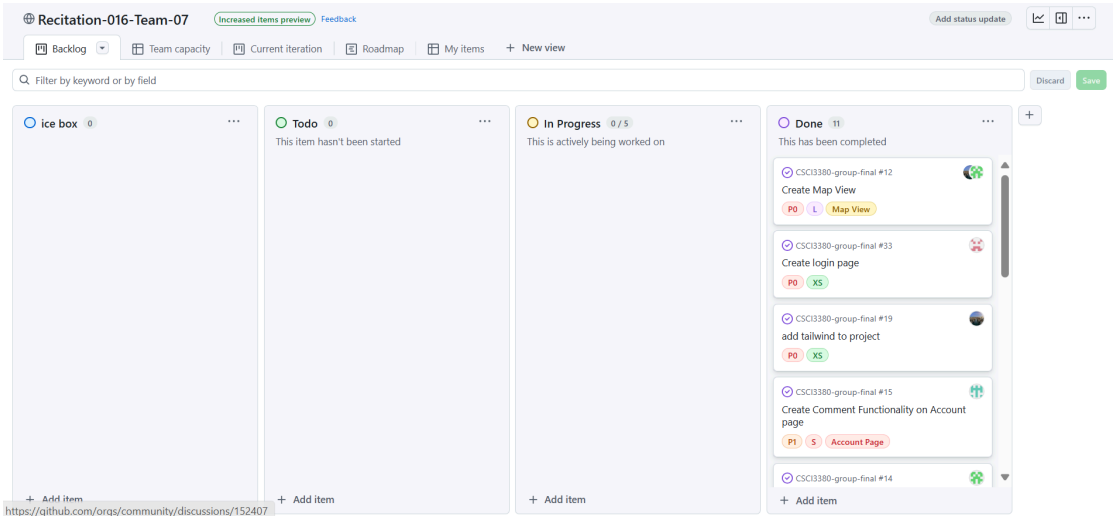
Project Report - group 7

- **Title:** GraffTrak

- **Who:** Callianna Priebe, Kyle Wandishin, Matthew Dean, Juan Cedeno, Andrew Santos

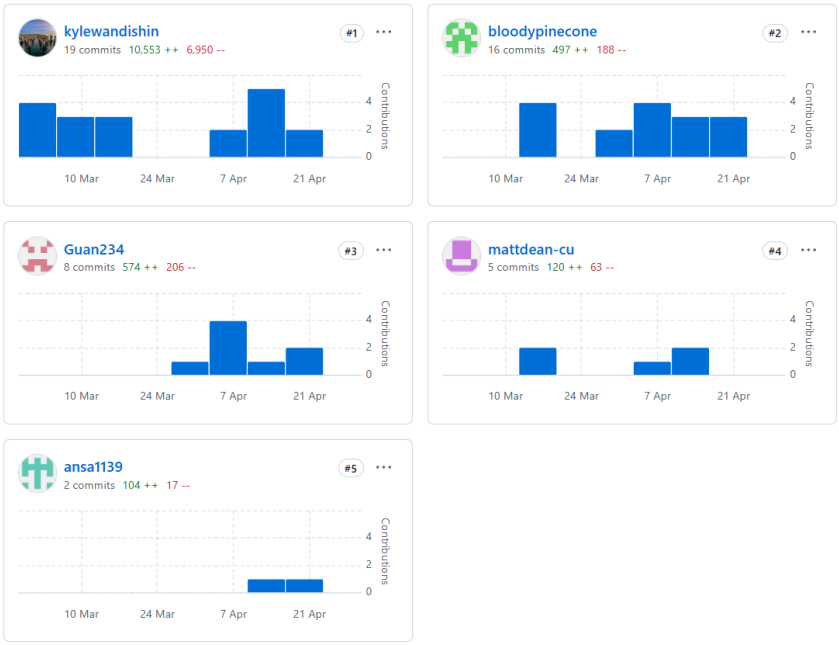
- **Project Description:**
    - Our application, GraffTrak, is a social media platform designed specifically for street artists, graffiti enthusiasts, and anyone who enjoys urban art. On GraffTrak, users can create personal accounts and explore a dynamic, interactive pin map of their city. Each pin on the map represents a location where graffiti has been photographed and shared, allowing users to browse artwork from different neighborhoods and discover new pieces in their area. Users can also engage with the community by commenting on posts, viewing profiles, and following other artists or users whose work they admire. In the future of GraffTrak, users will be able to customize their profiles with profile pictures and personal biographies. Additionally, we are developing functionality for users to upload their own photos of graffiti they encounter, where GraffTrak will automatically extract metadata, such as location data, to accurately place the graffiti on the city map. Ultimately, GraffTrak aims to be a creative and collaborative social media platform for artists and art enjoyers that crowdsources the documentation of street art in cities. Users will eventually be able to browse through the rich history of cities by observing the changes in graffiti and how the pieces evolve over time. It provides an evolving archive that captures the vibrance of the ever-changing inner city landscape.

