**Project README and Log - Orbital - Lee Wee Sun and Kan Min-Yen (updated section for Eval 3)**

**Project Title: Giftbook++**

*You don't have to repeat your Team Name or Member names, since that's in the post title, if you've formatted it correctly.  Please tag your log as "milestones".*

**Table of Contents:**

You can optionally create a small table of contents for your readership if you'd like them to be able to understand the structure of your README and log.

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**README**

 In the README section of this document, you give documentation that fulfills the requirements for the Peer Evaluation so that your peer teams and adviser can get a sufficient impression of your project's aim as well as assess how your project is coming along with respect to the requirements for this particular milestone.

REQUIREMENTS FOR YOUR README FOR EVALUATION 1

**Overview**: As per the earlier Post [@224](https://piazza.com/class/hs94ucsxscm1dy?cid=224), in the README for Evaluation 1 you need to give the most detailed, current idea for your Orbital project.  It's not needed for it be complete fleshed out, and it's ok to eventually change part of your scope, but you try to give as complete a description of the high level of your project as possible in a pitch-styled paragraph or two.  Disclose your current aimed level of achievement as well.

At the end of your paragraphs, place hyperlinks to your video segment in Ignition and the slide you used for your Ignition session (as the video often isn't clear) or a pointer to your recorded video (if you recorded a video instead of presenting live due to being away or excused from Ignition).  If your project has diverged significantly, or if your team was excused from Ignition's initial video requirement, you should record a new 1-minute video to document your project and put a link to it here.

**1. Ideation**: Present how your project will be realized by a set of high level user stories / features that will need to be implemented over the course of the Orbital summer project.  The paragraphs for this section address the evaluation form's (Post [@212](https://piazza.com/class/hs94ucsxscm1dy?cid=212)) Section 1 - Project Ideation, so you should be clear about the audience that the project will address, define the problem as clear as possible and have an idea of the most important features that can be implemented during Orbital's summer duration.  Roughly state how the three milestones (inclusive of this milestone) will capture the necessary work that will implement your project.  Roughly, your three milestones should be sectioned into: Eval #1 May: Project Ideation, Eval #2 June: Minimum Viable Project, Eval #3: Extensions, (optional) Splashdown: Extensions 2

**2. Planned Features**: Additionally, for this milestone, you should document a minimum of 2-3 [user stories](http://en.wikipedia.org/wiki/User_story) (also see Winston Teo's [Agile Methodologies](https://d1b10bmlvqabco.cloudfront.net/attach/hs94ucsxscm1dy/hszp4pgdf5m1sv/hv5aegtytdke/Agile_Methodologies.pdf#79) slides on this, around page 79) / features that you need to implement for this coming iteration (to be finished by end Jun for Eval #2).  Include mockups for each user story that can show the core functionality that will guide your peers into accepting the feature when it is finished (hopefully actually by end Jun cool)

If you happened to already finish some of your implementation, you should definitely document it.  Place pictures / screenshots (at a suitable scale / resolution) of your project.  Sometimes web frameworks change, new version of software libraries are released, your code on github gets wiped out, or your HDD crashes.  Having documentation and video of your working code helps prove to your peers that it was working before the deadline.

Try to also structure your project so that every milestone (or part of the milestone) you are adding some most useful feature / user story to the core project that you have already completed.  Realize that you will be learning a lot during Orbital, and that you will probably end up wanting to re-write all of what you have done as you learn what you should have done.  This is ok -- but try not to "refactor" your code if possible, and stick to improving the functionality of your code instead of re-writing the core project several times -- your goal is really to get through the entire process of making a working project.  You will re-learn best software engineering practices later in your SoC experience in Year 2 and 3 laughing.

**3. References Used**: Here you should document what sites, tools or libraries that you found useful in your project development during this evaluation period.  You might think that everyone else in Orbital will have come across all the tools or sites that you have used, but you'll be surprised how many different things are out there on the web.  Documenting this helps your peers also learn from your experience.  Don't be shy -- try to add at least 5 URLs or references and group them if you can (by use, or by feature that you used it for).

