Don’t Forget

Team Members

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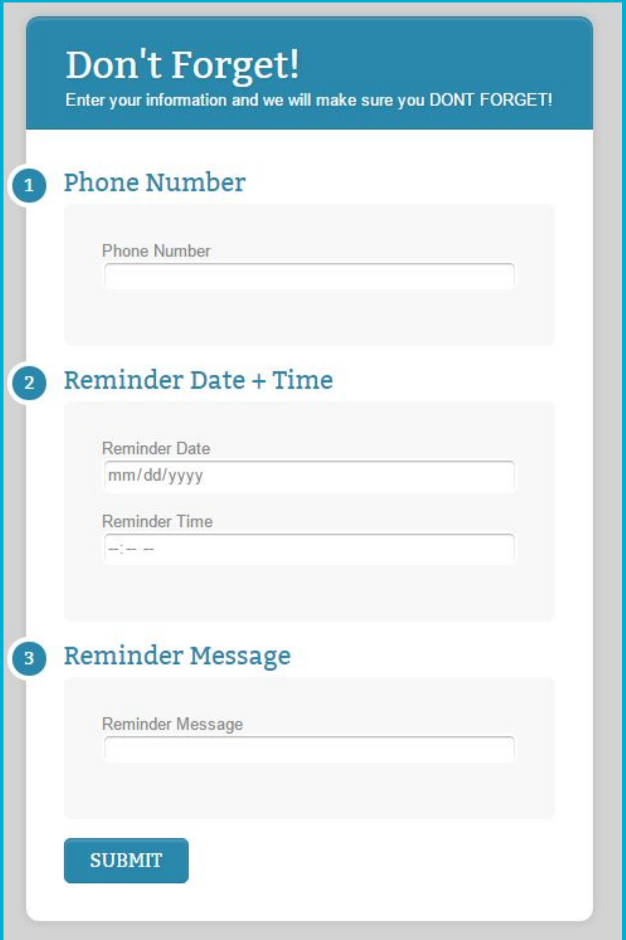
Don’t Forget

Don’t Forget is a web application that allows:

- A user to input a phone number and a reminder date and time, and then reminds the user at the preset time, without logging in
- Account creation, allowing users to streamline the reminder creation process as well as allowing them to view and edit their previous reminders
- Friend management, allowing the user to create an address book and quickly set up reminders for groups

Don’t Forget



Don't Forget!

Enter your information and we will make sure you DONT FORGET!

1 Phone Number

Phone Number

2 Reminder Date + Time

Reminder Date

mm/dd/yyyy

Reminder Time

--:-- --

3 Reminder Message

Reminder Message

Set out to achieve..

A web application that with the following functionality:

- Allow a user to set reminders with a task, message, and time.
- A service which would query the database and send reminders at specific dates and times.
- Multiple quick-reminder presets (Homework/Birthday/etc.)
- The ability to text a user without knowing their carrier.
- We wanted to be able to parse more commands from a text message response to your email server (STOP/SNOOZE/etc.)

Goals Achieved

- A user can now create an account and have the form pre-filled and ready to use.
- A user can submit a reminder and receive a text at the time they specified.
- A logged in user can view and edit his previous reminders.
- A user can opt out of the service by responding ‘STOP’ to the SMS.
- A clean and easy to use interface which displays nicely on mobile devices.

Biggest Challenges

- Setting up and finding out how to use mailing servers to send emails programmatically
- Reading, sending, and receiving emails strictly using Web2py
- How to send reminders on time days before the actual event
- Finding out times that all of the team members can meet at the same time

Biggest Accomplishments

- All of the team members learned how to use the Web2py framework proficiently to solve all of our challenges
- Learning how to work together as a team and learning from each other.
- Learned that Web2py offered a lot of prebuilt functionality

Technologies Used

- Web2py
  - HTML
  - CSS
  - AJAX/JQuery
- PythonAnywhere
  - Site hosting
  - Cloud console
- Version Control: Git/Github

Project Management Techniques

- Scrum, Agile software development
- Trello
- Group Text Messages to communicate
- Weekly in-person coding sessions

What we enjoyed:

- Working with new technologies and researching new, unknown libraries and techniques.
- The versatility of Python and the Web2py framework.
- Working as a team and learning from each other.
- Being creative and working around barriers, such as hosting a mailing server.

What we did not enjoy:

- Time constraints
- Conflicting scheduling due to classes and jobs
- The lack of knowledge initially in Web2py, Python, CSS, and HTML between our whole group
- Some scrums took a lot longer than expected

Lessons Learned

- What worked/what you will keep doing
  - Assigning small tasks to everyone
  - Agile Software development: Team interaction and Quick responses
- What didn’t work/what you will stop doing
  - Working independently on separate parts of the project, and then combining our work later
  - Waiting too long to push code into Git