 13 Aug 2019 || Assigned to everyone
- [x] Research and learn about chosen development tools 13 Aug 2019 || Assigned to everyone
- [x] Book room for next meeting time: Giblin Eunson Project Room 3 09 Aug 2019 || Assigned to Edmond Pan

2019-08-20 Team Meeting notes

Date

20 Aug 2019 between 11am to 12pm

Location

At Alan Gilbert Room 102

Meeting Roles

Meeting Chair	Minutes taker
Judith Chhoeur	Edmond Pan

Attendees

- Edmond Pan
- Judith Chhoeur
- Usama Ahmed
- JIAMING ZHANG

Goals

- Standup meeting discussing what was done in the previous week and what to do for the current week.

Discussion items

Time	Item	Who	Notes

20 min	Discuss what to do for the week between the 19th and 23rd	Everyone	• Frank discussed further things that we had to do:
			  • Client info
			  • User stories
			  • Models
			  • Evidence of Elicitation

10 min	Discuss which repository server to use	Everyone	• Decided to use Bitbucket as Edmond Pan had experience with it
15 min	Discuss which of the paper prototypes created by Edmond and Usama to use	Edmond Pan and Usama Ahmed	• Eddy and Usama decide on final paper prototypes plus made some edits to existing ones to fit the design better
10 min	Discuss who should complete the wireframing of the prototypes	Everyone	• Judith and Usama to split up paper prototypes to be converted to wireframes on Balsamiq

Action items

- [x] Create wireframe for profile page + view an artifact page on Balsamiq 22 Aug 2019 || Assigned to Usama Ahmed
- [x] Create wireframe for View all artifacts + add an artifact page on Balsamiq 22 Aug 2019 || Assigned to Judith Chhoeur
- [x] Setup and add everyone into a Bitbucket repository 22 Aug 2019 || Assigned to Edmond Pan
- [x] Luke was sick today, so the attendees assigned him the task of getting better 22 Aug 2019 || Assigned to Luke Ceddia

2019-08-22 Team Meeting notes

Date

22 Aug 2019 between 10am to 12pm

Location

ERC in Project Room 2-5

Meeting Roles

Meeting Chair	Minutes taker
Luke Di Giuseppe	Edmond Pan

Attendees

- Edmond Pan
- JIAMING ZHANG
- Luke Di Giuseppe
- Usama Ahmed

Goals

- Team meeting with Jiaming to check Bitbucket repository was setup.

Discussion items

Time	Item	Who	Notes
1 min	Jiaming to check that the Bitbucket repo is setup correctly and he has access	JIAMING ZHANG	• Confirmed all members had Bitbucket access and Jiaming confirmed he was in it
20 min	Distribute the remaining work in Sprint 1 to attending and non-attending members	Everyone	• Discuss with attending members who would be responsible for different documentation that needed to be created as part of requirements analysis
10 min	View wireframes and ensure that everyone is happy with them	Everyone	• Looked at the wireframes that Judith and Usama created. They looked amazing and also learnt that Balsamiq enables you to create simple digital prototypes straight from the wireframe.

Action items

- [x] Clean up user story format according to new info Jiaming posted 27 Aug 2019 || Assigned to Luke Di Giuseppe
- [x] Create goal/motivational model for the application 27 Aug 2019 || Assigned to Edmond Pan
- [x] Come up with user stories 27 Aug 2019 || Assigned to Usama Ahmed , Luke Di Giuseppe and Judith Chhoeur

2019-09-05 Team Meeting Notes

Date

05 Sep 2019 at 11am

Location

ERC Project Room 5-2

Meeting Roles

Meeting Chair	Minutes taker
Judith Chhoeur	Edmond Pan

Attendees

- Edmond Pan
- Judith Chhoeur
- Luke Di Giuseppe
- Usama Ahmed

Goals

- Discussing the System sequence diagrams to check if they fall in line with the system to be developed.
- Discussing key features of the system and what we want to develop with them

Discussion items

Time	Item	Who	Notes
15 min	Discuss and check the system sequence diagrams created	Luke Di Giuseppe Edmond Pan Usama Ahmed Judith Chhoeur	• Helped Judith Chhoeur with making the System sequence diagram. • Checked that everyone else was actually creating a system sequence diagram
30 min	Discuss the specifics of how the key features are gonna be added	Luke Di Giuseppe Edmond Pan Usama Ahmed Judith Chhoeur	• Finalised that we were only gonna add in keywords for the search diagram and have filters for date created etc. • Discussed that we were still gonna have images and videos added into the database but the main thing is to create the data models first before proceeding further.

Action items

- [ ]

2019-09-11 Team Meeting Notes

Date

11 Sep 2019

Location

Meeting Roles

Meeting Chair	Minutes taker
Usama	Luke

Attendees

- Luke Di Giuseppe
- Usama Ahmed

Goals

- Discuss current progress on the backend

Discussion items

Time	Item	Who	Notes
10 mins	Dev environment	Usama, Luke	• Set up dev environment
60 minutes	Backend Descisions	Usama, Luke	▪ Decide on way to store media ▪ Identify crucial classes to implement ▪ Identify crucial attributes to implement ▪ Decide how to store media ▪ Decide how to store passwords

Action item

- [x] Usama Ahmed Usama Ahmed Judith Chhoeur Edmond Pan discuss changes made

2019-09-12 Team Meeting Notes

Date

12 Sep 2019

Location

Old Engineering Student Lounge

Meeting Roles

Meeting Chair	Minutes taker
Luke Di Giuseppe	Edmond Pan

Attendees

- Edmond Pan
- Luke Di Giuseppe
- Judith Chhoeur

Goals

- Discuss current progress on the frontend
- Discuss open issues encountered during development and to resolve them

Discussion items

Time	Item	Who	Notes
10 minutes	Front end pages created so far	Edmond Pan	• Demonstrate the work done so far
10 minutes	Color themes for front end	Edmond Pan Judith Chhoeur	• Decide on a color theme for the website. • Decided to defer coloring until later on, work on website layout first. • Judith Chhoeur swaps to Backend to help Luke Di Giuseppe and Usama Ahmed as that has more priority.

Action items

- [ ]

2019-09-18 Team Meeting Notes

Date

18 Sep 2019

Location

GIblin Eunson Above Ground Level

Meeting Roles

Meeting Chair	Minutes taker
Judith Chhoeur	Edmond Pan

Attendees

- Edmond Pan
- Usama Ahmed
- Luke Di Giuseppe
- Judith Chhoeur

Goals

- Discuss key aspects of the application and how we plan to implement them

Discussion items

Time	Item	Who	Notes
10min	Discuss how to implement serial numbers for the artifacts	Usama Ahmed Judith Chhoeur	• Decided to generate them randomly, check if it exists in DB already, if so create another random number
10min	Discuss what to do with public name	Edmond Pan	• Public name will be compulsory. Needs to be added in the registration form as another field
10min	Discuss Luke's jobs regarding the current state of the application	Luke Di Giuseppe	• Decided that Luke will shift to the front end and learn React. Plus HTML/CSS to create the remaining parts of the application

Action items

- [x] Generate serial numbers for each artifact once a user creates a new artifact 22 Sep 2019 || Assigned to Usama Ahmed (Swapped to Edmond Pan)
- [x] Luke to learn React and start creating the "View an artifact page". Can use placeholder videos and images for now to demonstrate the design. 22 Sep 2019 || Assigned to Luke Di Giuseppe
- [x] Judith continues working with Usama on the backend for creating the models and routes in API server 22 Sep 2019 || Assigned to Judith Chhoeur
- [x] Add loading states and secure the routes between the frontend and the backend. As well as testing routes created by Judith 22 Sep 2019 || Assigned to Edmond Pan

Retrospectives

Add Retrospective

Title	Date	Participants
2019-10-15 Sprint 3 Retrospective	15 Oct 2019	Edmond Pan Usama Ahmed Judith Chhoeur Luke Di Giuseppe
2019-09-17 Retrospective for Sprint 2	17 Sep 2019	Usama Ahmed Luke Di Giuseppe Judith Chhoeur Edmond Pan
2019-08-30 Retrospective for Sprint 1 - Inception	27 Aug 2019	Edmond Pan Judith Chhoeur , Usama Ahmed , Luke Di Giuseppe

2019-08-30 Retrospective for Sprint 1 - Inception

Date	27 Aug 2019
Participants	Edmond Pan Judith Chhoeur , Usama Ahmed , Luke Di Giuseppe

Retrospective

What did we do well?

List what you did well in the table below.

