UNIVERSIDAD PANAMERICANA

Web Application Development

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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.