- **Project Tracker - GitHub project board:**
  - Link to your Project Tracker (for instructor & TAs)
    - Backlog · Recitation-016-Team-07
  - Screenshot showing your project in your project tracker
    - 

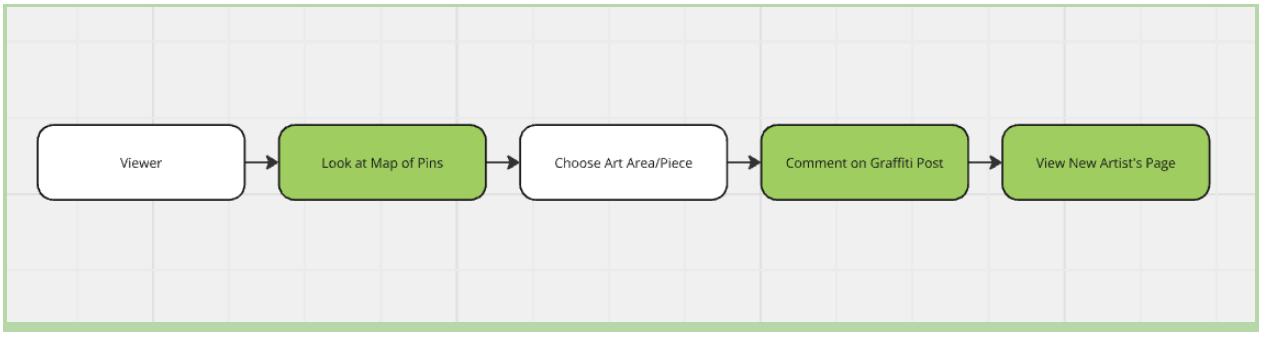
- **Video:** Final proj demo video

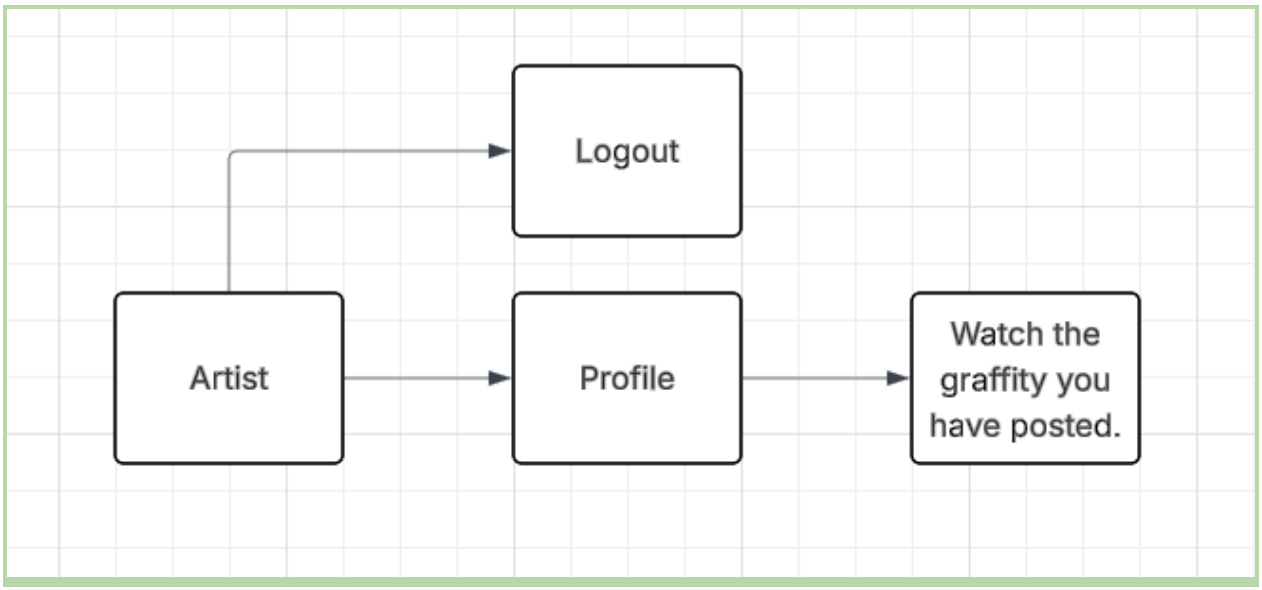
- **VCS:** kylewandishin/CSCI3380-group-final