Edmond	As a group: • All team members were enthusiastic about the project and open with each other when discussing what needed to be done • Split up inception tasks with all members of the team fairly and quickly with minimal disputes • If an individual had issues with their task, they raised it with others such as when clarifying the format of user stories or the client info • We were well organised as a group when setting up meetings and attending them As an individual: • Communicated with all team members about the progress of my assigned tasks • Being responsible for organising meetings and booking rooms for meetings • Completing the paper prototypes at a good pace and sharing them with the team so they could look and discuss • Finishing the creation of required documents during the inception phase before the deadline

What did we do poorly?

List what you did poorly in the table below.

Edmond	As a group: • Meeting attendance dropped off during the last week of Sprint 1 due to sickness and some members not being clear on the exact time for the meeting • The tasks that were done each week weren't consistent and didn't build up from the last week. Such as producing paper prototypes before gathering all of the requirements from the client. • The actual expectations for each week were unclear to all members so certain tasks were rushed in order to meet the deadline As an individual: • Not reminding others about meetings the day before, and who can actually attend. • Stopped using the Trello board after the 1st week, and thus not recording down what tasks that I had been assigned and what I had already completed.

What should we improve on for the next sprint?

List what you should do to address the issues discussed for the next sprint.

Edmond	As a group: • Clarify meeting times and location plus ensuring that all members are properly notified so that we can learn who is actually gonna attend and who cannot • Improve our meeting notes to include more details about what is discussed so that members who have a valid reason for not attending can easily catch up on what was discussed and what they should be doing • Increase our use of project management tools such as Trello and use Confluence more to keep track of tasks as well as developed artifacts • Create a bigger backlog of tasks to do during the sprint so that we are always working As an individual: • Work on assisting others with their tasks more once I have completed my own assigned tasks • Better use of my time by working on other items instead of waiting for other teammates to finish completing their tasks

Judith	As a group: • Finished actionable items consistently • Quickly developed project foundation requirements and went ahead of schedule • Booked frequent meetings to discuss project • Friendly and supportive attitude from all team members As an individual: • Finished assigned tasks on time • Asked for clarification on any queries when required • Communicated to all group mates and supervisor effectively
Usama	As a group: • Arrange group meetings • Fairly divide tasks • Completed assigned tasks on time • Helped each other As an individual: • Quickly learned Balsamiq • Completed assigned tasks
Luke	As a group: ▪ Got off to a fast start ▪ Identified requirements /project scope early ▪ Distributed tasks fairly well ▪ Had lots of meetings As an Individual: ▪ Got the client interview completed quickly, so we could get a good idea of our requirements

Judith	As a group: • Follow the meeting structure and be more productive in meetings • Communicated better in meetings, allow one person to talk before speaking • All members turning up to meetings (unless valid reason e.g. sickness) As an individual: • Read the lectures • Check Trello board
Usama	As a group: • Understand what is required for each week As an individual: • Show up to meetings on-time • better communication
Luke	As a Group ▪ Organisation of meeting times ▪ Waiting a bit more for direction before completing requirements As and individual ▪ Remain healthier ▪ Familiarised myself more with the project tools we will be using

Judith	As a group:
	• Overall so proud of my group ❤️
	• Improve meeting productivity
	  • Speak about important agenda items immediately rather than unnecessary things that could be addressed closer to the end of the meeting
	  • Members should feel confident speaking without being interrupted constantly
	• As an individual
	  • Look at Trello board before meetings
	  • Look after oneself to not get sick

Usama	As a group: • Go through the assessment requirements before starting on tasks As an individual: • Communicate more frequently with the team • Make sure the Slack notification settings are set up properly • Learn the details of the tools in use.
Luke	As a Group ▪ Be clearer with meeting times, and make sure every member has adequate reminders about the meetings ▪ Improve task distribution further, so we all have constant tasks to work on to ensure efficiency As an individual ▪ Practice using the project tools further

Actions

- [ ]

2019-09-17 Retrospective for Sprint 2

Date	17 Sep 2019
Participants	Usama Ahmed Luke Di Giuseppe Judith Chhoeur Edmond Pan

Retrospective

What did we do well?

List what you did well in the table below.

Edmond	As a group: • Distributing the work effectively across all members of the team • Ensured that assigned tasks at the end of meetings were done before they were due. Nothing was overdue As an individual: • Communicated well with the team about who was making which of the diagrams such as class diagrams, system sequence diagrams • Attended all of the meetings and also organised the meetings for the team as well • Learnt about using React for the frontend and successfully created the pages for the frontend based on designs agreed by everyone
Judith	As a group: • Collaborated well when creating the systems sequence diagrams • Attending meetings regularly • Installing all the required software and learning about the chosen stack • Utilised our strengths and weaknesses when creating the back-end As an individual: • Learnt how to do the diagrams even though I haven't learnt it • Submitted all allocated tasks on time • Asked for assistance with diagrams from other team mates

What did we do poorly?

List what you did poorly in the table below.

Edmond	As a group: • Lack of communication regarding during the coding phase of the sprint. So ended up doubling up on the amount of work and had to throw away other members work • Most of us were very confused about the entire structure of the application. Especially how the parts were linking together • Back end was more important than front end but less focus was placed on it which led to delays in providing the functions. As an individual: • Spent a significant amount of time to learn about React plus the Node.js • Didn't communicate what I was currently working on to the other team members so they didn't realise what to work on causing us to work on the same thing

What can we improve in the next sprint?

List what you should do to address the issues discussed for the next sprint.

Edmond	As a group: • Create more specific tasks instead of just general ones • Communicate with each other more about what we understand and what we don't • Improve the amount of work we do per week more consistently rather than focusing on doing work for just a few days • Increasing the amount of meetings we have per week to address issues with coding that are difficult to do when not in person As an individual: • Divide up the functions to be implemented more clearly and share them with other team members • Let the other team members know more about what I am currently working on
Judith	As a group: • Assign discrete tasks so there is no overlapping • Plan a series of tasks for each individual so that they have other things to do after they have completed their own work As an individual: • Practise using more of the MERN stack in own time • Learn about branching and merging in Git Kraken

Usama	As a group: • Having regular meetings • Creating System diagrams • Distributing tasks As an individual: • learnt about the stack • Setup the developing environment properly
Luke	As a group: ▪ Met up regularly to discuss progress /decisions ▪ Distributed tasks effectively As an Individual: ▪ Learnt about the stack and attempted to keep up woth the other group members ▪ Got my diagrams done on time ▪ Attempted to help group members with their tasks

Judith	As a group: • Overlapped on some of the deliverables due to lack of communication • Rather than splitting the work up as back-end and front-end, perhaps everyone can work on the back-end first, as front-end depends on back-end • Decide on future tasks so after the completion of your own individual task you can move if there are not any dependencies As an individual: • Learn react a lot more thoroughly by creating own example • Unsure of how to properly merge and branch on git
Usama	As a group: • Lack of a backlog meant nothing to do after completing own task • Confusion whilst merging front end and backend As an individual: • Some confusion when initially working on backend • Had to leave mid-sprint due to emergency.
Luke	As a group: ▪ Lack of communication around the coding inception led to some confusion ▪ Over prioritised the front end befre the back end was complete As an Individual: ▪ Fell behind in some of the technical aspects of the project

Usama	As a group: • Create a task backlog so people can work on extra stuff when they finish their work As an individual: • Make sure to fully master the MERN stack • Be present for the whole testing sprint
Luke	As a group: ▪ Create more specific tasks so we all know exactly what part of the ode to work on ▪ Make sure we manage our Git commiting and pushing a bit better As an Individual: ▪ Try to contribute more to a specific area of the code ▪ Finally master JavaScript

Things to work on next Sprint

- [ ] Creating a search function using keywords/tags and decide how to present the search results Luke Di Giuseppe Usama Ahmed Edmond Pan Judith Chhoeur
- [ ] Write unit tests to check each key function of the web application and make sure that they pass Luke Di Giuseppe Usama Ahmed Edmond Pan Judith Chhoeur

2019-10-15 Sprint 3 Retrospective

Date	15 Oct 2019
Participants	Edmond Pan Usama Ahmed Judith Chhoeur Luke Di Giuseppe

Retrospective

What did we do well?

List what you did well in the table below

Edmond	As a group: • We distributed the work effectively across each team member based on their skill level and ability to complete that section of the program • Worked around the schedule's of other team members well and were understanding that certain things couldn't be done due to having other assignments being due As an individual: • Made efficient use of the time available to finish coding most of the key functionalities of the backend on time and before we came back from mid-sem break • I learnt about how to write test cases for both unit tests and integration tests and was able to implement them to test our Node.js backend server • Had good communication with other team members when discussing different aspects of the backend when I needed some clarification • Helped others when I had free time whenever they encountered any issues

What did we do poorly?

