

The background is a vibrant, abstract composition. It features a dense pattern of overlapping circles in various shades of green and yellow. Superimposed on this are bold, black, angular geometric shapes, including triangles and polygons, some of which are outlined in white. The overall effect is a dynamic, high-contrast visual field.

# GRAFFTRAK

Team Members:

Juan Cedeno

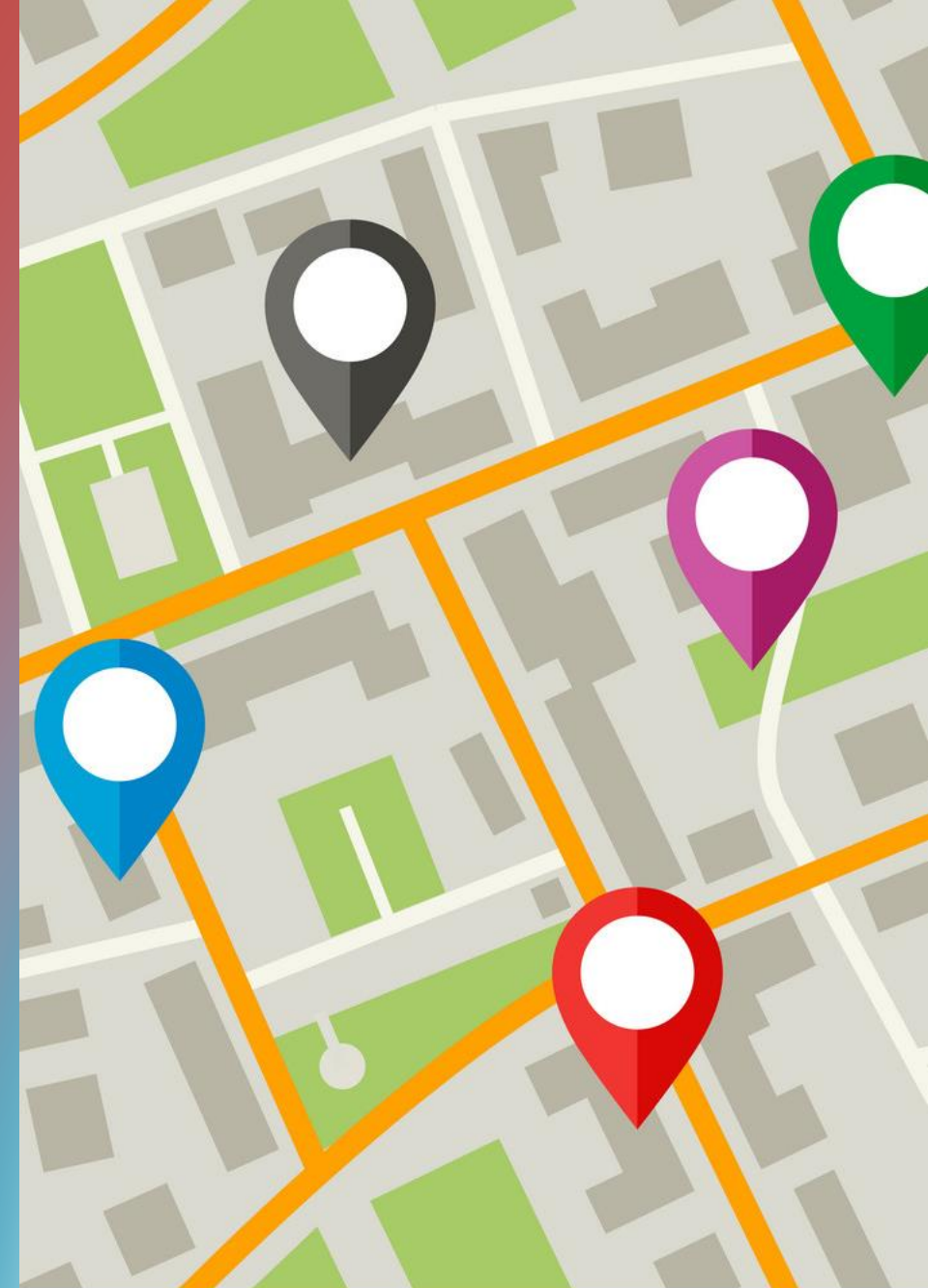
Matthew Dean

Andrew Santos

Kyle Wandishin

Callianna Priebe





## Project Description

- An app made to allow anyone to share street art!
- The app allows a user to see pictures of graffiti in their town, arranged by location on a pin map!
- Users can also comment on posts, view their profile and follow artists! Instagram for graffiti!

# Tools Used

-Github 5/5 stars, allowed easier collaboration and branching as well as effective CI/CD and automated code enforcement with actions

-PostgreSQL 5/5 stars, our chosen DB to create an emirsive experience across devices

-HTML 5/5 , used as the base of the frontend of the website

-Handlebars 5/5 , templating engine to display dynamic data.

