Datura

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Project Description

Our project is a study timer app which keeps track of the amount of time you studied and encourages users to study more by earning coins for their character. Each time a goal is completed, the user earns a certain amount of coins. Coins can be used to purchase attire for their character. Users can compete with other players by sending them a friend request and inviting them to a private leaderboard. They can also schedule study sessions in their own calendar and write notes on the home page detailing tasks they want to work on. Within the calendar, the user can track the amount of time they spent studying on certain subjects.

Project Tracker - GitHub project board

https://github.com/users/jtghchau/projects/3

Video

https://youtu.be/fVn3IGLHoEc

VCS

https://github.com/jtghchau/Datura

Contributions

Jeremy:
The first things I worked on were the login/register page then I mainly worked on the calendar/dashboard page. I also set up most of the databases to allow everyone

to work on their individual tasks. When working on the calendar/dashboard I used fullcalendar and chart.js api to accurately show the users study sessions. Afterwards I helped out with restyling the settings page and reworked the friends and leaderboard pages. I added logic to allow for leaderboards to have more than 2 people along with making those pages more user friendly and understandable.

Estella:
I created the home page and worked on the backend for the categories and timer/study sessions as well as fully implementing and styling them on the front end. I briefly edited the calendar and debugged linking it to the sessions database. I worked on the backend for the store so that it displayed the clothes in our database, allowed the user to buy/equip clothes, displayed clothes on the avatar, and updated the coins, which was added to the database. I designed the UI of our website, styled things with CSS, and illustrated the avatar, most of the clothing, and background.

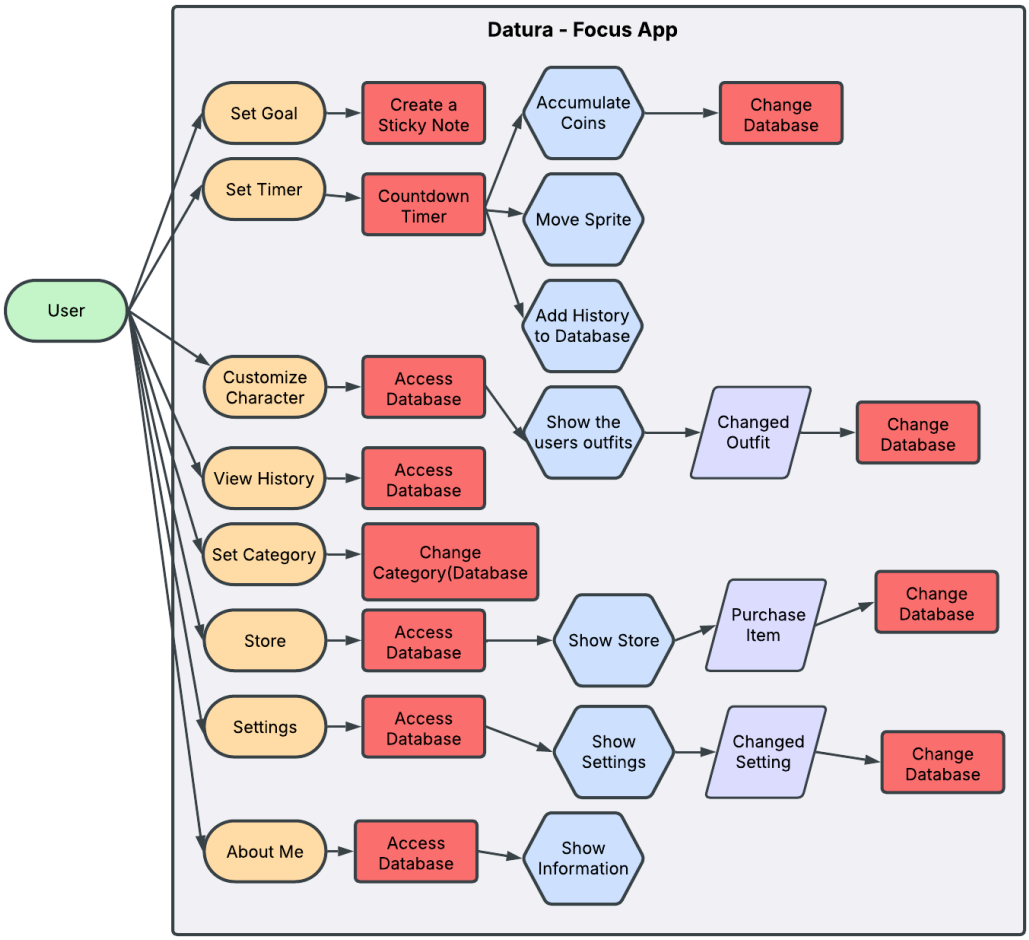
Carolyn:
I created the about us page and made sure it fit the aesthetic of the website by adding decorative elements to the page. I coded the friend request functionality and made sure it worked correctly. I also coded the leaderboard/leaderboard invite system. I made sure both pages were reachable through the home page and that the database was properly updated when friend requests/invites were sent. My contributions involved both frontend and backend logic, mainly focusing on backend logic.