You can also provide a set of URLs that act as references for your own project.  Your appspot.com ID if you are hosting your project on Google's App Engine.  The URL for your Orbital code in github.  Your contributions on Quora or Stack Overflow.  Anything that will help assess the magnitude of your work in Orbital, that could differentiate you for whichever level of achievement you're aiming for.

NOTES ABOUT CREATING YOUR TEAM'S README

 There are some technical caveats that you should know about creating documentation for your project.  Keep these in mind when you create your README.

1. You might want to copy and paste this note as a template for your Project README and log.
2. Do create backups of your README and log in other places as this is an essential part of your project.  If you are using git, you may want to place it under version control.
3. Your README and log should be a note public to your Evaluation Group (EG).  It will then be visible to the peer teams that are going to evaluate your project (as well as other teams in your EG) but assigned to evaluate other teams.
4. If you author in Piazza, both members of your team can edit the note.  However, there may be an error that pops up in Piazza that prevents you from re-posting an edit to your previously published note that is visible to your EG.  Just select a different EG and then re-select your EG -- hopefully it will then go away.
5. Piazza posts are actually HTML, limited to certain tags.  This means you can use another utility to create your note, as long as it generates HTML.  Note that MS Word and Google Docs (as well as most word processors) do not generate HTML.  If you use those utilities to document your work, you can write the text in those software and then import the raw text into Piazza and format it appropriately in Piazza.  I find using the online [TinyMCE full HTML editor](https://www.piazza.com/full.php) as a good editor for HTML, which gives you additional control (e.g., font colors, horizontal rule, and the possibility of editing the HTML directly).
6. Try your best not to just slap a hyperlink to a .PDF or some other online documentation for your project README and Log, although you could do it this way.  It is difficult for your peer groups to jump around on different systems to evaluate your project.  Do devote some time to formatting your documentation for Piazza.
7. Some of your peers may have trouble viewing certain resources that you might place elsewhere if they are behind a firewall (i.e., especially the [Great Firewall of China](http://en.wikipedia.org/wiki/Golden_Shield_Project)).  For their convenience, you may want to try to put certain resources in your README directly in your post.
8. If you're sharing a YouTube video you can embed a link that goes directly to the exact second of the video (e.g., in Ignition).  This can help your peers view your video effectively.

