

Team 16

Weekly Log

Week 1

After intensive brainstorming, we came up with the following ideas:

- JTH Booking Map
- Instrument App
- 2D Free Roam Game
- 2D Platform Game
- Satisfying app
- "Impossible quiz"
- Inspirational tab-thingy
- "Where Should I Go?"

Upon thorough investigation of every idea, we decided to go for the last one, which would be a platform helping you decide where to travel. We have also submitted the Elevator Pitch.

Pseudo code

- We need the following things to fulfill our application:
- HTML and CSS divs for the different functions
- Button with DOM-manipulation
- API for implementing the Street View function
- Decide coordinates for decided places (5 countries per continent)
- Randomization of coordinates
- Filter for the randomized coordinates
- We decided to filter the results by continent and distance.

Week 2

We started to code. We started to get familiar with the APIs, and we eventually got them enabled. We first started with the Fullscreen google street view page.

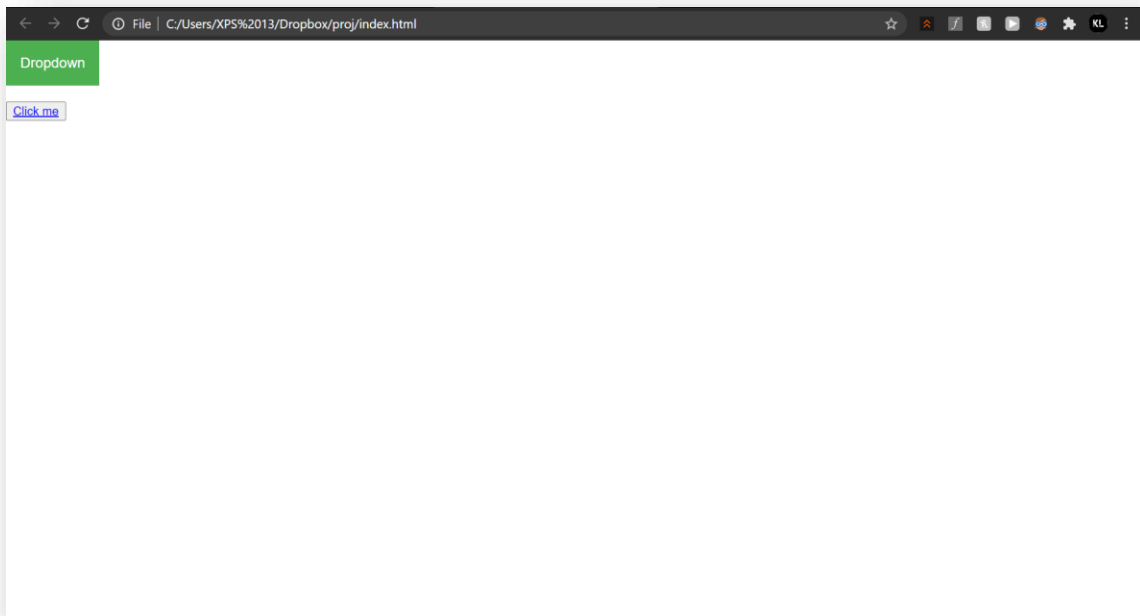
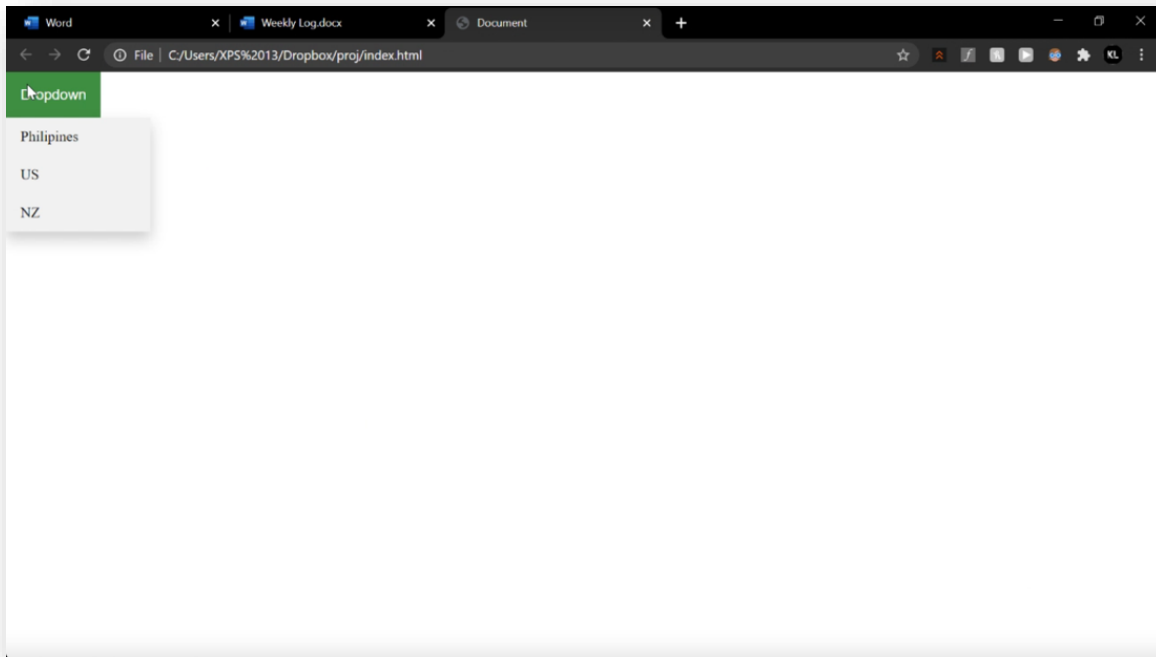
We took the first code from the Street View Service page, and so we managed to get a full screen page of the google street view