List what you did poorly in the table below.

Edmond	As a group: • Difficulty keeping up with the tasks assigned for this sprint as we had to tasks remaining from the previous sprints, along with other assignmets led to lengthy delays in connecting the frontend to the backend As an individual: • Forgot about the user stories that we came up with earlier, so forgot to write out some functionality for the backend which I later had to go back and write so that the frontend could work properly
Judith	As a Group: • Had a more clearer timeline in terms of what to do. As sometimes it was a bit confusing what each of us were doing As an Individual: • Spent more time on coding and assisting with the testing aspect of the project • I could improve on my front-end capability
Usama	As a Group: • we set the bar too high for this sprint, causing a bit of stress As an individual: • Was unable to properly divide time between this and other assignments • Code comments need a bit more work

Project Reflections. What would we liked to do better if we were doing the project again?

List what you have learnt from this project and what you would like to have done if you were to redo the project.

Edmond	• As a group, more consistent distribution of tasks and work on the project throughout this sprint and the previous ones would have made it less stressful to work on it these past weeks • Setting up a consistent roadmap or step-by-step guide as to which parts of the function should be implemented first would have let us be more efficiently work on the different bits
Judith	As a Group: • Aggressively tackle same parts first, i.e. each group member would work on things in pairs so that troubleshooting was much easier, and it would be quicker to move onto the next task. As an Individual: • Assessed more resources on coding and utilise more NPM packages to make coding easier

Judith	As a Group: • We all attended meetings and worked together on code, helping troubleshoot anything that made sense. • Work was distributed evenly due to some circumstances we helped another team mate so he didn't have to stress too much about his part As an Individual: • Worked to implement some functions that were necessary for the first viewing of the code • Communicated effectively with team mates
Usama	As a group: • Good distribution of work • Helping each other resolve issues that we were stuck on As an Individual: • Was able to quickly learn the project code after being away • Good communications with the team • was able to implement the search functionality
Luke	As a group: ▪ Discussed change points in the program as a team and came up with agreed-upon solutions ▪ Pushed our code regularly to prevent merge errors ▪ Distributed jobs to members effectively, and were considerate of others scheduals. ▪ FIlled in Usama when he returned to the team so he could contribute effectively Individualy: ▪ Completed my parts of the front end ▪ Gained understanding of the back end (writen by Eddy), and used it to create a few of my own functions ▪ Communicated with other group members effectively.

Luke	As a group ▪ Our code comments were sometimes a bit lacking As an Individual ▪ My code comments were a bit lacking ▪ Under-estimated the time i had to spend on other projects, and so fll slightly behind in my output.

Usama	• Plan the whole project before starting, rather than just the upcoming sprint, so that we don't get over burdened in one sprint and totally free in others • I would also like to learn more about the Stack to allow me to work more effeciently
Luke	▪ More realistic plannng could have been done, as we ended up having to not go ahead with some planned aspects of our project

Actions

Deliverables

Page Purpose

This place links all of the pages for the deliverables for each sprint. Its aim is to provide easy access to upload files as well as organise those files so they are easily viewable.

List of Sprints

Deliverables	Aim	Due	Status
Sprint 3 - Deliverables	Finalise coding of the project, write test cases and complete the tests. Also fix up any bugs.	17 Oct 2019	ACTIVE
Sprint 2 - Deliverables	The aim of this sprint will be to have a working prototype of the artifact registry that has the majority of the core features required by the client.	22 Sep 2019	COMPLETE
Sprint 1 - Deliverables	Page containing all of the documents, diagrams etc. that were produced during Sprint 1.	05 Sep 2019	COMPLETE

Create a new deliverable page

Sprint 1 - Deliverables

Sprint Details

Status	COMPLETE
Due	05 Sep 2019
Aim	Page containing all of the documents, diagrams etc. that were produced during Sprint 1.

Required Deliverables

- [x] Interview and record down client info. 01 Sep 2019 || Assigned to Luke Di Giuseppe
- [x] Write down user stories. 01 Sep 2019 || Assigned to Luke Di Giuseppe , Usama Ahmed and Judith Chhoeur
- [x] Produce a goal model for the application 01 Sep 2019 || Edmond Pan
- [x] Come up with some personas 01 Sep 2019 || Assigned to Luke Di Giuseppe
- [x] Produce a class diagram 01 Sep 2019 || Assigned to Edmond Pan Luke Di Giuseppe Usama Ahmed Judith Chhoeur
- [x] Produce paper prototypes 15 Aug 2019 || Assigned to Edmond Pan , Usama Ahmed and Judith Chhoeur
- [x] Produce wireframe digital prototypes 22 Aug 2019 || Assigned to Usama Ahmed and Judith Chhoeur
- [x] Develop evidence of elicitation such as System as is/System to be, Method/technology used during Inception phase 01 Sep 2019 || Assigned to Edmond Pan Judith Chhoeur Usama Ahmed Luke Di Giuseppe

Uploaded Files

File	Modified
PDF File Landing Page Prototypes v1.pdf	27 Aug, 2019 by Edmond Pan
PDF File Artifact Page Prototypes Set 2.pdf	27 Aug, 2019 by Edmond Pan
PDF File WireFrame - StoryQuest.pdf	28 Aug, 2019 by Edmond Pan

Drag and drop to upload or browse for files

Download All

Client Info

Name: Jane Di Giuseppe (Luke's Mum)

Age: 50

Occupation: School lab technician

Family: Married, 3 children

Bio:

Jane lives in Perth, Western Australia, with her family which includes her husband and two daughters. Her son lives and studies in Melbourne, Victoria. Jane has a keen interest in genealogy and family history, having generations of family members going back to some of the first settlers in Perth in the 1800's. She also has a keen interest in science and medicine, having worked in pathology and earning a degree in Microbiology. She enjoys reading and has a large collection of very old horse-themed books, which she values greatly.

Client project discussion summary:

Info here has been summarised from the questionnaire (some notes below)

- The client has items she values and would be interested in registering in a database-style website
- She also has a large book collection, which she values in a similarly sentimental way to family heirlooms, and would like to register these as well if possible
- She has experience with web-based and mobile applications, but would prefer web-based for this purpose
- She highlighted the narratives behind family artefacts and their irreplaceability as the most important factors contributing to the significance and importance of a family heirloom
- She would like to share some of her artifacts with other family members and the public
- She values the security of the system highly, and would like to have confidence that the artefacts could not be traced back to an exact address or location
- With website design, she prefers minimal and aesthetically simple websites, and imagines the database with warm tones. Dark text on a light background is preferred

Questionnaire:

Family Artifacts:

1. Why are family artifacts important to you?

A.They document family history, they're a visual/tangible representation of heritage. Provide link to the past/your ancestors. Memories of 'an era', for younger generations

1. Time period vs family

1. Eg the typewriter, goes back to time as a policeman, both interlinked, how these things worked.

1. What is your favourite family artifact, and why?

1. Old farm journals from my grandmother's farm, old recit books, day to day running of the farm in their own handwriting. 30 years worth.

Q.What differentiates family artifacts from other valuable items you own?

A.replaceability, unique

General website design:

1. What websites do you use most often?

A.Social media, Facebook, Reddit, Instagram, uses more on mobile, but uses web browser as well

Ancestry.com - web based, not mobiles (does not like the mobile app)

She mentions that she would likely enter/catalogue the items mostly on her PC, but she would want the items to be viewed on a mobile (she has an Iphone)

Q.What do you find most aesthetically pleasing about one/more of these websites, and websites in general

1. Instagram she uses on her mobile/iPad, and think it is most aesthetically pleasing.
    a. Mostly because it's easy to use
2. Facebook vs Reddit, prefers Facebook aesthetics, does not like the way the threads are arranged on reddit (cascading threads), she finds she loses interest in it a lot quicker

1. Are there any colours you find deterring when using websites?

1. Hate light typeface on dark background, hates comic sans, likes black text on white or possibly parchment coloured background (antiquey vibe)

1. Which of these websites do you find most difficult/frustrating to use, and why?

1. Advertising annoys you

Q.Has any lack of feature/ usability hurdle deterred you from using a website, and have you ever switched between two similar websites because of a design flaw

1. Only websites where she buys things (ie, annoying because it doesn't have PayPal)
2. She enjoys clear contact information/a physical address to contact a website, it makes her suspicious and possibly shy away from a website that only has an email contact

1. Do you use any websites for storing/tracking personal items or other unique data?

1. Ancestry.com. Used to use myheritage.com/ find my past. Didn't like them because anyone could edit things on the website about your personal history (websites for accessing genealogy). However, she doesn't mind that always (editing) unless it is a completely personal item (such as family heirlooms)

Project requirements/goals:

1. Do you use any sort of artifact sharing platform currently?

1. Not really. 'Jane Badger Books' she likes to look at, which catalogues books. She would love something like that for herself

1. Regarding this this website, what major features would you consider 'expected or 'essential
2. -

Q.What sort of security features would make you confident in the security of the website/the privacy of your information

1. Picture location information/location data would be secure and not available. SHe would want people to be able to see the items if she wanted (most of the time). Password protection on her account is needed.

