CSI 3150 Project Phase 1: Poodle Scheduler

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https://github.com/fris16ky/CSI-3150-Project-Website-

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Problem Statement:

Poodle Scheduler is an online agenda application that allows users to write down and keep track of their tasks, as well as delete them upon completion. This app is running on the 2022 cycle, meaning that currently you can only add your agenda tasks up until the end of 2022. Poodle Scheduler is a readily available task manager that combines the dull task of logging your to-do list with everyone's favorite house pet! Ever since we were kids, we were taught to use agendas, and with technology modernizing, it's only natural to progress to an online agenda!

System Requirements:

This application brings to life the agenda booklets many of us were given or bought for elementary and middle school. With Poodle Scheduler, you can write down any task you'd like to do on any day of October, November, and December! With this, you can also delete all of your reminders in a day, or delete your most recent reminder, as completion of your tasks is what you should strive for! If you need time to unwind, we recommend scrolling through our puppy slideshow page, full of 42 unique pictures and 1 video!

However, this application does not currently support the user picking which reminder they'd like to delete; only their most recent or all from one day. This aligns with working through your reminders and checking them off, but does force the user into a strict schedule of sorts. This application is also only functional for 2022; given the start of this project commenced in October, only months 10 through 12 were added. As the production and development team were small, users can only write up to 75 characters worth of reminders per individual day. This site is also not as friendly to our users who are strictly cat-people.

This app will be used to log any tasks that a user wants to complete in a day, whether that be in the future or even in the current day. The user is encouraged to add reminders in a sequential

order, where you add the most important reminder last. Some examples from our users include writing down homework due dates, extracurricular activities, business meetings, and sports events. Naturally, where there are creating reminders, logically you must be able to delete reminders. This serves as the completion aspect – once the user is satisfied with their completion towards a task, they can remove either all of their reminders in a day, or the most recent reminder they set.

Conceptual Design and Functional Requirements:

The functionalities that this app supports are the following:

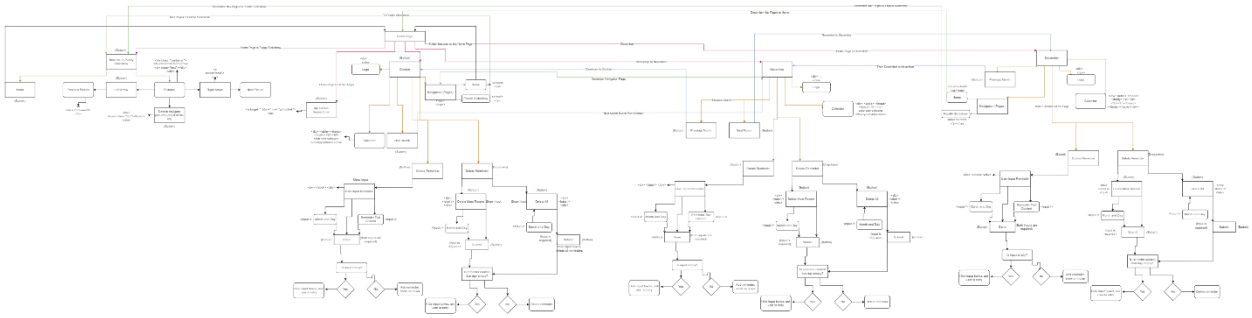
- The user can click through pictures of dogs and landscape using left and right arrows or home via the home icon
- The user can click on font-awesome icons from the Home Page to navigate to all other pages
- The user can click a link on the Home Page to take you to my personal Git Hub repository page.

Within all three calendar pages (October, November, and December) the user can:

- Click previous or next month (where it applies) to fast travel between month pages
- Navigate using the Pages dropdown to either the slideshow or the Home Page
- Click the Create a Reminder button – which will make an input field visible where the user can input which day and what reminder they want to set (and hover over the day they chose to view their reminders)
- Click delete one reminder to receive another input of which day they'd like to delete their most recent reminder
- Click delete all reminders to receive an input box of which day they'd like all of their reminders to be deleted.

Below is the .png form of my Flowchart Diagram. The website I used made it an .html file, but I was not sure if we were allowed to use zipped folders (I would put this pdf and the .html file in it), since for our homework we were only allowed one pdf files. Additionally, I could export as a URL, but the URL takes up nearly 3 pages so I did not include it.

If it is unreadable, my email is loganhoward@oakland.edu, so that I can send the .html file it originally came as. Sorry for any inconvenience.



Technology used: For Phase 1, I used HTML, CSS, and JavaScript.

Future Scope:

My initial expectations were that it would be simple to create a website akin to Google Calendar. I wanted to create the capacity to input time-based reminders, which would then be returned to the user at the correct time. Unfortunately, this turned out to be extremely challenging; I was never able to figure out an efficient way of checking the inputted time and making sure that I could display the reminder back to the user. It proved hard to track time, especially since the user would likely have to have our webpage open at the reminder time to get the message.

However, I was still able to complete the basic levels of this expectation. You can set reminders for any of the last three months of the year, and can delete them as well. It may not be as efficient, but it, in principle, still works as intended.

The main future improvement that I'd like to achieve is to up the scale that this project is on. I'd like to expand the project to include dates until at least 2025, and whilst doing so figure out a more efficient way of writing the functional code. Additionally, I'd like to complete the "Delete Reminder" task, where the user can delete **any** reminder that they set, not just their most recent or all at once.

I would also like to develop a more efficient way to changing months than using href anchor tags. Instead of sending the user to a different page, I'd like to have all of the months in the same page. This will significantly decrease the time it takes to navigate as the user won't need to load into a new page every time just to change months. With the new scope of 2025, I'd also need to develop a better system of flipping between months, so that the user wouldn't have to scroll one by one to view a month multiple months or years in the future.

With this system, it is intuitive to implement a system where you can set a reminder whilst on any page. In the current system, I changed the requirements so that, for example, the user can only set reminders for October while on the October page. With all of the months being on the same page (not displayed at once however), it is necessary and user-friendly to not have to navigate to the month before setting a reminder in that month.

Lastly, I envision a better styling for every page. While I was worried with functionality, I slacked on the design of the website. While I am fond of simplistic designs, there was definitely more that I can do to make the website look better and more appealing to users.

Challenges Faced:

One challenge that I faced was inexperience. I've never touched HTML, CSS, or JavaScript code before, so all of this was new to me. There were many times where I'd have to spend hours researching things that I did not understand. With this, my knowledge of styling is probably the worst of the three, so making appealing stylistic choices and figuring out CSS was challenging in and of itself.

I would say another challenge could be oversimplification and overconfidence. When I first thought of this idea, I never stopped to think about how hard it would be to incorporate the time aspect into my application. This halted my progress for a little bit, as I figured out the best course of action to make something similar, as time proved to be too challenging.

Estimate of effort:

Throughout all of September, I put in probably 10-15 hours of work. This was mostly in creating the project folder and writing down a lot of ideas; I initially had separate HTML files dedicated to writing down ideas and creating an About Me page.

In the first week of October, I put in another 5 hours, thinking of and writing down more ideas and starting to mess around with the calendar code.

In the second week of October, I put in about 8 hours, adjusting the code and thinking about the scope of the project.

In the third week of October, I put in a lot of hours, probably around 25. This was messing around with the CSS and finicking with the design of the calendar. I believe the design of the App was finalized around this time, if not a week before.

In this last week of October (Oct 23 – Oct 31), I have put in around 50 hours. A fair bit of it was researching – finding the best tags, figuring out what certain tags do, new methods we didn't learn (i.e. replace()), and changing the way I took input per the professor's suggestion.