We then started hypothesizing how we will be able to get to this page, and we came up with a wireframe. There essentially would be a filter option that would let you Choose the continent or how far should it be from your location and then randomly pick a country or place for you to visit.

We started with this prototype, trying to test out how we can switch between the countries.

We plan to add the randomizing feature later, so we did a simple `if(x==1)`, 1 being the value returned from the first option (Philippines), then the coordinates would change to the ones we set for Philippines. The button is an onclick.



We did research on different locations on each continent that would be attractive to visit and explore and wrote down the coordinates to be able to implement it in the code.

Week 3

Our plan is to display information about the area on top of the google street view feature, but we initially had to remove the existing Fullscreen button and the location information from the street view API. (Refer to 3rd prior picture). We eventually managed to track down their specific classes and add to them “display: none;”

After that we started experimenting with adding boxes on top of the API using CSS. And at long last we managed to get a box to display over it. Our plan is to use DOM Manipulation to change the contents of this box to the current location, and potentially the local temperature and time.

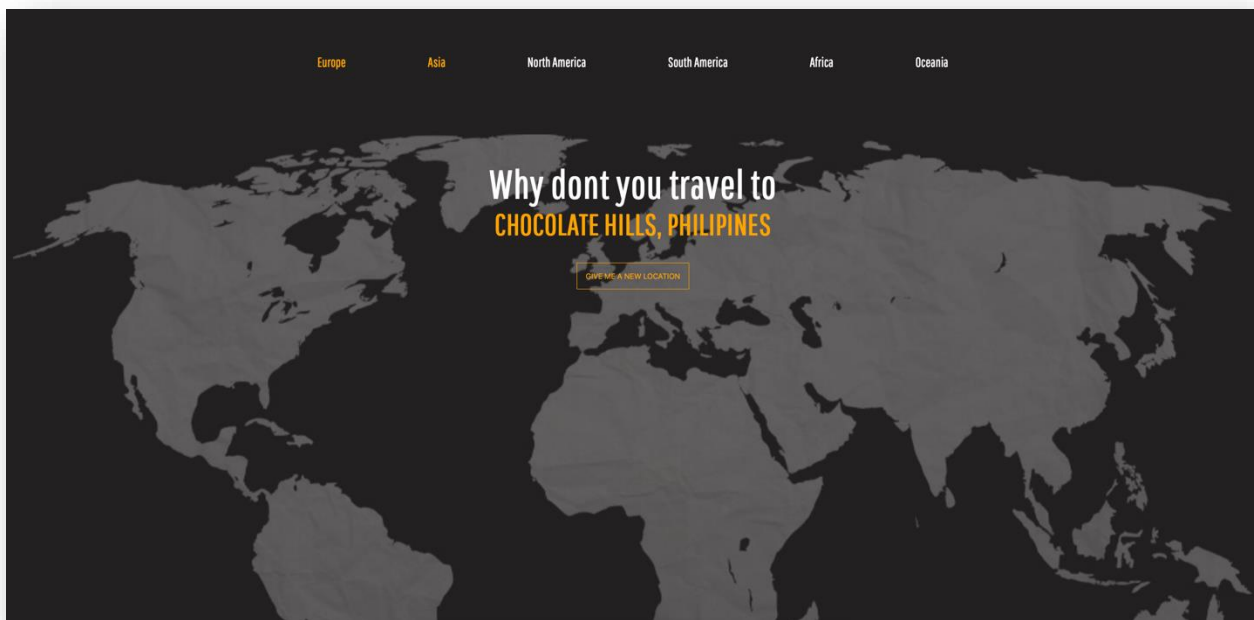
We also managed to link the “Hello” text to the location and so we were able to display the country name with it:



Week 4

We started working on a first prototype of our frontpage. (See picture below) The idea is to be able to filter by continent. When pressing the button “Give me a new location” you will get a travel-location from the specific continent/-s that is chosen. When pressing the location name (highlighted in orange) you will be re-directed to google streetview of that specific place.

We have linked the html to the JavaScript. We have first added IDs to each continent button, and we have selected them via a QuerySelector. We then made sure that whenever one button is clicked, it turns orange.