Sofie:
I created the settings page and made sure the log out, change password and delete account routes worked correctly. I also worked on the sticky notes feature, made sure that you could save, edit and delete the notes. I also implemented a function which makes the notes draggable. I also made sure that the position of the note would be saved when the site was updated, this involved both frontend interactivity and state management. Lastly I worked a little on the register route as well, assisting with proper sql management and data handling. Overall, my contributions spanned both frontend and backend logic, making sure user interaction worked well.

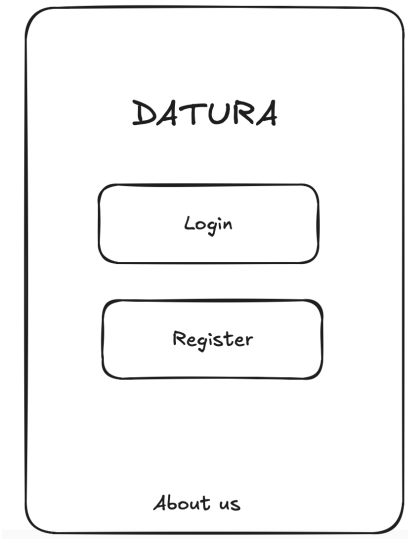
Celeana:
I created the first design of the timer and the store. I made the timer so that you were able to insert the amount of time you wanted in minutes and seconds along with a start, pause, and reset button. I also made the store which divided the store into three sections (head, body, and bottoms). It inserted each item into the

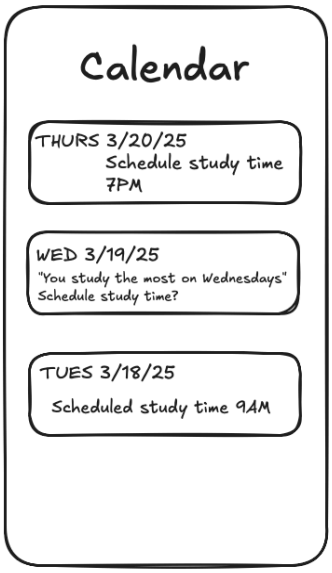
corresponding section with room to insert many more items.