Q.Would you like the ability to share your artifacts/timelines with other people (other family members, friends, public)?

1. She has always wanted to write journal articles about some of the family artifacts that she owns. SHe has a large collection of books that she would like to share with people, and she thinks an online catalogue would be very useful.

She asks:

Can this include off site artifacts? In the library ect

- She would like to eventually have her own website for her family to record stuff on genealogy and artifacts and history ect.
- She has a massive collection of vintage pony books that she would like to catalogue
    - IBSN as an identifier

Additional Questions

1. What kind of mobile operating system do you use?

1. Windows, iPhone

1. Do you frequently use your mobile phone's browser to browse different websites? Do you use it more than you would a computer browser?

1. Yes, some examples above, uses her phone more often but would prefer to use a website for this purpose

User Stories

Title	Description	Due	Status
User Stories	This page contains the user stories that our team came up with after receiving some initial requirements from the client.	27 Aug 2019	COMPLETE

Goal Model

Title	Description	Due	Status
Goal Model for Story Quest Artifact Registry	This page contains the goal/motivational model that was produced with respect to the artifact registry application.	27 Aug 2019	COMPLETED

Class Diagram

Title	Description	Due	Status
Class Diagram for Story Quest	This page contains the class diagram model for the Artifact Registry web application our team is developing. It provides an overview of the structure of the backend part of the application.	01 Sep 2019	COMPLETE

Personas

Title	Creator	Description	Due	Status
Personas	Luke	This page contains the personas that Luke has come up with for the Story Quest artifact registry web application. The personas have all been checked and approved by the other team members	01 Sep 2019	COMPLETED

Prototypes

Title	Contains	Due	Status
Prototypes	This page contains the paper prototypes and the digital wireframes that we produced.	01 Sep 2019	COMPLETE

Sprint 2 - Deliverables

Sprint Details

Status	COMPLETE
Due	22 Sep 2019
Aim	The aim of this sprint will be to have a working prototype of the artifact registry that has the majority of the core features required by the client.

Required Deliverables

- [x] System architecture diagram for the system 03 Sep 2019 || Edmond Pan
- [x] Create some system sequence diagrams for different features of the artifact registry 05 Sep 2019 || Edmond Pan Luke Di Giuseppe Usama Ahmed Judith Chhoeur
- [x] Demonstrate that login/register works as described 19 Sep 2019 || Luke Di Giuseppe Usama Ahmed
- [x] Demonstrate that we can add a new artifact to the database 19 Sep 2019 || Luke Di Giuseppe Usama Ahmed Judith Chhoeur Edmond Pan
- [x] Demonstrate that we can view the added artifacts 19 Sep 2019 || Luke Di Giuseppe Usama Ahmed Judith Chhoeur Edmond Pan

Uploaded Files

File	Modified

No files shared here yet.

Drag and drop to upload or browse for files

System Architecture Diagram

Title	Description	Due	Status
Architecture Model for Story Quest Web App	This page contains the model that depicts the underlying architecture on which our artifact registry web application will be developed on.	03 Sep 2019	COMPLETE

System Sequence Diagrams

Title	Description	Due	Status
System Sequence Model for SignUp	Sign-up feature	05 Sep 2019	COMPLETE
Delete -System Sequence Diagram	For deleting an artifact from the database	05 Sep 2019	COMPLETE
Search for Artifacts SSD	This is a SSD for the search for artifacts function in StoryQuest	05 Sep 2019	COMPLETE
Add Artifact System Sequence Diagram	Page contains the system sequence diagram for the add an artifact feature.	05 Sep 2019	COMPLETE

Sprint 3 - Deliverables

Sprint Details

Status	ACTIVE
Due	17 Oct 2019
Aim	Finalise coding of the project, write test cases and complete the tests. Also fix up any bugs.

Required Deliverables

- [ ] Transfer architecture diagram and other requirement documents created during the requirements stage to the Github repository 17 Oct 2019 || Pending assignment
- [x] Write test cases and tests for the web application 17 Oct 2019 || Edmond Pan
- [x] Implement the remaining features from sprint 2 based on the Trello board. 17 Oct 2019 || Luke Di Giuseppe Judith Chhoeur

Uploaded Files

File	Modified

No files shared here yet.

Drag and drop to upload or browse for files

Testing

The primary method of testing for this project was through writing test cases and then using a testing framework to automatically run those test cases on the code to check that everything worked properly.

We used Mocha + Chai to test our Node.js REST API server (i.e the backend) and to ensure that all routes were working according to our expectations.

Mocha + Chai Backend Test Cases

To run tests on the backend, please clone the repository.

Then change directory into storyquest/backend.

Run the following commands in a BASH terminal

- npm install
- npm run test

The tests will then run and tell you which ones have failed and why.

User Operations

Route	Test Description	Pre-conditions	Expected Result	Current Test Result
/POST Register new user	It should not register a new user if they have filled in incorrect information	User information sent is only: • location = Test Land	The server should return status code 400 and a JSON object containing error messages for each of the missing fields and why they have errors.	PASSING

	It should register a new user if they have filled in all of the correct information.	User information sent is: firstName: "TesterAlpha", lastName: "McTester", publicName: "Tester", email: "test@gmail.com", confirmEmail: "test@gmail.com", password: "test123", confirmPass: "test123", birthDate: "2015-03-25"	The server should return status code 200 and return a JSON object containing all of the user information that was just sent by the user.	PASSING
/POST Login user	It should not login a user if they have provided the wrong email	Existing user in database is: firstName: "TesterAlpha", lastName: "McTester", publicName: "Tester", email: "test@gmail.com", password: "test123", birthDate: "2015-03-25" User information sent is: email: "fakeuser@fake.gmail.com", password: "test123"	The server should return status 404 and should send back a JSON object containing the following 'emailnotfound' : "Email not found".	PASSING
	It should not login a user if if they have provided the wrong password	Existing user in database is: firstName: "TesterAlpha", lastName: "McTester", publicName: "Tester", email: "test@gmail.com", password: "test123", birthDate: "2015-03-25" User information sent is: email: "test@gmail.com", password: "wrong123"	The server should return status 401 and should send back a JSON object containing the following 'passwordincorrect' : "Password incorrect".	PASSING
	It should login in a user if they have provided a registered email and the correct password for that email	Existing user in database is: firstName: "TesterAlpha", lastName: "McTester", publicName: "Tester", email: "test@gmail.com", password: "test123", birthDate: "2015-03-25" User information sent is: email: "test@gmail.com", password: "test123"	The server should return a status 200 response with a JSON object containing the following: success: true, token: a signed JWT token containing the user's full name (first name + last name), the MongoDB object ID for the user (encrypted with AES-256 algorithm using a random IV and secret phrase known only to the frontend and backend servers) and the user's email.	PASSING
/PATCH Update user data	It should not be able to update a user's details if they are not logged in	Existing user in database is: firstName: "TesterAlpha", lastName: "McTester", publicName: "Tester", email: "test@gmail.com", password: "test123", birthDate: "2015-03-25" Valid update information sent is: firstName: "hello", lastName: "jacky", publicName: "jayqueline", location: "new jersey"	The server should return a status 401 response with a text body that says "Unauthorised user. Please login to update details.". The user's details should also remain unchanged and should be the same as the details set out in the precondition.	PASSING

	It should not be able to update a user's details even if they are logged in	Existing user in database is:
		
		firstName: "TesterAlpha",
		lastName: "McTester",
		publicName: "Tester",
		email: "test@gmail.com",
		password: "test123",
		birthDate: "2015-03-25"
		
		The user must be logged in before sending the request. This is done by assigning the signed JWT token as the authorisation header in the request.
		
