Installation

The following application versions were used for the development of this project:

Anaconda Version = 4.5.4
Python Version = 3.7.0
Django Version = 2.1.1

- **Step 1: Create a new environment with Django 2.1.1:**
  conda create --name Happiness django=2.1.1

- **Step 2: Activate the environment (for Linux, add "source" in the command):**
  [source] activate Happiness

- **Step 3: install additional packages:**
  pip install bcrypt
  pip install django[argon2]
  pip install django-crispy-forms

- **Run the local server**
  python manage.py runserver

Instructions

1. Check your internet access. It will be necessary because the application uses BootstrapCDN in the front-end.
2. Access the application in your browser (tested on Google Chrome) at http://127.0.0.1:8000/ or at the address provided by the *runserver* command.

Figure 2.1 – Check the address of the server

3. Access the Admin page to create new teams and users. If you would like to use the teams and users already created (Table 3.1), go to step 6.
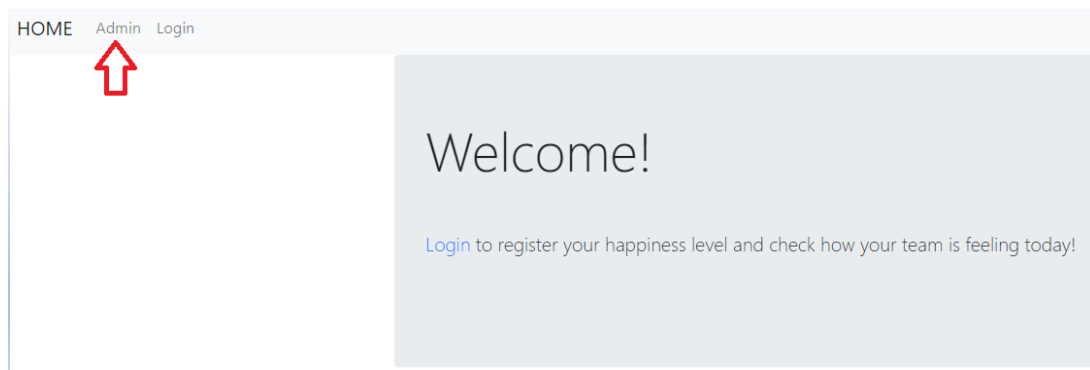

Figure 3.1 – Access admin page

User	Password	Team	Have a UserProfile?
admin	*canada18*		No
fernando.eng	*canada18*	Engineering	Yes
mia.eng	*canada18*	Engineering	Yes
john.eng	*canada18*	Engineering	Yes
bart.eng	*canada18*	Engineering	Yes
rachel.hr	*canada18*	Human Resources	Yes
eric.sales	*canada18*	Sales	Yes
ceo.noteam	*canada18*		Yes

Table 3.1 – Users and passwords

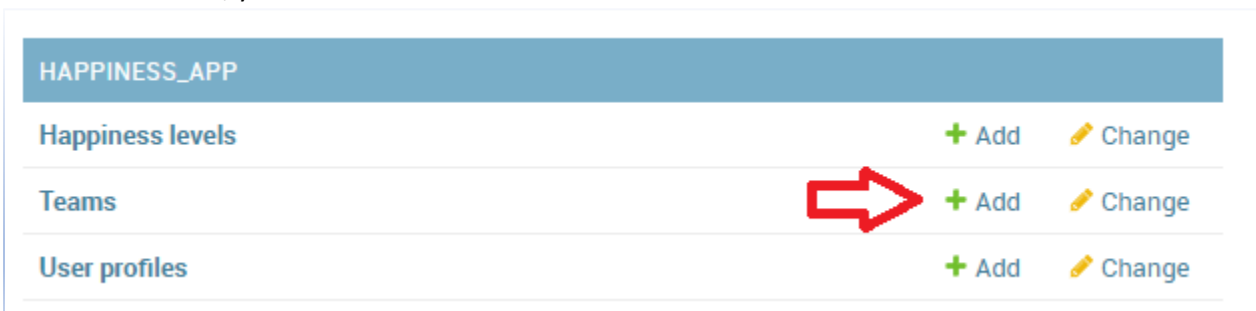4. In the admin interface, you can add new teams and save them.

Figure 4.1 – Add a new team (optional)

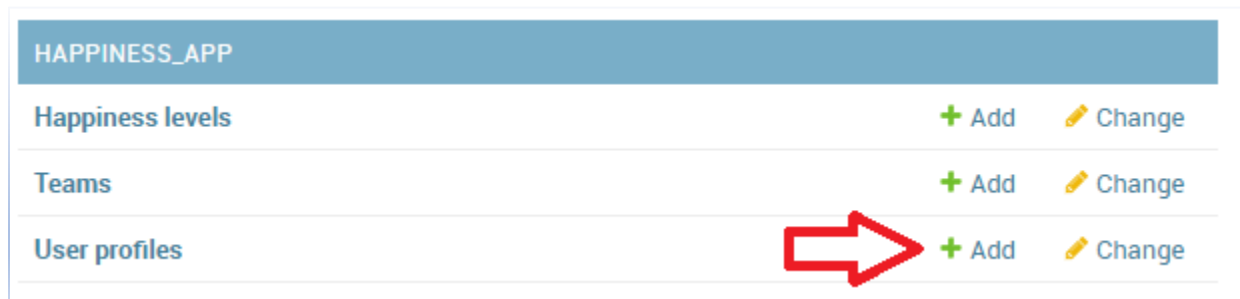5. In the admin interface, add new users and save them. You can also link a user to a team.