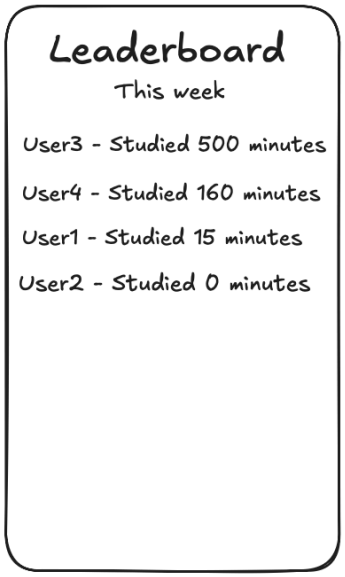
Use Case Diagram

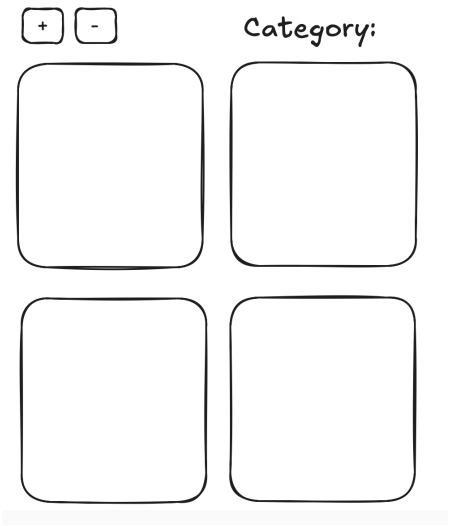


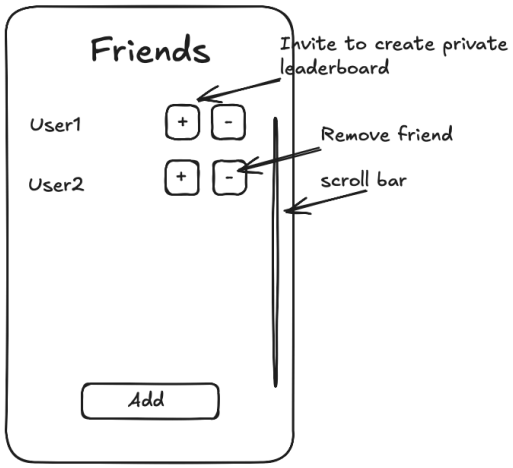
Wireframes

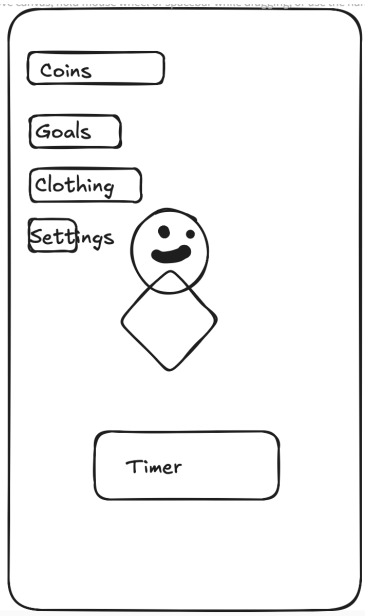


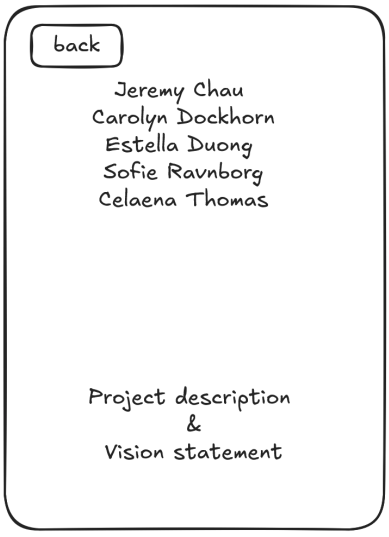




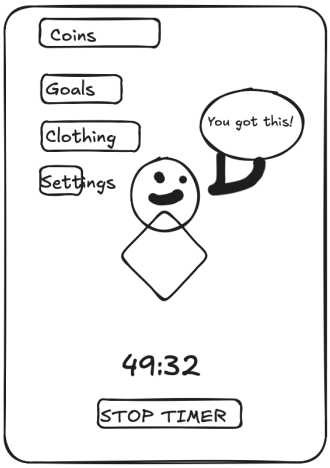


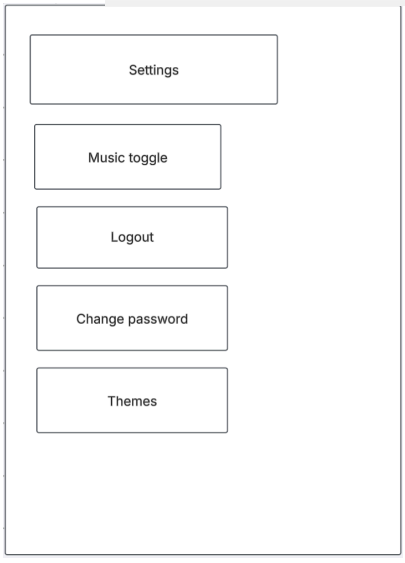


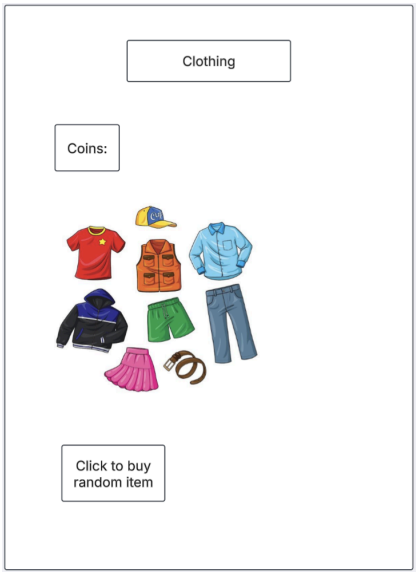




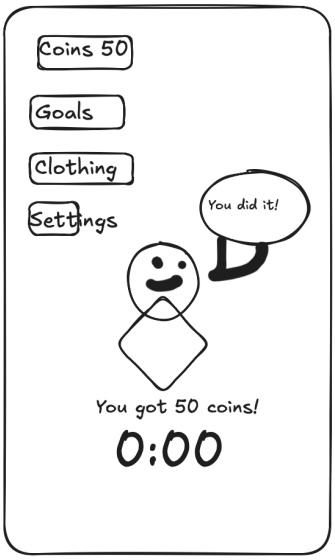
Example: User sets timer for 50 minutes and it's running

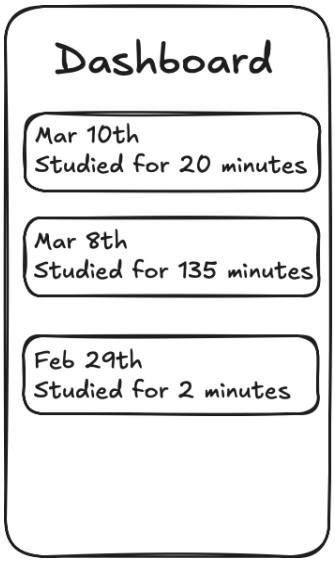


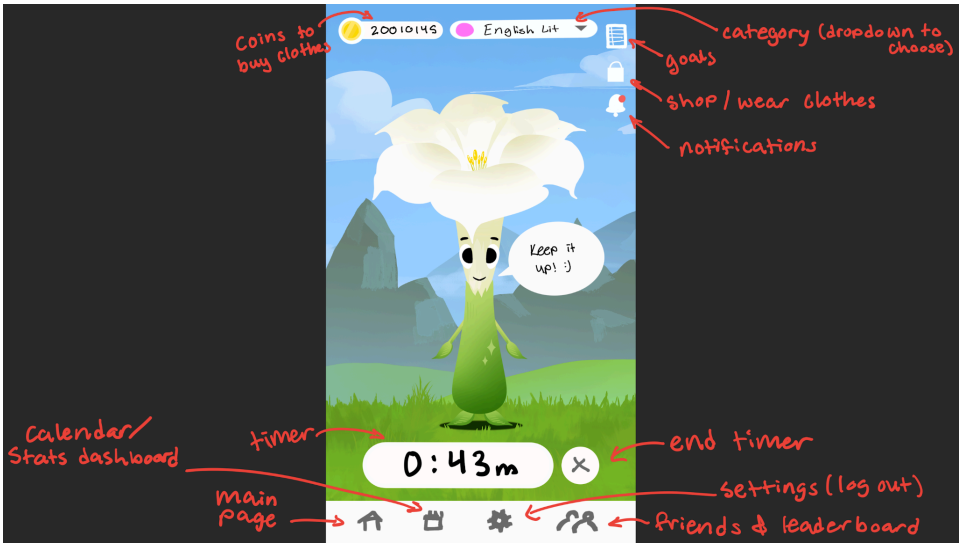




When user finishes their time they get 1 coin per minute







Test Results

- Register (Negative) - Passed, Output: Did what was intended and sent an error message
- Register (Positive) - Passed, Output: Displayed a 200 message along with a successful registration message.
- Login (Negative) - Passed, Output: Displayed the expected 400 status code
- Login (Positive) - Passed, Output: Returns 200 status with message showing that login was successful

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Deployment

https://datura.onrender.com/