- **Contributions:**
    - A brief (not more than 100 words) from each team member about their contributions.
        - Kyle: Implemented Monorepo structure, managed git flow and code reviews, and handled CI/CD with automatic testing. I handled Authentication with protected routes and implemented the map view with pins. I also managed docker– creating a development environment with HMR and a production container optimized with webpack for deployment. Added Commit hooks to keep clean code in production and quickly identifying broken code before a merge. Used github actions for automating release noted on a merged pull request.
        - Callianna: Designed website layout, generated and populated database, populated and rendered dummy data for posts, users, comments onto the map, implemented following data, follower/following functionality
        - Juan: Saving and displaying comments with the username of whoever posted them, created the login page and the footer, modified profile page to display the pictures that the user posted. Helped with testing and modified/created routes to allow some functionalities such as comments.
        - Matt: Created Schema for the database except for the followers table, created the header and the Navbar to navigate to different parts of the page, designed the image pop up for places on the map. Created the logout page.
        - Andrew: Added routes for creating posts and comments, and for following users. Revised existing login/register logic to store full user objects in the session. Updated HBS templates and SQL queries to surface author info, follow state and buttons.
    - Screenshot of the contributions on GitHub:

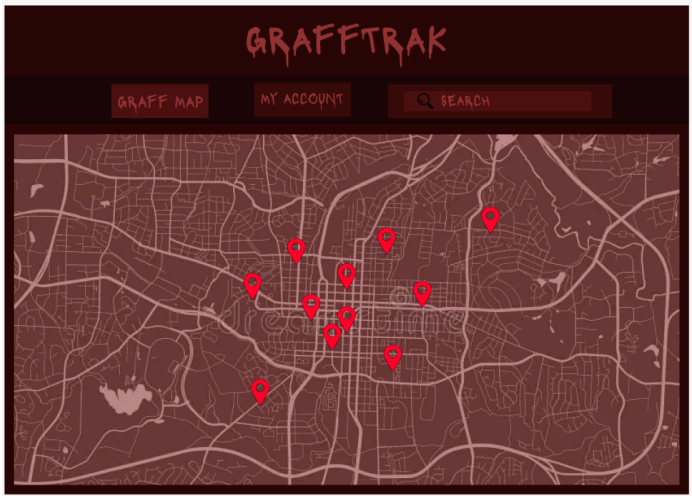


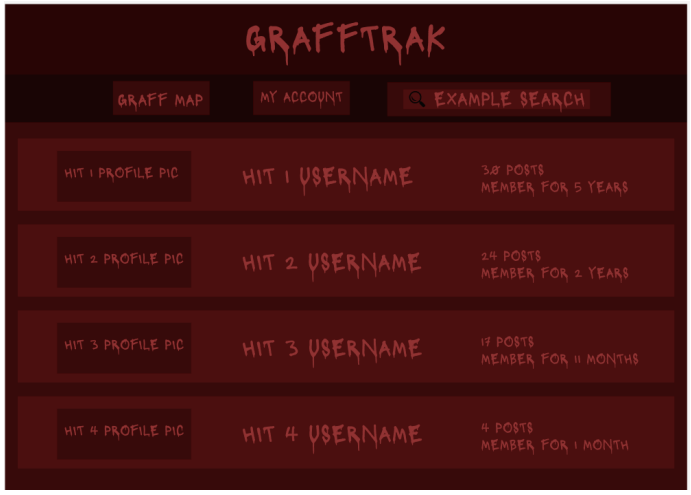
- **Use Case Diagram:** You need to include a use case diagram for your project. You can build on the use case diagram you created in the proposal. If you built a complete use case diagram for the proposal, you can include it as is.




Logout
Artist
Profile
Watch the graffity you have posted.

- **Wireframes** You must include all the wireframes that were created for the project. It is expected that you have at least one for each page. They can be photographs of hand-drawn images.





- **Test results:** In Lab 11, you created a Test Plan. You need to include the test results and observations in the project report. Refer to **this** for more information

We had 3 UAT, to test the bases of our app, the first one tested that the user could successfully log in and was sent to his profile directly, this test resulted in a success, if the user gives an existing username with the correct password they will be able to log in and will immediately see their profile, if one of those credentials are incorrect an error message is displayed. The second test was for registration, the user should be able to register a new account, it was a success , so long as the user entered a new username and password then a new account will be made and stored, it will give a warning if the username already exists. The last test was about comments on posts, the user should be able to comment on posts after logging in. The test was successful, if the user logs in, then goes to map and presses on a pin, it will open the post where he can see and write comments that will be stored in the database for everyone to see, this functionality is blocked if the user is not logged in.

- **Deployment:** Link to deployment environment or a written description of how the app was deployed and how one might access/run the app. The app must be live, working, and accessible to your TA.
    - CSCI 3308 Lab 13