Week 5

With that we then created a randomize function, which would take our places list and pick one random location to display on the main page, and when you clicked on it, it would change the current page to the Street View page.

We then struggled to filter such results. We remembered which buttons were pressed, and we archived the places of the selected continents into an array, and we then picked a random place out of that array.

We have also fine-tuned the code, making it simpler and cleaner.

We have also added the “ALL” button, which is enabled by default, and can be disabled to select the other filters. We have also made it so that whenever the ALL button is pressed, you cannot select any continent, and when a continent button is pressed you cannot press the ALL button.

Week 6

We have designed the Street view page, adding an “I” that tells you more about the location. On the right of it we have added the temperature, and the distance from your current location and the street view location.





Week 7

Since last week we only introduced non-functioning features, this week we made them work. We stored the name of the location to the local storage, and we used it for the box on the top right. As far as info goes, we now separated the JavaScript functions and the JavaScript variables and objects, clearing up the code. With this change we managed to add a handful of location with their description as well.

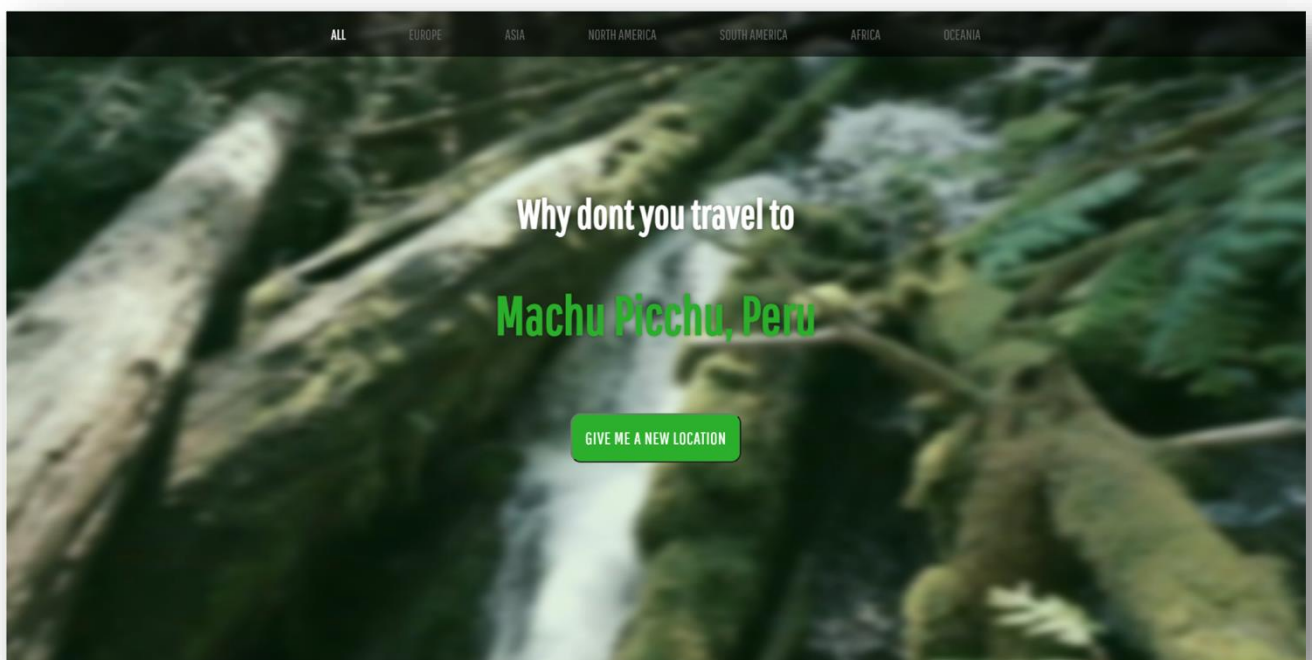
We were thinking about a background, and nothing worked so we went with something more extravagant: we introduced a video as a background. We first took a free to use video from YouTube about travelling, and we edited it, cut the unnecessary parts and we added some blur to it to keep a good contrast with the text.

Week 8

We started the research of the weather API. We have tried many sites, and signed up for many of them, but the most reliable one ended up being from rapidapi.com. The drawback with it is that it's only allowing us 500 requests per minute, and even counted the tests that we did so there was a concern it may not work for the presentation.

We made a function of it and then synchronized it with the objects that we had so that it saves to local storage the temperature of the place that is currently showing the name of on the main page. This way it's ready to display the temperature on the street view page.

We restyled the main page and chose a color scheme.



Week 9

We added a distance function, which asks for your location and takes your coordinates and calculate your distance from that place. We used a clever formula that we made into a working, call-able function.

We finalized everything, changing vague variable names and commenting every function and making everything clean and easy to understand. We fixed any small bugs we had and so this is the project.

Our only issue is that the Weather API is a free, cheap one and may not always work, and we only have 500 requests/day with about 10 requests/min so you would need some patience with it.