-Tailwind 5/5, our chosen CSS framework to decorate the frontend

-Docker 5/5, a containerization tool allowing isolated development enviroments

Webpack 5/5, a common bundling tool for optimized production builds



handlebars



# More Tools Used

-NodeJS 5/5 , our js runtime enabling us to run js off a server for our API

-Render 3/5, allowed us to host our full application. Limited other cloud functionality for future projects

-Mocha and Chai 3/5, created automated unit testing enabling higher levels of QA

-Express 4/5, our api framework for handling routes, data base communications, and protected routing logic.

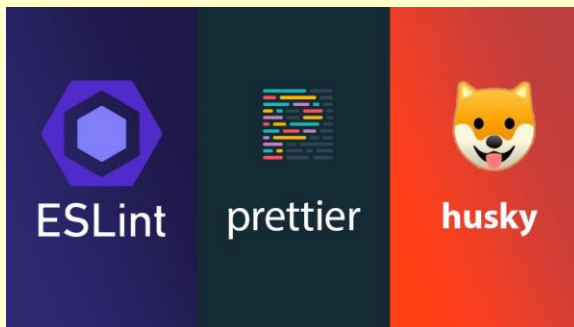
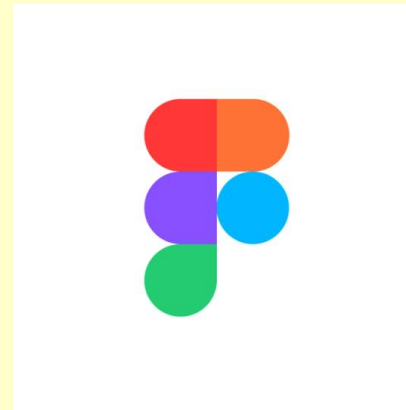
Leaflet 5/5 , displaying open source vector tile maps and pings

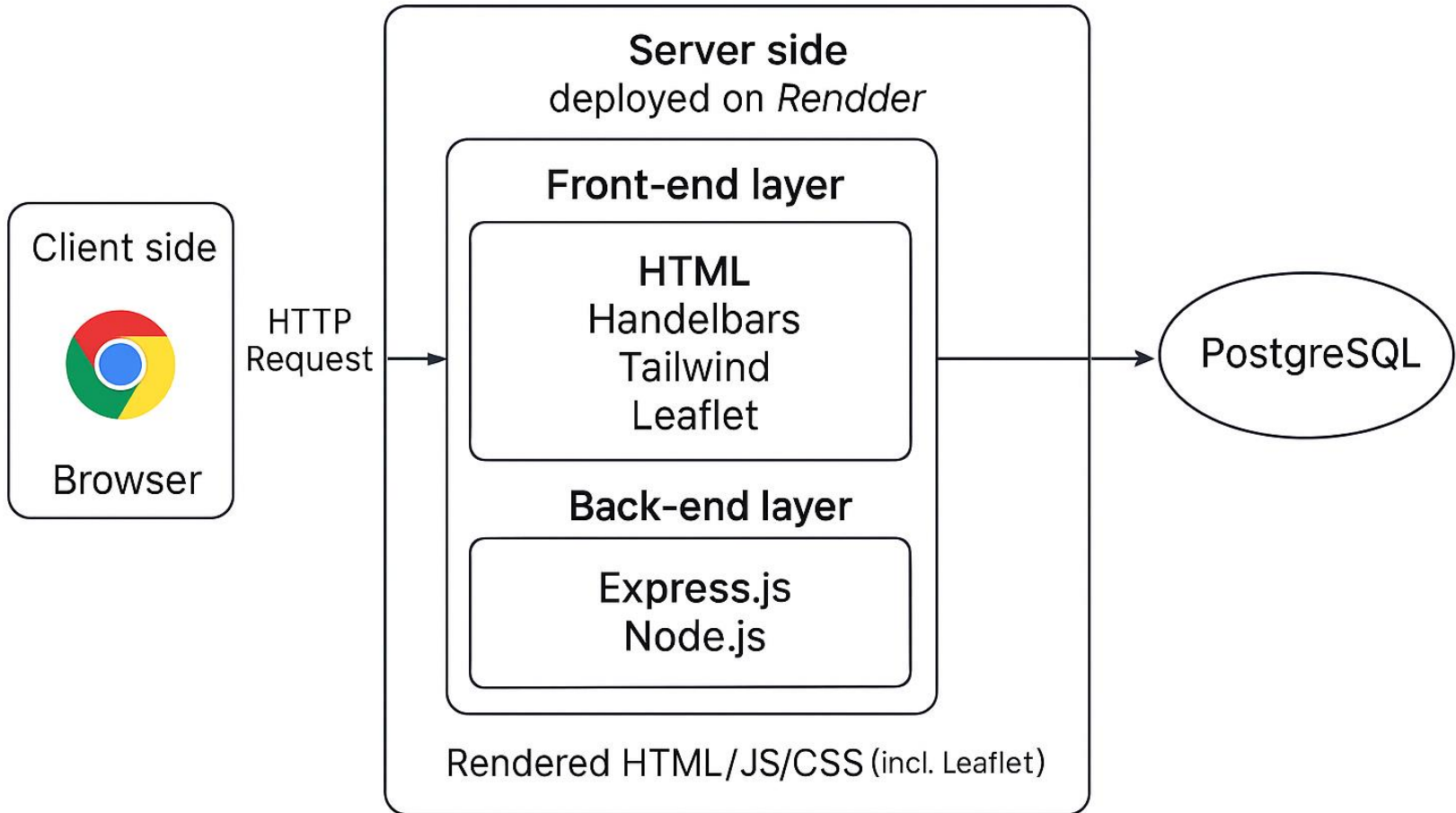
Microsoft team 5/5, effective method of communication for group chats and video calls.