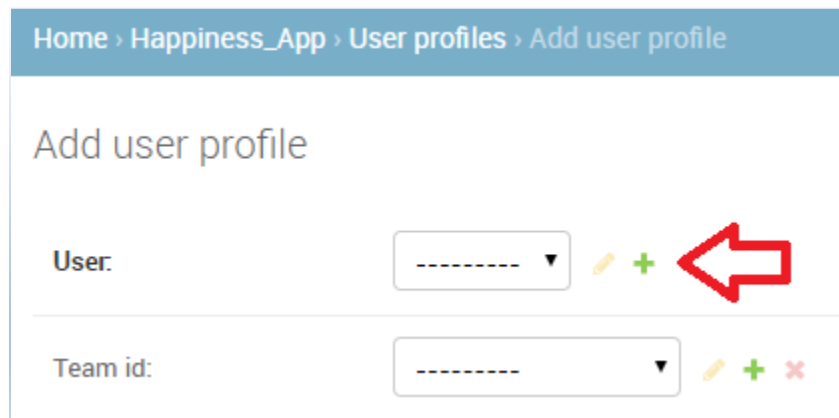

Figure 5.1 – Add user profile

Figure 5.2 – Add new users

Figure 5.3 – Create users (case-sensitive)

Figure 5.4 – Register the user created in the profile and link a team (optional)

6. Go back the server's homepage and refresh. Logout from admin and login using the new users you created.
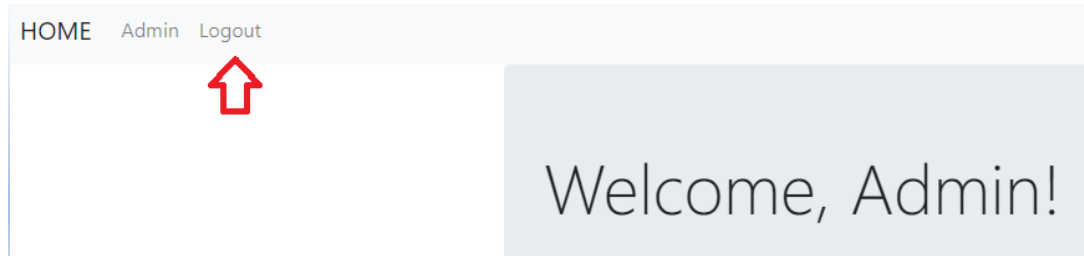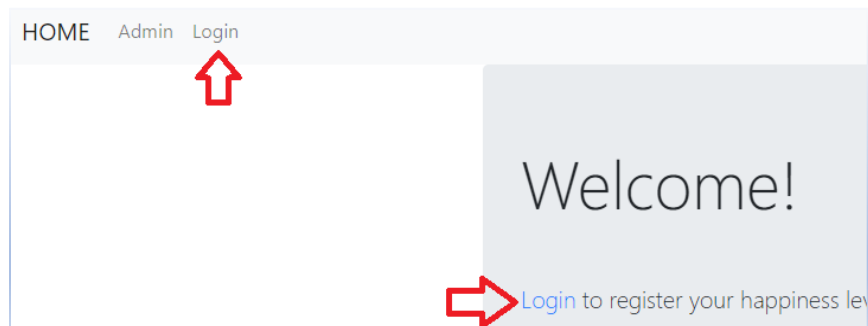

Figure 6.1 – Logout admin

Figure 6.2 – Login with the new users created
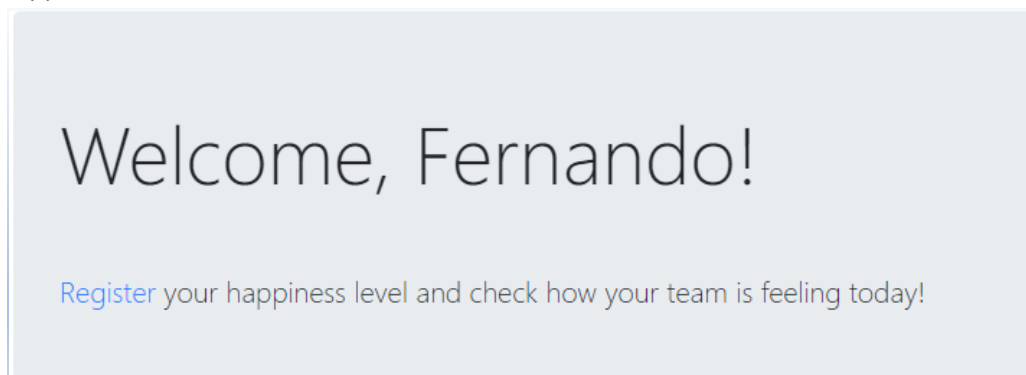
7. Register the happiness level.

Figure 7.1 – Click on "Register"

Figure 7.2 – Choose your happiness level and submit the result

8. The happiness level of your team will show up.

Figure 8.1 – Happiness Level

9. If your user doesn't belong to a team, it will show the happiness level of everyone.

Figure 9.1

10. Each user can submit the happiness level only once a day. In this case, the page of the happiness level of the team will show up after login.
11. Average happiness:

Unhappy	< 1.5
Not Happy	>= 1.5 and < 2.5
Neutral	>= 2.5 and < 3.5
Happy	>= 3.5 and < 4.5
Very Happy	>= 4.5