		Invalid data sent is:
		
		firstName: "a reallllllllllllllllllllllllllllllllllllyyyyyyyyyyyy llllllllllllllllllooooooooooooooooonnnnnnnnnnnnnnggggggggggggg naaaaaaaame",
		lastName: "a reallllllllllllllllllllllllllllllllllllyyyyyyyyyyyy llllllllllllllllllooooooooooooooooonnnnnnnnnnnnnnggggggggggggg naaaaaaaame",
		publicName: "a reallllllllllllllllllllllllllllllllllllyyyyyyyyyyyy llllllllllllllllllooooooooooooooooonnnnnnnnnnnnnnggggggggggggg naaaaaaaame",
		location: "aaaaaaaaa rrrrrrrrrreeeeeeeeeeeeaaaaaaaaaaaaalllllllllllllyyyyyyyyyyy llllllllllooooooooonnnnnnnnnnnnnggggggggggg llllllloooooooccccccccaaaaaaaatttttttiiiiioonn"
			The invalid data is chosen to specifically exceed the character limit for those fields to test the backend's data validation functions as well. For this test, the server should return a status 400 response with a ERROR JSON object containing the following:
			
			{
			
			firstName: "Firstname must be between 0 and 50 characters long.",
			
			lastName: "Lastname must be between 0 and 50 characters long.",
			
			publicName: "Publicname must be between 0 and 50 characters long.",
			
			location: "The location must be between 0 and 50 characters long."
			
			}
				PASSING

	It should UPDATE a user's details if they are logged in and have provided valid information	Existing user in database is: firstName: "TesterAlpha", lastName: "McTester", publicName: "Tester", email: "test@gmail.com", password: "test123", birthDate: "2015-03-25" The user must be logged in before sending the request. This is done by assigning the signed JWT token as the authorisation header in the request. Valid data sent is: firstName: "hello", lastName: "jacky", publicName: "jayqueline", location: "new jersey"	The server should respond with a status 201 and send back a string as the body of the response that says, "Profile successfully updated." The user's data should also have changed to those respective values stored in Valid data.	PASSING

Artifact Operations

Route	Test Description	Pre-conditions	Expected Result	Current Result
/GET public artifacts	It should get no artifacts back when none exist	No artifacts are in the database	The server should return status 200 but the responds with an empty array.	PASSING

	It should get all public artifacts back if any exist in the database	Some public artifacts in the database and one private artifact. Creates 1 private one with the following info: name: "search private dummy artifact", story: "Hey this is a private artifact", tags: {'test', 'private', 'test artifact'}, category: 'vase', isPublic: 'private' Currently creates 3 public ones with the same info: name: "search public dummy artifact", story: "Hey this is a test artifact", tags: ["test", "dummy tags"], category: 'vase', isPublic: 'public'	The server should return status 200 and respond with an array containing array of length 3 with each array item being a JSON object containing the artifact data. And each of them should be only public in its privacy setting.	PASSING
/POST artifacts	It should not POST a new artifact without logging in	There is no registered user logged in. i.e. No JWT is set in the Authorization header of the HTTP request.	The server should return a status code of 401 with the response being a string that says "Unauthorised user".	PASSING
	It should not POST a new artifact even when logged in, IF the artifact information sent is incorrect/invalid.	There is a register user logged in. i.e. A valid JWT token is set in the Authorization header of the HTTP request. The artifact data sent is: (Name field is empty which is not allowed) name: "", story: "Hey this is a test artifact", tags: "test artifact", category: 'vase', isPublic: 'private'	The server should return a status code of 400 and a JSON object containing the following: name: "Artifact name field is required."	PASSING
	It should POST a new artifact when logged in, IF the artifact information sent is correct/valid.	There is a register user logged in. i.e. A valid JWT token is set in the Authorization header of the HTTP request. The artifact data sent is: name: "test artifact", story: "Hey this is a test artifact", tags: ["test", "artifact tags"], category: 'vase', isPublic: 'private'	The server should return a status code of 200, and respond with a JSON object that contains similar data to the one that was sent by the user. But it should also contain additional fields such as: • ownerID corresponds to the MongoDB object ID of the user who created the artifact • serialNumber which is a random string that is fine as long as it's both unique and not empty • passcode which is a 4 character string that can be anything as long as it's not empty	PASSING

/POST search artifacts	It should return all public artifacts in an array that are related to the search string when there is no user logged in	The existing artifacts in the database are:
		
		publicDummy = {
		name: "search public dummy artifact",
		story: "Hey this is a test artifact",
		tags: ["test", "dummy tags"],
		category: 'vase',
		isPublic: 'public'
		}
		
		privateDummy = {
		name: "search private dummy artifact",
		story: "Hey this is a private artifact",
		tags: {'test', 'private', 'test artifact'},
		category: 'vase',
		isPublic: 'private'
		}
		
		friendDummy = {
		name: "search friend dummy artifact",
		story: "hey this a friend's artifact",
		tags: {'test', 'friend', 'test artifact'},
		category: 'vase',
		isPublic: 'friends'
		}
		
		There is no user currently logged in.
			The server should return a status of 200 and an array as the response. The array should contain all public artifacts in the database. In this case there will be just 1 artifact in that array. All artifacts in the array should have "public" as the value of isPublic.	PASSING

	It should return all public, private and friends level artifacts that are related to the search string when the user is logged in.	The existing artifacts in the database are:
		
		publicDummy = {
		name: "search public dummy artifact",
		story: "Hey this is a test artifact",
		tags: ["test", "dummy tags"],
		category: 'vase',
		isPublic: 'public'
		}
		
		privateDummy = {
		name: "search private dummy artifact",
		story: "Hey this is a private artifact",
		tags: ['test', 'private', 'test artifact'],
		category: 'vase',
		isPublic: 'private'
		}
		
		friendDummy = {
		name: "search friend dummy artifact",
		story: "hey this a friend's artifact",
		tags: ['test', 'friend', 'test artifact'],
		category: 'vase',
		isPublic: 'friends'
		}
		
		The user who created the 2 of the artifacts above is logged in.
		
		The friendDummy artifact was created by another user that has added the current user as a friend. So they should be able to view the friendDummy as well in the search results.
			The server should return a status of 200, with the response being an array that contains all the public artifacts as well as a subset of friend and private artifacts given that for a friend artifact:
			
			• The logged in user is known to the owner of that "friend" artifact
			
			For a private artifact the user should be the owner of that artifact.
				PASSING

/GET artifact based on it's MongoDB artifact ID	It should return the artifact data for a PUBLIC artifact even if the user is not logged in	The existing artifacts in the database are:
		
		publicDummy = {
		name: "search public dummy artifact",
		story: "Hey this is a test artifact",
		tags: ["test", "dummy tags"],
		category: 'vase',
		isPublic: 'public'
		}
		
		privateDummy = {
		name: "search private dummy artifact",
		story: "Hey this is a private artifact",
		tags: ['test', 'private', 'test artifact'],
		category: 'vase',
		isPublic: 'private'
		}
		
		friendDummy = {
		name: "search friend dummy artifact",
		story: "hey this a friend's artifact",
		tags: ['test', 'friend', 'test artifact'],
		category: 'vase',
		isPublic: 'friends'
		}
		
		The user who created the 2 of the artifacts above is logged in.
		
		The friendDummy artifact was created by another user that has added the current user as a friend. So they should be able to view the friendDummy.
			The server should respond with a status 200 and return the artifact data as a JSON object in the response body. The JSON object returned should match the fields specified in the publicDummy artifact exactly with the exception of tags. Tags should be transformed into a single string with each tag delimited by a space.	PASSING

	It should NOT return the artifact data for a PRIVATE artifact if the user is not logged in.	The existing artifacts in the database are:
		
		publicDummy = {
		name: "search public dummy artifact",
		story: "Hey this is a test artifact",
		tags: ["test", "dummy tags"],
		category: 'vase',
		isPublic: 'public'
		}
		
		privateDummy = {
		name: "search private dummy artifact",
		story: "Hey this is a private artifact",
		tags: ['test', 'private', 'test artifact'],
		category: 'vase',
		isPublic: 'private'
		}
		
		friendDummy = {
		name: "search friend dummy artifact",
		story: "hey this a friend's artifact",
		tags: ['test', 'friend', 'test artifact'],
		category: 'vase',
		isPublic: 'friends'
		}
		
		The user who created the 2 of the artifacts above is logged in.
		
