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| Project Closure Report | |
| Purpose: This report should be completed at the end of a project. | |
| Project Name | LinkUp |
| Project Team | Serhii, Alejandro, Esteban, Kostiantyn |
| Company Name | LinkUp |
| Company Contact | Kostiantyn Kyryliuk |
| Project Actual Start Date | 2020-01-13 |
| Project Actual End Date | 2020-04-17 |
| Reason for Project Closure | End of academic term |
| Client Acceptance Date | 2020-04-17 |
| Project Description | LinkUp is a web-based application design to help travellers meet like-minded people wherever they go. It’s a tool that would bring locals and visitors together and educate both on both their differences, and similarities. Based on React, it uses Firebase DB, Redux, and Express framework. |

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| Closure Activity Confirmation | | |
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| **Item** | **Confirmation** | **Comments** |
| **Project Considered a Success** | **X** Yes  No  N/A | No plans to celebrate, unless individually. Lockdown doesn’t allow much choice. |

| Release of Hardware / Software | | |
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| Item | Description | Release Date |
| Redux.js | Web application framework | v4.0.5 |
| Firebase DB | Database client | March 2020, ver. 7.14.1 |
| Visual Studio Code | Code compiler | March 2020, ver. 1.44 |

| Project Archival List | | | |
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| Project Deliverables Report | |  | |
| # | File / Email Description | Document Location | Storing Media (Hardcopy/Softcopy) |
| 1.1 | Early design prototype | Blackboard | Soft |
| 1.2 | Final version, complete project | Blackboard | Soft |

| Project Value/Benefits | | |
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| Provide a summary of the value/benefits of this project and indicate whether they have already been realized or will be realized in the future. | | |
| # | Value/Benefit | Realized / Future |
| 1 | Creating a tool for locals and travellers to communicate and share experiences | Realized |
| 2 | Developing the project as close to initial specification as possible, keeping changes in technologies we used in mind | Realized |
| 3 | Developing functioning front end, using best coding practices for back end code | Realized |

| Lessons Learned | |
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| Include any technical, managerial lessons learned, preventative measures for issues faced, and aspects of the project that had a positive impact on the success of the project. | |
| # | Description / Explanation of Lesson Learned |
| 1 | Learning new technologies outside the curriculum, expanding knowledge on database manipulation, JavaScript, teamwork and documentation handling |
| 2 | Allowing approved changes to initial design and functionalities based on feedback from developers and difficulties due to soft- and hardware issues |
| 3 | Learning to handle the project remotely due to lockdown, utilizing online meeting tools and shared repositories for code, documentation, updates on meetings, etc. |

| Best Practices | |
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| Identify any innovative methods, techniques, processes developed, as well as any other best practices used on the project. | |
| # | Description of Best Practice |
| 1 | Testing the code often, not pushing to master branch until all testing is done |
| 2 | Documenting and commenting out the code that may not be understood by other developers to flatten the learning curve for those unfamiliar with the practices or functions used |
| 3 | Utilizing online tools to simplify communication and stay on schedule |

| Prepared By | | | |
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| **Serhii, Esteban, Alejandro, Kostiantyn** |  | | |
| Kostiantyn Kyryliuk 2020-04-17 | | |
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| Handover Approvals | | |
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| **Stakeholder/Industry partner Name and Title** | |
| Anjana Shah 2020-04-17 |