



UNIVERSIDAD PANAMERICANA

Web Application Development

Development Log

Team 4

1st-LOG

Day 1 working on the project:

We have some details we still need to discuss in order to work well on the assignment.

Day 2 working on the project:

We were not able to have our meeting because of the time. Tomorrow is the day when we will make time.

Day 3 working on the project:

Maybe it was not the best idea to combine partials and the creation of our prototype website. Tomorrow is the deadline and we only have the basis.

Day 4 working on the project:

This week was not the optimal, next partial we will start working on the assignment from day one. We still need to make a lot of things, the good side is that even at a distance we will manage a way to make it work. Our communication has improved a lot. Each one will work on a part and then we will merge them.

Update: Things worked pretty well! We surely make a good team. Each one faced a challenge, either by understanding some concepts or because we were making things we had never made.

2nd- LOG

For this second delivery we worked with our prototype from last time. We decided to split the work in two parts so that way we could work more efficiently. Paola mainly worked on the backend portion and Karla on the frontend portion of the project. To start, we once again discussed how we would like for the website to look, which things needed to be fixed, added and brought up some more ideas to work on. Once we had all that arranged, we both started working on our parts as we agreed.

The first day Paola started by adding the requirements for this delivery, such as the express server installation and the EJS templates. On the other end, Karla started by looking up some ideas and getting inspiration from some other websites, decided on which color palette to use and looked up bootstrap elements that could be useful for our project design and started working on it.

The second day, Karla continued working on the front end and adding a few more details, such as the hover animations and reactive elements and putting all together, while Paola continued to work on the previously mentioned things to later have a meeting and see the progress we both had done. In the meeting, we both found some other things that could be improved or needed some fixes and started working on that. After finishing all the mistakes or gaps we had, we merged both our parts into one and fixed some errors that occurred in the process to finish it all up and check if everything was working properly and organizing everything as it should be.

Some of the challenges we faced were problems with the games in the website since they wouldn't work as we expected them to and took a lot of time trying to fix those. We also faced some merge conflicts as some things wouldn't work properly or as they used to before merging them together. Nonetheless, we both worked pretty well together and communicated a lot to each other to make sure the outcome was good. There are still a few things to be fixed but we are looking for ways to improve for the final product.

FINAL-LOG

For the final version of our website, we decided to divide the work into two parts, continuing the approach we followed throughout the semester. This method allowed us to work more efficiently and save time, as coordinating our schedules was challenging due to our different timetables. We divided the tasks primarily between

backend and frontend development. Paola focused on the backend, while I concentrated on the frontend and contributed to some of the logic behind how the application would function.

Building on what we had for the beta version, I transitioned the design from vanilla JavaScript to Node.js and EJS. I also created the visual designs for the login and registration pages, linked them to the main page, and ensured they were functional for user input. However, the functionality behind these forms was implemented by Paola. Additionally, Paola worked on refining and improving some of the games, addressing issues from the previous iteration. Together, we explored ways to incorporate user scores for the games. Paola also worked extensively with the MERN stack and the React framework to ensure the backend and frontend were seamlessly integrated.

While Paola managed the technical complexities of the data handling, I focused on implementing features that allowed users to edit elements on the website beyond just their profiles and fixed some issues that we had with the games functionality. I also documented the entire project, detailing its development from start to finish, and prepared our presentation to showcase the final results.

We found this division of labor effective, but we did face some challenges. Time constraints were significant as we had other projects to complete, and our schedules didn't always align. Additionally, some aspects of the project required us to learn and experiment with new technologies, which inevitably led to errors and setbacks. Despite these hurdles, we successfully delivered the final version of the website.

The primary inspiration for this project was to raise awareness about disabilities. Both Paola and I are involved with Colabore, a university-based organization that conducts activities to promote awareness and understanding of various disabilities. This mission motivated us to choose this topic from the available options. The website we created allows users to learn and explore interesting information about disabilities while reinforcing their knowledge through interactive games. By combining education with entertainment, we aimed to create an engaging and meaningful experience for our users.