		The friendDummy artifact was created by another user that has added the current user as a friend. So they should be able to view the friendDummy.
			The server should respond with a status 401 and return a text response that says "Unauthorised user. You are not allowed to view this resource".	PASSING

	It should return the artifact data for PRIVATE artifact if the user who created is logged in.	The existing artifacts in the database are:
		
		publicDummy = {
		name: "search public dummy artifact",
		story: "Hey this is a test artifact",
		tags: ["test", "dummy tags"],
		category: 'vase',
		isPublic: 'public'
		}
		
		privateDummy = {
		name: "search private dummy artifact",
		story: "Hey this is a private artifact",
		tags: ['test', 'private', 'test artifact'],
		category: 'vase',
		isPublic: 'private'
		}
		
		friendDummy = {
		name: "search friend dummy artifact",
		story: "hey this a friend's artifact",
		tags: ['test', 'friend', 'test artifact'],
		category: 'vase',
		isPublic: 'friends'
		}
		
		The user who created the 2 of the artifacts above is logged in.
		
		The friendDummy artifact was created by another user that has added the current user as a friend. So they should be able to view the friendDummy.
			The server should respond with a status 200 and return the artifact data as a JSON object. The returned JSON object should have equivalent fields containing values that correspond to those in privateDummy.	PASSING

	It should return the artifact data for a FRIEND artifact if the user who has created it is logged in	The existing artifacts in the database are:
		
		publicDummy = {
		name: "search public dummy artifact",
		story: "Hey this is a test artifact",
		tags: ["test", "dummy tags"],
		category: 'vase',
		isPublic: 'public'
		}
		
		privateDummy = {
		name: "search private dummy artifact",
		story: "Hey this is a private artifact",
		tags: ['test', 'private', 'test artifact'],
		category: 'vase',
		isPublic: 'private'
		}
		
		friendDummy = {
		name: "search friend dummy artifact",
		story: "hey this a friend's artifact",
		tags: ['test', 'friend', 'test artifact'],
		category: 'vase',
		isPublic: 'friends'
		}
		
		The friendDummy artifact was created by another user that has added the current user as a friend. So they should be able to view the friendDummy.
		
		The user who created the friend Dummy is the one who has logged in this time.
			The server should respond with a status 200 and return the artifact data as a JSON object. The returned JSON object should have equivalent fields containing values that correspond to those in friendDummy.	PASSING

	It should return the artifact for a FRIEND artifact if the logged in user is a friend of the owner of that artifact.	The existing artifacts in the database are:
		
		publicDummy = {
		name: "search public dummy artifact",
		story: "Hey this is a test artifact",
		tags: ["test", "dummy tags"],
		category: 'vase',
		isPublic: 'public'
		}
		
		privateDummy = {
		name: "search private dummy artifact",
		story: "Hey this is a private artifact",
		tags: ['test', 'private', 'test artifact'],
		category: 'vase',
		isPublic: 'private'
		}
		
		friendDummy = {
		name: "search friend dummy artifact",
		story: "hey this a friend's artifact",
		tags: ['test', 'friend', 'test artifact'],
		category: 'vase',
		isPublic: 'friends'
		}
		
		The user who created the 2 of the artifacts above is logged in.
		
		The friendDummy artifact was created by another user that has added the current user as a friend. So they should be able to view the friendDummy.
			The server should respond with a status 200 and return the artifact data as a JSON object. The returned JSON object should have equivalent fields containing values that correspond to those in friendDummy.	PASSING

/DELETE an artifact given its artifact ID	It should NOT delete the artifact if there is no user logged in	The existing artifacts in the database are:
		
		publicDummy = {
		name: "search public dummy artifact",
		story: "Hey this is a test artifact",
		tags: ["test", "dummy tags"],
		category: 'vase',
		isPublic: 'public'
		}
		
		There is no user logged in.
		
		PublicDummy is used as it is the least restrictive, to demonstrate that only the rule that the owner of the artifact can delete things is upheld.
			The server should respond with a 401 status code and a text response that says "Unauthorised user, you are not the owner of this artifact."	PASSING

	It should delete the artifact if the owner of it is logged in	The existing artifacts in the database are:
		
		publicDummy = {
		name: "search public dummy artifact",
		story: "Hey this is a test artifact",
		tags: ["test", "dummy tags"],
		category: 'vase',
		isPublic: 'public'
		}
		
		The user that created the publicDummy artifact is the one that is logged in.
		
		PublicDummy is used as it is the least restrictive, to demonstrate that only the rule that the owner of the artifact can delete things is upheld.
			The server should respond with a 200 status code and a text response that says "Delete successful."	PASSING

Frontend Testing

The method used for development to test the frontend was similar to the backend. But JEST was used as the main test runner. Test cases primarily involved checking if pages would render or not depending on different requests.

To run tests on the frontend, clone the repository and then change your working directoy into storyquest/frontend.

Then in a BASH terminal run:

- npm install
- npm run test

JEST should now be running in "watch" mode so just press 'a' on your keyboard to run all tests. Other commands that can be run will be available in the JEST command line interface. Most tests written are "smoke tests" which simply render different React components and ensure that they don't crash.

The main method of testing was user acceptance testing where we got the client to run through various scenarios that they wanted the application to be able to do, and to see if they worked correctly and up to their expectations.

Acceptance Testing Table

	Related User Story	Given	When	Then	Accept /Reject	Comments
1	Wanting to register a profile	I have entered correct and valid information into the register form	I click the submit button	It should redirect me to the Login page	Accept	
2	Wanting to login to the web application	I have entered a registered email and its corresponding password	I click the Login button	It should redirect me to my profile page	Accept	
3	Wanting to share my public profile to others	I have registered an account, created my profile	Someone else looks at my profile	They should be able to see all my public artifacts	Accept	
4	Wanting to add a new artifact	I have entered correct details for my new artifact and have not added any videos or images	I click the submit button	It should successfully create the artifact and then redirect me to the View artifact page for the artifact that I have just created	Accept	

5	Wanting to add new artifact with images	I have entered the correct details for my new artifact and have added only images	I click the submit button	It should successfully create the artifact and then redirect me to the homepage	Accept	
6	Wanting to add a new artifact with images and videos	I have entered the correct details for my new artifact and have added both images and videos	I click the submit button	It should successfully create the artifact and then redirect me to the homepage	Accept	
7	Wanting to view an artifact	I have not logged into the web application	I click on a public artifact	It should redirect me to the View Artifact page for that public artifact	Accept	
8	Wanting to view an artifact	I have logged into the web application	I click on a private artifact that I have created	It should redirect me to the View Artifact page for that private artifact	Accept	
9	Wanting to view an artifact	I have logged into the web application and another user has added me as a friend	I click on an artifact with a friend level of privacy	It should redirect me to the View Artifact page for that artifact with "friend" privacy level	Accept	
10	Searching for artifacts	I have not logged into the web application and enter "clock" into the search bar	I click the search button	It should list all public artifacts related to "clock" to me and let me click on them to go to their corresponding View Artifact Page	Accept	
11	Searching for artifacts	I have logged into the web application and enter a search term into the search bar	I click the search button	It should list all public, private and authorised friend artifacts to me that are related to the search term. It should also allow me to click them to go to their corresponding View Artifact page	Accept	

Models

Page Purpose

This page contains the links to all the different models produced.

Title	Description	Due	Status
System Sequence Model for SignUp	Sign-up feature	05 Sep 2019	COMPLETE
Delete -System Sequence Diagram	For deleting an artifact from the database	05 Sep 2019	COMPLETE
Search for Artifacts SSD	This is a SSD for the search for artifacts function in StoryQuest	05 Sep 2019	COMPLETE
Add Artifact System Sequence Diagram	Page contains the system sequence diagram for the add an artifact feature.	05 Sep 2019	COMPLETE
Goal Model for Story Quest Artifact Registry	This page contains the goal/motivational model that was produced with respect to the artifact registry application.	27 Aug 2019	COMPLETED
Class Diagram for Story Quest	This page contains the class diagram model for the Artifact Registry web application our team is developing. It provides an overview of the structure of the backend part of the application.	01 Sep 2019	COMPLETE
Architecture Model for Story Quest Web App	This page contains the model that depicts the underlying architecture on which our artifact registry web application will be developed on.	03 Sep 2019	COMPLETE

Create new model

Architecture Model for Story Quest Web App

Model Description

Status	COMPLETE
Due	03 Sep 2019
Description	This page contains the model that depicts the underlying architecture on which our artifact registry web application will be developed on.

Lucid Chart Link

https://www.lucidchart.com/invitations/accept/bc039092-5b7d-40be-ab37-527dc0b00296

Model Files

File	Modified
PDF File StoryQuest Architecture Diagram.pdf	30 Aug, 2019 by Edmond Pan

Drag and drop to upload or browse for files

Model PDF

Class Diagram for Story Quest

Model Description

Status	COMPLETE
Due	01 Sep 2019
Description	This page contains the class diagram model for the Artifact Registry web application our team is developing. It provides an overview of the structure of the backend part of the application.