Figma 4/5, creating mock UI outlines for strong planning and hitting the ground running

Husky 4/5, was hard on a monorepo structure but once we got it working, it provided helpful code enforcement and checks to keep our production code clean

Nodemon 5/5, HRM for live development





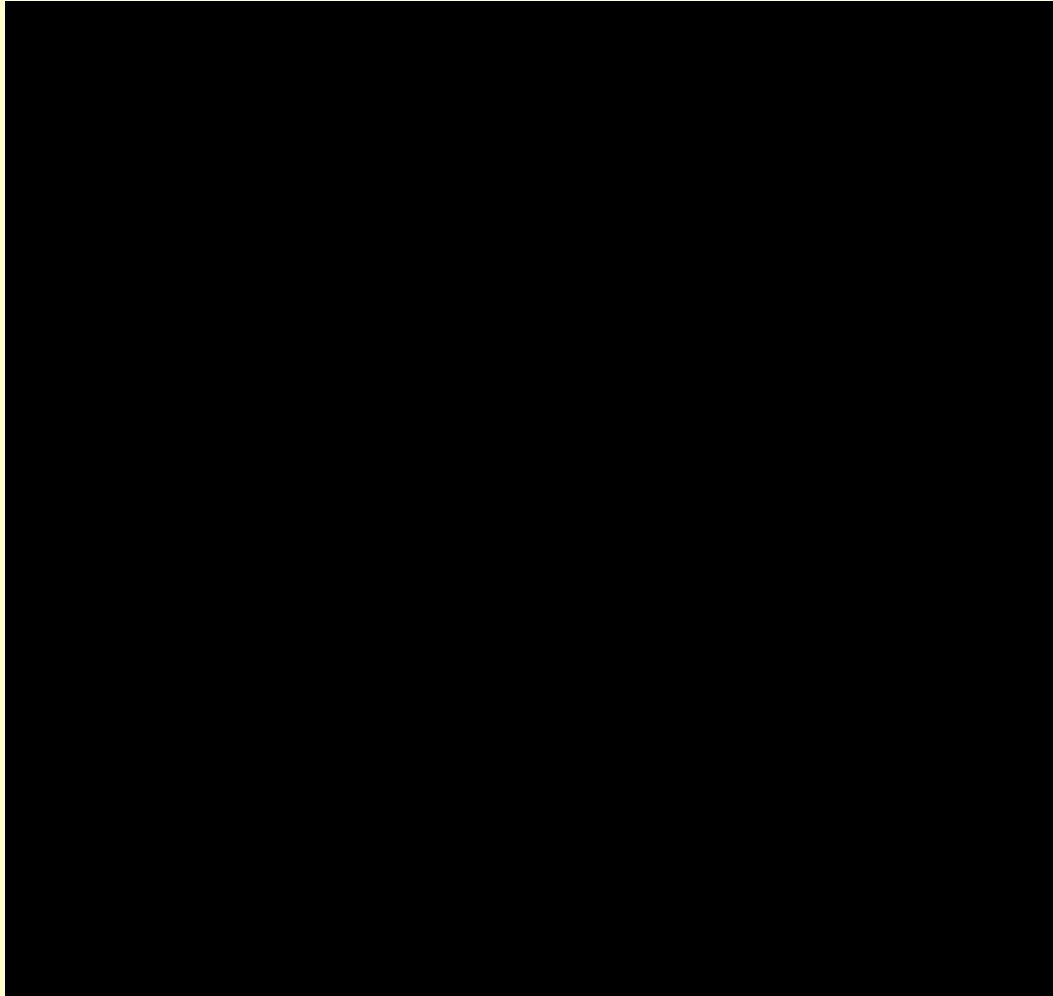


# Challenges

- Implementing Git flow (merging multiple branches, and managing merge conflicts)
- Testing
- Insert screenshots
- Picture hosting



# Demo video





## Future Scope/Enhancements

- Users being able to submit their own graffiti pictures
- Host images in S3 bucket for easier user upload
- Instead of showing 1 picture, show history of graffiti's evolution (include a pictures-over-time carousel in popup)
- Include a search bar to search specific graffiti posts or users
- Integrate OAuth
- Add Bio and profile picture for users
- Add ability for replies





# Q&A

- Any questions ?