

# SafeHouse

## Team Speakeasy

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- ★ MVP Developer- Sarah Avila
- ★ Developer - Eric Kuo
- ★ Developer - Dhanush Adapa



# Introduction

SafeHouse is an an anonymous messaging platform that helps users get support and interact with others in a positive way.

- Why?
  - Reduce Covid-19 related isolation
  - Improve mental health awareness and emotional intelligence
- Whom will it help?
  - People who want a safe space to express themselves
  - People who need advice and/or emotional support
  - People who want to talk to others in a casual positive environment



# Project Goals

## Achieved

1. Produce a messaging system that allows users to send and receive letters to other random users.
2. Simple and user-friendly UI for user login and messaging systems

## Backlogged

3. Incorporate content tagging and toxicity classification to moderate user community
4. Gamify user interaction to incentivise regular use



# Challenges and Accomplishments

## Developmental

- SCRUM
- Github/code quality

## Product

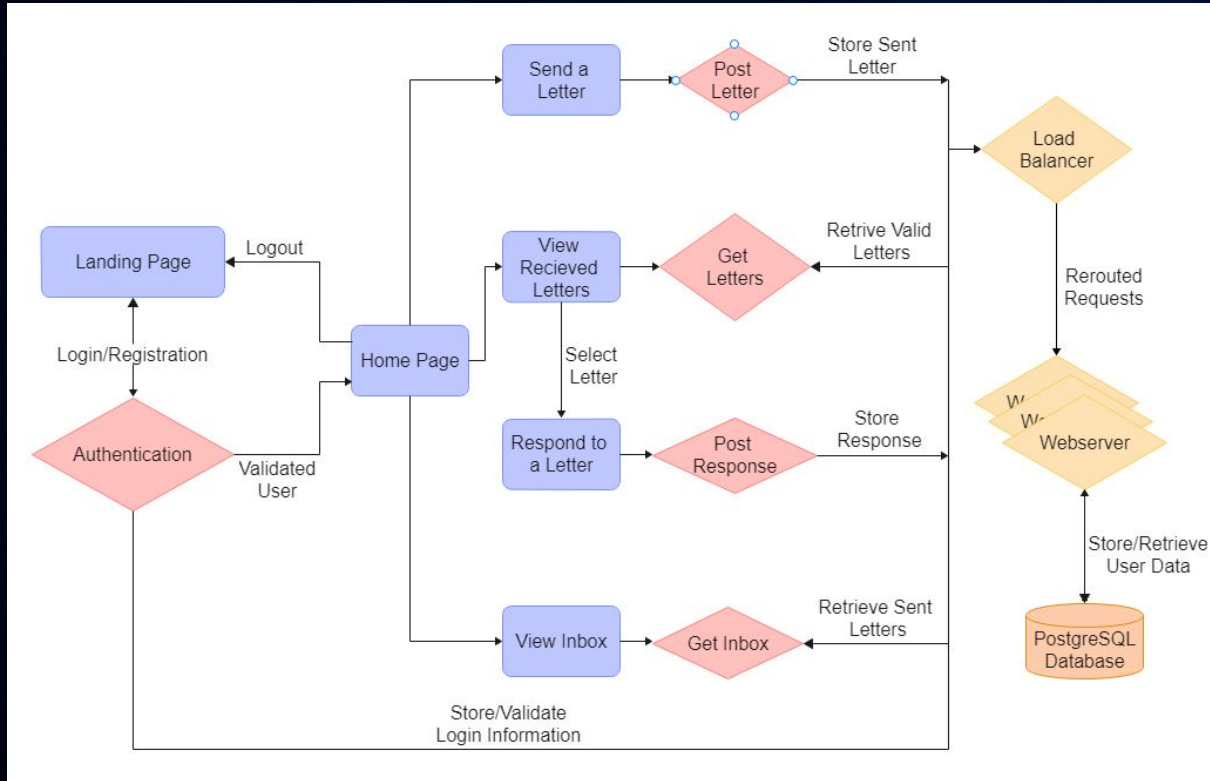
- API integration
- Testing







# Architecture Diagram



# Technologies Used

## Frontend:

Figma, React, Material UI  
JavaScript, HTML, CSS

## Backend:

Node JS, Express, JWT  
Docker, Haproxy

## Database:

Postgres, Heroku



# Project Management Techniques

## AGILE/Scrum based workflow

- ◆ Tri-weekly short scrum meetings (30 minutes)
- ◆ Bi-weekly sprint review/planning (1 hour)
- ◆ Longer code review & pair programming sessions per needed basis (1-2 hours)

## Discord

- ◆ Consistent group communication with team + TA
- ◆ Coherent conversation with organized text/voice channels

## Github

- ◆ Version control and branch management
- ◆ Code review assignments





## Safehouse scrum board

Manage all your iteration and sprints here to easily connect them to your Roadmap board for that high level view

Main Table | Workload | Gantt | Kanban | +

Last seen +1 Invite / 5 Activity + Add to board

Integrate Automate

New Item Search Person Filter Sort

Sprint 1 (1/12-1/25)

5 Items

Sprint 2 (1/26-2/8)

13 Items

Sprint 3 (2/9-2/22)

Subitems Type Item owner Priority Dev status Estimated Effort Finish Date

SP 2-1 Sending letters			Story Point		Medium	Finished			
SP 2-2 Responding to letters			Story Point		Medium	Finished			
SP 2-3 Managing user inbox			Story Point		Low	Finished			
SP 2-1 Making the webserver utilize db+ frontend view			Backend		Medium	Finished	4 Hours		
SP 1-(3/5) Writing integration tests for login/reg system			Testing		Medium	Finished	3 Hours		
SP 2-2 "request/respond to a Letter" view		2	Frontend	SA	High	Finished	3 Hours		
SP 2-2 Make the webserver query the global inbox for letters			Backend		Medium	Finished	2 Hours		
SP 2-3 "View Past Letters" view			Frontend	SA	High	Finished	3 Hours		
SP 2-3 make the webserver query the local inbox for past letters			Backend		Medium	Finished	2 Hours		
SP 2-(1/2) Testing Letter+Response System			Testing	DA	Low	Finished	3 Hours		
+ Add Item									

20 Hours  
sum

Sprint 4 (2/23-3/8)

7 Items

Backlog

2 Items

+ Add new group



# Discord

[illegible]

# What We Enjoyed & Didn't Enjoy

## Enjoyed

- ◆ Working in a team
- ◆ Taking ownership of a product
- ◆ Learning new technologies and techniques

## Didn't Enjoy

- ◆ Unproductive team meetings
- ◆ Restrictive Agile practices
- ◆ Small team size



# Lessons Learned

- ◆ Anticipate problems ahead of time
- ◆ Communicate with teammates
- ◆ Don't be afraid to ask for help



# Thank You!

Questions?