Lucidchart Link

https://www.lucidchart.com/invitations/accept/4fc8b2e2-128b-4623-9b88-9328ee77803f

Model Files

File	Modified
PDF File Story Quest Class Diagram.pdf	02 Sep, 2019 by Edmond Pan

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Model PDF

Goal Model for Story Quest Artifact Registry

Model Description

Status	COMPLETED
Due	27 Aug 2019
Description	This page contains the goal/motivational model that was produced with respect to the artifact registry application.

Lucidchart Link

https://www.lucidchart.com/invitations/accept/fc1f860b-e0ad-4bad-927b-000ee21ec948

Model Files

File	Modified
PDF File StoryQuest Motivational Model.pdf	27 Aug, 2019 by Edmond Pan

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Model PDF

Do-be-feel-who Table

Do	Be	Feel	Who

Register account	Simple-to-do Fast	Special Reassured	Family members Relatives Friends
Login account	Simple-to-do Fast Reliable Secure	Confident Unique	Registered user
Add-artifact	Scalable Secure	Happy Excited	Artifact owner
Add-photos	Secure Reliable Uploadable-from-device	Excited	Artifact owner
Add-videos	Secure Reliable Uploadable-from-device	Excited	Artifact owner
Adjust-privacy	Simple-to-do Intuitive	Empowered In-control Reassured	Registered user
Add-description	Simple-to-do Quick	Creative Happy Proud	Registered user
Create-timelines	Intuitive Easy-to-use	Nostalgic Relaxed	Artifact owner
Search-artifacts-with-keywords	Quick Easy-to-use Intuitive	Curious Excited	Anyone
View-artifact-with-unique-ID	Quick Easy-to-use	Curious Glad	Anyone
Observe-private-artifacts	Attractive Descriptive	Proud Happy	Artifact owner
Observe-public-artifacts	Attractive Easy-to-read Informative	Informed	Anyone

Add Artifact System Sequence Diagram

Model Description

Status	COMPLETE
Due	05 Sep 2019
Description	Page contains the system sequence diagram for the add an artifact feature.

Lucidchart Link

https://www.lucidchart.com/invitations/accept/4dd906b7-d99e-4287-a0f4-467d9ec8898c

Model Files

File	Modified
PDF File System Sequence Diagram for Adding Artifact.pdf	04 Sep, 2019 by Edmond Pan

Drag and drop to upload or browse for files

Model PDF

Search for Artifacts SSD

Model Description

Status	COMPLETE
Due	05 Sep 2019
Description	This is a SSD for the search for artifacts function in StoryQuest

Lucidchart Link

https://www.lucidchart.com/invitations/accept/b7c10659-45a8-465a-ad43-ba6839e7a296

Model Files

File	Modified
PDF File Search - Systems sequence.pdf	05 Sep, 2019 by Judith Chhoeur

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Model PDF

System Sequence Model for SignUp

Model Description

Status	COMPLETE
Due	05 Sep 2019
Description	Sign-up feature

Lucidchart Link

https://www.lucidchart.com/invitations/accept/db73493d-7a9b-4d33-82fa-79cffbfa8e48

Model Files

File	Modified
PDF File SignUp sequence diagram.pdf	05 Sep, 2019 by Usama Ahmed

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Model PDF

Delete -System Sequence Diagram

Model Description

Status	COMPLETE
Due	05 Sep 2019
Description	For deleting an artifact from the database

Lucidchart Link

https://www.lucidchart.com/invitations/accept/c6f1f32d-3065-4a6b-8e7e-f8b622e84578

Model Files

File	Modified

No files shared here yet.

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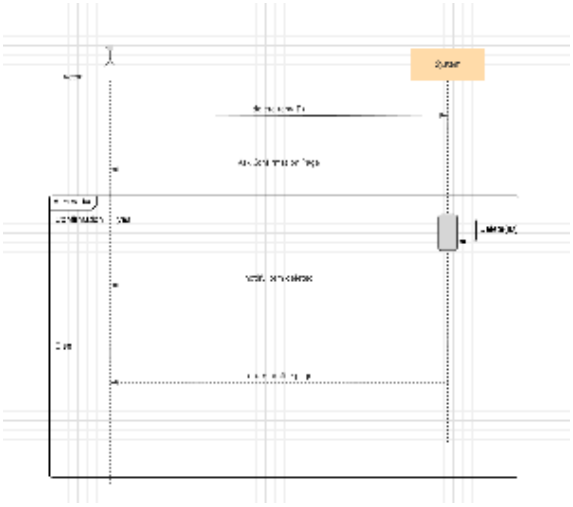
Model PDF



User Stories

Due	27 Aug 2019
Status	COMPLETE
Description	This page contains the user stories that our team came up with after receiving some initial requirements from the client.

MoSCoW Rating Description

M - **Must haves** are the core requirements. Failure to meet these means the project fails

S - **Should haves** are optional requirements but are highly desirable. Essentially they are requirements that can be added at a later time and failure to add them will not cause the end product to be unusable

C - **Could haves** are requirements that can be considered if there is time left till the project deadline. Can also be thought of as “nice to have” requirements that should only be considered if there really is enough time left to properly implement the feature.

W - **Won’t haves** are wishes for the future that basically take a lot of time to implement or are practically impossible to complete. **Would haves** are requirements that are achievable but require considerable money or time to be invested. Generally these are extensions to the initial project but can be done at a later time.

User Descriptions

A table which contains a short description providing additional info about who each of the users are and how they relate to each other.

User	Description
Site visitor	This is any user who has just accessed the site. They are anonymous and can be anyone who has an internet connection and can load the web application. These users have not yet registered for the site. They are able to view any public artifacts that are listed on the website.
Site member	This is a user who has registered with the website using their email and have chosen a password. They are now able to login which grants them the ability to add new artifacts (make them private/public etc.). These users have access to all of the features that are described in our project scope.
Family Member	This a registered user(**site member)** who is the relative/direct family member of another registered user**(site member).** Once the system has been notified of the relationship between two users, additional sharing features will become available to them.
Grandparent	This is a specific type of registered user (**site member)** who has grandchildren. Generally they are quite old and wish for their artifacts to be accessible by their grandchildren (who must also be registered) even after they have passed away.
Collector	Collectors are another, more specific type of **site member** who specifically collect rare and unique artifacts that they want to show off to others publicly.
Inexperienced computer user	Simply put, this user describes the group of people who are not particularly tech savvy nor do they access the internet very often. However they do wish to access the artifact registry and want to use it.

User Story Tables

Profiles

User	Story/Scenario	MoSCow Rating
Site visitor	As a site visitor, I want to be able to register a profile so that I can begin to view and share family heirlooms.	Must have
Site member	As a site member, I want to have control over what information is public on my profile so I can feel secure when registering for the site.	Must have
Site member	As a site member, I would like to be able to modify these privacy settings in the future, so I can change my level of privacy with ease.	Must have
Site member	As a site member, I would like to easily log in to my profile from the homepage, so that I have an efficient user experience.	Must have

Family member	As a family member, I want to be able to share my profile with other family members so that I can easily show them collections of family heirlooms.	Must have
Family member	As a family member, I want to be able to connect with other family members with a profile, so I can view their listed items and heirlooms.	Should have
Collector	As a collector of heirlooms and artefacts, I want to be able to publicly share certain aspects of my profile, so that others may easily view my collection.	Could have
Collector	As a collector of heirlooms and artefacts, I want to show my prized collection as part of my profile, so that people can see my achievement.	Could have
Collector	As a collector of heirlooms and artefacts I want to be able to view the profiles of other collectors of similar items, so that I can compare our collections.	Could have
Grandparent	As a grandparent, I want my profile to be able to be viewed by my grandchildren, so they can continue to learn about the heirlooms I leave behind in the future.	Must have
Inexperienced computer user	As an inexperienced computer user, I would like an as easy-as-possible user experience, so that my inexperience doesn't limit my ability to use the site.	Must have

