

## HARP 151 Stage Three Template

### Team Members and Roles

*James Sears - Project Manager, Coder*

*Jake Mecca - Researcher, Coder*

*Samuel Sander - Coder*

### Project Summary + Updated Work Plan

*Now that you've built the prototype, explain to me what the project is again as it may have changed. Also include:*

- Summary of what has gone well so far and what has not. Have you had to make serious changes due to an unforeseen issue? What was it?*
- What are your future plans for the project? What else needs to be done? What are things that you absolutely need to code? What are things you might include if you have the time?*
- An updated work plan (building on what you turned in for phase two) that lays out how you are going to accomplish the final project successfully. I want to see tasks assigned to each team member with deadlines, etc.*
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### Github Repository Link

[\*hive1/real-estate-proj: harp 151 final project \(github.com\)\*](https://github.com/hive1/real-estate-proj)

### User Responses

*Once you have a working prototype, every team member except the PM needs to have someone run the program and give you feedback (ideally in your target audience for the project). The goal here is to get some extra feedback to help inform your path forward.*

#### Interview Questions

- 1. What is the key information you would want if you're considering buying a house somewhere?*
- 2. Was there anything wrong with the functionality of the prototype when you used it?*
- 3. Do you like how the GUI looks? If not, how should we change it?*
- 4. Is there anything lacking from the prototype that you think should be added?*

#### Interview Answers

*Sam:*

- 1. The demographics of the town or area I'm moving into and if I was older and I had kids I would like to know the school district and how good it is.*
- 2. It worked pretty smoothly but it took a long time between putting in the zipcode and getting the houses. Also, at some point you can't get any more houses and it seems like it stops working.*

3. The enter screen is a little clunky and the house screen could use some color and a different text
4. Just more information and something to tell the user that there are no more houses available.

*Jake:*

1. I would like to know about the people in the neighborhood, the school district, and maybe the walkability of the neighborhood if you could get that.
2. Sometimes the GUI would close for like no reason at all. Other than that it worked pretty well.
3. There's a lot of open space not being utilized and the colors are very dull and not eye popping.
4. I can't think of anything outside of what I already said.

### Interview Summary

*From what we can gather from our interviews, the biggest issues would involve the speed of our application, needs for refinement of our design, and implementation of additional social metrics such as the school district and crime of the area. In terms of the speed of our application, perhaps we should attempt to collect more data using APIs then purely Selenium. Although Selenium is effective for what we use it for, it is highly dependent on internet connection and slows down with the more data we want to collect. We can also wean off of the vague selectors we use in our code to highlight elements and perhaps op for more specific selectors if we could, such as XPath. Implementation of a cleaner design of our application will involve the usage of the TTK extension of the Tkinter base library, designed to improve the visual appeal of tkinter applications. Our current prototype was designed for function, though, so aesthetics will be implemented later. The portion of our critique which focuses on the exceptions that periodically close our application is a bug we've been dealing with since the beginning of the project, but it happens so infrequently and is so troublesome that we just need to put more time into debugging. All responses will be addressed and corrected to the best of our ability, however.*