Project: GAMIFY

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Project Overview

GAMIFY is a class productivity and scheduling app that helps students stay on top of their academic responsibilities in a fun, interactive way. It turns everyday tasks like tracking attendance, managing assignments, and checking your calendar into a game to compete with friends. The interface is meant to feel smooth and natural, and the whole flow is built to be simple and guick so users can operate without much effort.

The app is built using **React**, **Firebase**, and the **Google Maps API**, and features user login, real-time updates, and seamless integration between the frontend and backend.

Code Overview

/src is where almost all of our code is located

/src/components houses every file for each component, all labelled according to which component it is

/src/components/attendance houses the files necessary for the Google API location tracker for tracking attendance

/src/components/api houses the code necessary to connect the database into the frontend. There is some code in each component file that also is needed to connect the database into the frontend.

Setup and Installation Instructions

Open the folder onto VSCode, there is a file called .env. For privacy reasons, the APIs are not included in the file. Change the current content in the .env file from this:

```
VITE_FIREBASE_API_KEY=xxx

VITE_FIREBASE_AUTH_DOMAIN=gamify-cs320.firebaseapp.com

VITE_FIREBASE_PROJECT_ID=gamify-cs320

VITE_GOOGLE_MAPS_API_KEY=xxx
```

To this:

```
VITE_FIREBASE_API_KEY=AIzaSyAhAXbtLOmC-fW7u_3Yhux_1yy-OZTJ3Eo
VITE_FIREBASE_AUTH_DOMAIN=gamify-cs320.firebaseapp.com
VITE_FIREBASE_PROJECT_ID=gamify-cs320
VITE_GOOGLE_MAPS_API_KEY=AIzaSyB5jOhFAYAzT5dkKGB7yPjTLXJP1_EE-dI
```

Then, open a new terminal.

Run the command npm install in terminal and fix any possible vulnerabilities. Then run the command in npm run dev in the terminal and click on the link that it provides. If this doesn't work, Click ctrl + shift + P and type reload window to refresh everything. If this still doesn't work, please follow the first few steps of this youtube video here (just disregard the cd actions).

Instructions

You can create an account or sign in. If you are already logged in, if you delete the browser and go onto the same browser and run the npm run dev stuff, it'll take you to a blank page (An error we are fixing). You have to then go on the search bar and replace http://localhost:5173 with http://localhost:5173/dashboard (your local host number may be different)

Feel free to click on things to see if they open up a new thing. The weekly calendar can change weeks by scrolling left and right on your trackpad, and the monthly calendar is accessed by clicking the background of the weekly calendar. You can add classes, add assignments, events, To-Dos, and keep track of everything. The app is pretty intuitive, just explore and use it how you would any other app!

Github Repository

https://github.com/itsKia2/Gamify

Attributions

Firebase documentation (for both FireStore and Fire Auth): https://firebase.google.com/docs
React Router tutorial by React Training: https://reactrouter.com/en/main/start/tutorial
Google Maps API reference: https://developers.google.com/maps/documentation
UI inspiration from Bootstrap: https://getbootstrap.com/
Git basics crash course by [Traversy Media]: https://www.youtube.com/watch?v=SWYgp7iy To

Known Bugs or Limitations

- When clicking the weekly agenda on the class page, it takes you back to the dashboard
- There are no notifications and as long as you are in the location of you class you can mark your attendance anytime
- When entering class location on first attempt the submission box locks the text not allowing more entry so you have to go back and start over
- Our website is not synced to Canvas
- Streak functions are not implemented
- The name of the class must match exactly in order for users to show up on the leaderboard. The data on the leaderboard is hardcoded currently.
- Cannot edit any assignments in assignment bar
- Cannot edit or delete tasks in the todo list