Artefacts

User	Story/Scenario	MoSCow Rating
Site member	As a site member, I want to be able to upload detailed descriptions of artefacts so I can preserve the importance of their stories.	Must have
Site member	As a site member, I want to be able to upload images and videos of my artefacts, so my chosen viewers can visually understand my items.	Must have
Collector	As collector of heirlooms, I want to be able to easily categorise and organise my collections, so that they can easily be viewed as a collection of items.	Should have
Site member	As a site member, I want to be able to create timelines of my artefact's history, so I can marvel in the rich history of my heirloom.	Should have
Site member	As a site member, I want to be able to associate my artefact with a unique ID, so that it can easily be identified and searched for.	Must have
Site visitor	As a site visitor, I want to be able to search for a specific category of artefacts, so that I can search for artefacts I'm interested in.	Must have
Site visitor	As a site visitor, I want to be able to see similar artefacts to my search, so that I can easily explore the available artefacts	Should have
Site member	As a site member, I want to have control over what details about my artefacts are public so that I can choose to only disclose information that I feel safe doing.	Should have

Sharing

User	Story/Scenario	MoSCow Rating
Family member	As a family member, I would like to be able to selectively share artefacts with only my chosen family/friends, so I can both share my important heirlooms and not feel insecure and unsafe about the viewings of strangers.	Must have
Family member	As a family member, I would like to share the detailed stories and history of my heirlooms, so other family members may learn their importance.	Must have
Family member	As a family member, I would like to be able to share my artefacts with younger generations, so their importance and history is not forgotten.	Must have
Family member	As a family member, I would like to be able to search for public artefacts similar to mine, so I can find any links between mine and the artefacts of others.	Should have
Family member	As a family member, I would like to be able to give my family members my item's unique ID, so they can easily search it in case of the loss of other information.	Must have

Collector	As a public collector of artefacts, I would like to be able to share my artefacts individually and as a collection, so they may be viewed by many others.	Should have
Collector	As a public collector of items, I would like my artefacts to be searchable by keyword, so strangers can discover and view the items.	Must have
Collector	As a public collector of items, I would like similar items to my own to be suggested/easily searchable, so I can enjoy looking at the collections of others.	Should have

Personas

Status	COMPLETED
Description	This page contains the personas that Luke has come up with for the Story Quest artifact registry web application. The personas have all been checked and approved by the other team members
Creator	Luke
Due	01 Sep 2019

Name	Elizabeth Smith
Gender	Female
Age	40
Occupation	Part-time teacher, Parent
Family	Married, Has 3 children

Context

Elizabeth and her family have just moved into a new house, and she has uncovered many boxes in their old garage full of old and interesting items. Upon inspecting many of the items, she finds that many of them are important family items with significant sentimental value to her. After discussing with her mother and father, she learns that many of the other items are also old family heirlooms. She also finds old family photo albums that once belonged to her husbands' grandparents, who were immigrants. Many of the photos contain handwritten notes describing the photos and the context surrounding them, some in Italian. Elizabeth is very busy, as she works part time and spends much of her time taking care of her children, who are between 8-12 years old.

Motivations

Elizabeth doesn't want the items to be re-stored and forgotten about as they have been for almost a decade, and she wants to organise and effectively label as many of the items as she can. She fears that if she cannot find a systematic way of keeping track of them, they could accidentally be lost or thrown out in the future by others or even herself. She is determined and interesting in this undertaking but fears she will not have the time to work this into her busy schedule.

Goals

- Effectively label the unique family heirlooms she has found
- Record and store copies of her old family photos including transcribing the notes written on them
- Have time to complete her other daily tasks without being hindered by a hard-to-use system
- Be able to share these items with other extended family members, as they offer rich and interesting insights into the family's past

Name	Geraldine Gaffer
Gender	Female
Age	70
Occupation	Retired, Community volunteer

Family	Married, Has 2 children, 5 grandchildren

Context

Geraldine and her husband have been retired for several years now, and they have many cherished family heirlooms that they have received from their late parents and grandparents, many of which they display throughout the house and show off to their friends frequently. Geraldine purchased a brand-new laptop a few years ago and is finally getting the hang of browsing the internet and connecting with friends on social media. She has recently re-connected with some semi-distant family members, and they enjoy telling each other stories of their family's past. Geraldine has several children and grandchildren, who have helped her greatly by teaching her how to use her computer.

Motivations

Geraldine is aware that she and her husband is getting on in age and have began to worry bout what will become of them after they pass them on to their children and grandchildren. She can't possibly expect them to remember every detail about the items, and these are the details she cherishes most. Her memory is also not how it once was, and she has begun to forget certain facts about the items, which upsets her. She wants to be able to organise information about the items and pass down their stories to future generations, an wants a medium of doing so that will make sense to her tech-oriented grandchildren.

Goals

- To store information about her heirlooms and label them, so her children know what they all are and what they mean
- To be able to share stories about her heirlooms with her distant family over the internet
- To have a system that is easy enough for her to use, and that her grandchildren can help her with as a family activity

Name	Mike White
Gender	Male
Age	50
Occupation	Project Manager

Family	Married, Has 2 children

Context

Mike is a collector of antique items, especially old tools and farm equipment which he keeps in his large shed. Many of his most important items are from his great-great-great grandparents, who were early settlers in the area he lives in. The items have significant historical importance, as well as their strong significant value to Mike. He is involved in several clubs where members share similar historical tools and equipment and is on organizational committee for one of them. The club has expanded significantly in the last few years, and Mike has begun to connect to people over the internet more and more to share his treasured heirlooms.

Motivation

Mike would love to have an easier way to share his items with others over the internet and believes that an internet-based sharing system could attract more people to unearth their family heirlooms to share with the club. He would also like to have a way of documenting the history of the items and labelling unique artefacts amongst club members so he can gather more statistics on the items.

Goals

- Be able to share his items publicly
- Be able to search for other heirlooms similar to his own by key terms
- To be able to uniquely identify and label his heirlooms and those of his club members, in order to more easily review their collections

Prototypes

Contains	This page contains the paper prototypes and the digital wireframes that we produced.
Due	01 Sep 2019
Status	COMPLETE

Prototype Files

File	Modified
PDF File Landing Page Prototypes v1.pdf	28 Aug, 2019 by Edmond Pan
PDF File Artifact Page Prototypes Set 2.pdf	28 Aug, 2019 by Edmond Pan
PDF File WireFrame - StoryQuest.pdf	28 Aug, 2019 by Edmond Pan
File WireFrame - StoryQuest Balsamiq File.bmpr	28 Aug, 2019 by Edmond Pan

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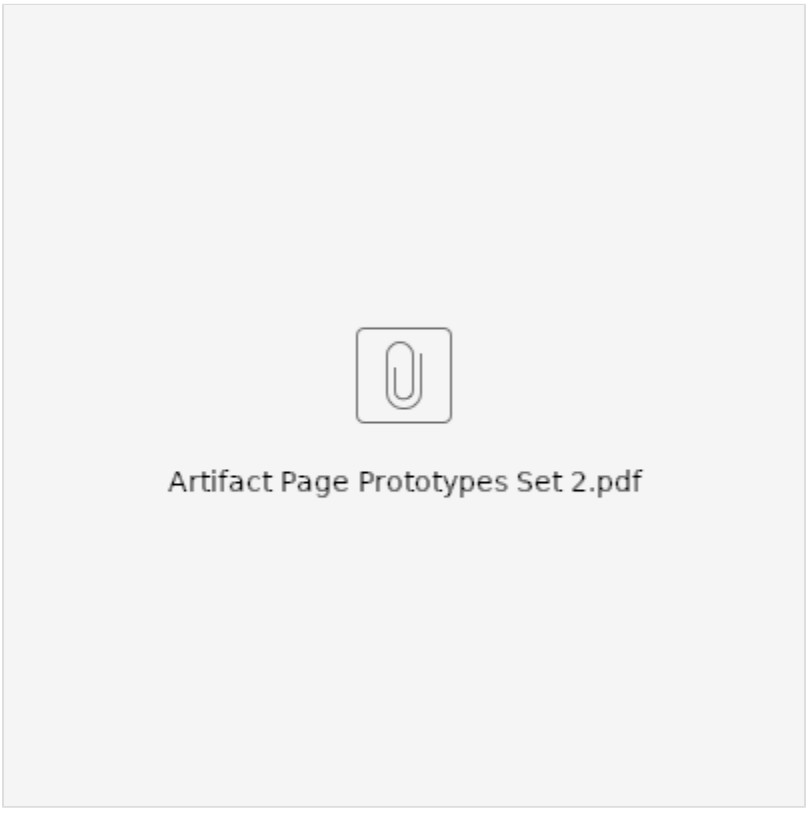
Download All

Paper Prototypes

Below are the paper prototypes that our team produced. Please click on them to view them or download them to view offline.

Landing Page

Remaining Pages



Digital Prototypes

Below are the wireframes for each of the paper prototypes. These were created using Balsamiq exported as a PDF file. Please click to view or download to view offline.