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Documentation for Nice Things

Repository: <https://github.com/kpatt1011/project3>

This is a Ruby on Rails application. As such, our code will be found in the app folder. Note that config/routes.rb, config.ru, and config/initializers/devise.rb were heavily modified.

Specifically, our code is found in app/controllers, app/domain, app/helpers, app/models, and app/views.

To run our web application, find a system with Ruby on Rails. Navigate to the project3 directory. Run ‘bundle install’ and ‘rake db:migrate’. Finally, run ‘rails s’. Open up a web browser and navigate to <http://localhost:3000/>. You are now at our application home.

Another option is to do all of this from cloud9 IDE if Ruby on Rails is unavailable. If used, clone from the git repository and repeat the process, running “rails s –p $PORT –b $IP” at the end.

Summary: Our application is a group-based message passing system pulling data from users’ Facebook profiles.

To begin, create a profile or sign in with Facebook.

Next, create a group by going to the Groups tab.

Finally, go to Group and join a group.

Now that you are in a group, you can send messages to other members of the group by going to Messages and selecting “New message”. Fill in the relevant portions and create the message.

In groups you can view all of the groups. In a group you can navigate to the users, or go through the users pane. As a user, if the messages for your group have been released, you can view your messages.

The Group tab gives you the basic information on your group.

You may only view a message if the messages have been released or if you are the creator of the message. Only the founder of a group may release the messages. Upon viewing messages, you may download a JSON file of them

External libraries used: OmniAuth, Devise, OmniAuth-facebook-token, and Facebook

Final Evaluation

Initially, we had planned on pulling images of the location users give and adding them into messages, but the Google image search engine they make available does not satisfy sufficiently. As we had no image processing skills, we did not add in a location search.

We were able to pull more information from the Facebook queries than we originally planned, making user authentication simpler. Also, we were able to greatly simplify our group and message recipient choosing process, something we also did not originally plan.

Overall, compared to our original plan, the project was successful, though due to other projects we were unable to fully devote our time to it. This lead to the overhead time for learning web development, rails, ruby, the Facebook API, devise, and omniauth conflicting with the time needed to finish the project.

We successfully implemented our original goals of a group-based message passing system, and were able to simplify it from our original outline in the process.

We learned much of Ruby and Rails and were able to harness page routes to deal with the relative HTML redirecting problem, which causes problem for applications with no permanent home.

We were able to minimize which gems were integrated into our program, only using devise, omniauth, and omniauth-facebook-token.