SAMPLE README FROM GIFTBOOK++

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| --- |
| **Overview**: Our project aims to remake the gift giving process, in the form of a website for performing[Secret Santa](http://en.wikipedia.org/wiki/Secret_Santa)type of mass gift giving.  We are aiming for Project Gemini.  Our ignition slide:  https://d1b10bmlvqabco.cloudfront.net/attach/hs94ucsxscm1dy/hszp4pgdf5m1sv/hvq4ko5r7gg2/Screen_Shot_20140528_at_12.16.11_pm.png  YouTube link to our Ignition presentation: <http://www.youtube.com/watch?v=db6CCPZ6b3U&feature=share&t=1h50m10s>  *Features finished up to now.* We implemented a basic login for user accounts by modifying the sample Giftbook application in Liftoff.  The base app also has features that allow users to create gifts and designate a recipient.  **Planned Features:**  We are going to do the five features on the Trello card board below.  There are the core features that need to be implemented so that the wish list is fully functional, yet is small enough in terms of amount of effort that we can achieve it with the possiblity to also adding in some of the Advanced features saved for next sprint.   We hope to also check with some friends to test the system out as we realize the agile methodology also places the customer "in the loop".  In the Jul sprint we hope to add the core algorithm for recommending gifts to each person in the secret santa method, and if time allows, to integrate our project with Facebook's social features.    https://d1b10bmlvqabco.cloudfront.net/attach/hs94ucsxscm1dy/hszp4pgdf5m1sv/hvq6q39tx1fp/Screen_Shot_20140528_at_1.20.29_pm.png  On the above taskboard, yellow tasks are for testing, green tasks have to do with social integration, and purple tasks have to do with matching algorithms.  Min will be assigned the social tasks and Wee Sun the matching tasks.  We will jointly do the rest.  **Proposed Level of Achievement**  *This section added for teams to use as a template for Evaluation 3.  You should state the level that you wish to get, as well as a justification that consists of what you did to satisfy the minimum requirements for that achievement, against the details in Post*[*@159*](https://piazza.com/class/hs94ucsxscm1dy?cid=159)*).*  Our team proposes that we should be granted Project Gemini (Intermediate) level of achievement.  As you can see from our log we have been active over all three months of the project and have a record of sustained contribution to our Orbital project.  We have completed Liftoff, and met each other on and off through the months to develop our web application using the recommended Google App Engine using Python.  With respect to Mission Control topics, Min attended one session physically, while Wee Sun watched two sessions.  We have used some of the technologies (Bootstrap, Maps API) in our project, but have also watched the Unit Testing sesion although that hasn't made it into our project.  With respect to Peer evaluation, we have tried our best to give constructive feedback in the free-text fields, going beyond the minimum requirement for offering feedback to you, our peers. Hopefully you will agree and grant us a minimum of 2.5 / 4 stars for feedback from you. We're hoping for your 3 or 4 ratings for the peer feedback evaluation.  For the four additional features on top of the basic project we would like our peers and the instruction staff to consider the following for the criteria for Project Gemini (culled from Post [@159](https://piazza.com/class/hs94ucsxscm1dy?cid=159)). Hopefully this grants us the 2.5/4 minimum from all of you (please?):   * Added Facebook system for sending thank yous (as like button by the receiving party): counts again Social integration (see e.g. <https://developers.facebook.com/docs/plugins/>). * Google Login: counts against Facebook or OpenID login (other than that provided automatically by Google App Engine), see e.g. <https://developers.facebook.com/docs/facebook-login>,<https://developers.google.com/appengine/articles/openid>. * Added pins and local maps for events: counts against Google Maps API https://developers.google.com/maps/, or OneMap API <http://www.onemap.sg/api/help/>. * Adding in auto-suggested pictures for gifts via querying Google Image against the user's description of the gift: counts against Other features.   We wished to have been able to complete some form of user testing but we ran out of time. We hope to poll more friends as they return to school at Week 0 and 1 for this, but we understand that this cannot be counted as the project is officially over with Evaluation 3 :-( Oh well.  **References Used:** *For learning:*   * SO post on MVC models (<http://stackoverflow.com/questions/26685/what-is-mvc-and-what-are-the-advantages-of-it>) * Google App Engine Python documentation ([https://developers.google.com/appengine/docs/python/)](https://developers.google.com/appengine/docs/python/%29)   *For creating documentation of the project*   * Trello (<https://trello.com/>) for feature making and card sorting.  Considered using Github Issues but decided to go for the card look. * Google Sheets (<https://drive.google.com/?pli=1&authuser=0#my-drive>) for creating our project log (cut and pasted in here) * TinyMCE online full featured version ([http://www.tinymce.com/tryit/full.php](https://www.piazza.com/class/full.php)) to author this HTML file in a better form. * Balsamiq Chrome Plugin (<https://chrome.google.com/webstore/detail/balsamiq-mockups/>) for the development of wireframes, along with Powerpoin   *For the development of Giftbook++*   * Google App Engine Boilerplate (<https://github.com/coto/gae-boilerplate>) Great for putting several features all together -- still debugging its deployment * Date Picker for use in Bootstrap.  Used for scheduling Giftbook++ events (<http://plugins.jquery.com/bfh-datepicker/>) |

**Project Log**

The project log documents the amount of time that you spend on your Orbital experience.  At the end of Orbital's third evaluation (28 Jul) you should have logged at least 130 hours per team member to pass Orbital.  How you log your hours is largely up to you, but it will be what your adviser and peers use to judge whether you have met the requirements for attempting to do a project by self-learning.  In general, you'll want to create a spreadsheet-like log and put task entries in that describes 1) who did the task, 2) what was done 3) when it was done (date or dates) and 4) how long it took (in rounded hours).  Put either a hyperlink to the online log in the project log or directly enter it in your Log.  Prefix it with a short 1-2 paragraph prose summary if you have a lot of tasks to report.

