

Individual Report - Jack Ding

Assessment of group's final achievement:

For this project, we expected to produce a GUI with fully functional features for a game and items marketplace like Steam. This would include features such as viewing all of a user's games and items and being able to buy/sell items on the marketplace. We wanted to fulfill most of the selection/projection queries in the Listings page through robust search options. Ultimately, we fell short of our goal. This was due to a number of issues, such as lack of debugging options for PHP and the Oracle DB bugging out from time to time, but mostly came down to time management. Our group had a lot of prior commitments during the weeks leading up to the project due date, but that's not much of an excuse as we had plenty of time throughout the term to work on the project and every student has to manage other coursework together. Ultimately, it was on us to be more organized with our time. However, when we did get together and work, we were fairly efficient and productive, giving each member clear tasks and helping each other out when needed. We were able to write code that was reusable for each other which sped things up a lot.

Individual Assessment:

I contributed to most of the backend with regards to projection queries showing user info, owned items, past transactions, and marketplace listings. I also made the styles of tables consistent across all pages. I also handled the login validation and adding/updating/deleting payment info, including form validation.

Assessment of Teammates:

Lily Shao: 4

She wrote 99% of the sql scripts to populate the tables, and would be there in person whenever she wasn't preoccupied with Capstone or her midterms.

Patrick: 4

He and Gina handled everything on the admin page, and most of the GUI layout. Like Lily, he was able to be here in person whenever he could.

Gina: 4

Same as Patrick.

Everyone (including me) would not be able to get a 5 simply because no one was able to convince the group to start earlier.

Assessment of the project:

We spent about 24 hours on the actual coding of the project. I liked that we had flexibility in designing it from the ground up, as I believe it gives good experience for real-world projects and allows the most potential for learning. I did not like using PHP for the project, as it was very difficult to debug. I also thought there wasn't much in the way of tutorials for PHP or JDBC,

which forced us to figure more things out on our own (not usually a bad thing, but in our case given the time sensitivity, it was).

StackOverflow and PHP documentation helped best with the backend, and w2schools helped most with the frontend.

If I could change one thing about the project, it would be to be due after a weekend.