You can write your log in any format you'd like and then paste it into your Project README and Log post for each milestone.  Often, having an actual spreadsheet that you keep up to date is a good way to build your Log: cut and paste from a relevant section of a spreadsheet should usually works in Piazza.

You may be wondering what you can log.  Practically anything!  For starters, if you attended Liftoff, log those hours.  Log hours you used to learn more about a technology or review it.  Log hours you used to debug your code.  Log hours you spent discussing the project scope with your partner, adviser, mentor or other teams.  Log hours spent in Mission Control as well as their homeworks, and watching YouTube videos from Orbital or on other related technical subjects.  Log hours installing necessary software.  Log hours contributing in Piazza (including the preparation of these README and log peer evaluation materials, and the subsequent evaluation of your peers' projects).   Anything else?  If you're not sure whether it should count, just add it in first.

Yon can and should substantiate your claimed hours in any way you can.  If you are using Github, you might show the contribution profile for your account.  If you posted here on Piazza, click on the "class statistics" link at the top of the Piazza site after you've logged in, and copy the information into your log.

If any team member missed part of Orbital's Liftoff requirement, please note it down here and try to address it by stating what the team member has done to come up to speed on the project to be able to contribute to team's effort.

SAMPLE LOG FROM GIFTBOOK++ PROJECT

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| We have met about 1/4 of the requirements for Orbital and should be ramping up our development of Giftbook in June.  Min had a holiday for a couple days and will be putting in the bulk of the effort to get most of the development done in Jun.  Total hours for Min (from spreadsheet below): 38   * Min's Github contributions: <https://github.com/knmnyn?tab=contributions&period=monthly> * Min's Piazza usage (days online, posts viewed, contributions):  |  |  |  |  | | --- | --- | --- | --- | | Min-Yen Kan knmnyn@gmail.com | 31 | 221 | 373 |   Total hours for Wee Sun (from spreadsheet): 23   * Wee Sun's Github contributions: <https://github.com/weesun?tab=contributions&period=monthly> * Wee Sun's Piazza usage (days online, posts viewed, contributions):  |  |  |  |  | | --- | --- | --- | --- | | Lee Wee Sun leews@comp.nus.edu.sg | 44 | 178 | 12 |   (Note: Wee Sun missed the AM of the second day in Liftoff, due to a conflicting meeting.  We have asked him to take charge of development of the GAE and DB backend work, which we currently feel requires more technical work and will let him claim more hours later to make up the balance.   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | **S/N** | **What** | **Date** | **Min (Duration)** | **Wee Sun (Duration)** | **Remarks** | | 1 | Liftoff Day 1 | 5/12/2014 | 8 | 8 |  | | 2 | Installing Git/ Python / GAE | 5/12/2014 | 3 | 3 |  | | 3 | Liftoff Day 2 | 5/14/2014 | 8 | 5 | Wee Sun was out in another meeting in the morning | | 4 | Learning Python | 5/16/2014 | 5 | 2 | Did more Codecademy exercises | | 5 | Learning GAE | 5/16/2014 | 5 |  |  | | 6 | Learning CSS | 5/19/2014 | 3 |  | From various sites; We decided that Min will do the design of the site and its graphics | | 7 | Attending MC #1 | 5/20/2014 | 2 |  | On Bootstrap | | 8 | Bootstrap exercises | 5/21/2014 | 3 |  | Tried to do the assigned homework but failed | | 9 | Creating User Stories | 5/22/2014 | 4 | 4 | Discussed together in Central Library | | 10 | Documentation for Evaluation | 5/28/2014 |  | 4 |  | |  |  |  |  |  |  | |  | **Total Hours** |  | **33** | **18** |  | |