Mist

ITERATION 3
Overview & Retrospectives
Group 20

Make sure to sign up!

You get a random cool cat profile picture!

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ceclnx01.cec.miamioh.edu/~luongj2/mist/store/search

Roles

Joey Luong   Project Manager

Harrison Baker   Technical Manager

Huy Nguyen   Front-End Programmer

Jon Kraft   Back-End Programmer

Eric Liao   Back-End Programmer

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Features

Game Store

1. Allows users to find games by search.
2. Allows users to sort games by category and date.
3. Allows users to create an account to log in and sign out.
4. Allows account users to request publishing games.
5. Allows administrators to publish game requests.

Community Forum

6. Allows account users to make posts on forums.
7. Allows moderators to moderate user forums.
8. Allows account users to like/dislike posts.
9. Allows users to find posts by search.
10. Allows users to sort posts by likes and date.

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Workflow Changes

- Communicated and managed tasks more on Discord in this iteration.
- Many of lines of code from the store page were easily copied over to the forum page because of their similar functionality.
- Because of our early headway, we've been able to focus more on the appearance of our website rather than the functionality of required features.
- With the meat of our project done, we've been placing the finishing touches and adding features on our website in recent weeks.
- 50% of all work this iteration was to minimize code reuse.

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Front-End Changes

- Polished the look of our website by modifying the color scheme of our buttons/background,
- Updated our header logo and tab icon.
- Overhauled the layout structure.
- Replaced compatibility text labels with compatibility icons to our games.
- Added layout modifications for mobile view.
- Refined the about page to look more professional and presentable.
- Added a profile page with user info.
- Allowed admins to approve/deny game requests.
- Allowed mods to delete posts.

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Back-End Changes

- Added more checks to forms like checking a picture's size and a string's character count.
- Generated search results procedurally instead of all at once to decrease waiting time. Kind of like sending results in packets.
- Cleaned up A LOT of spaghetti code.
- And we cleaned up A LOT of spaghetti code.
- We also cleaned up A LOT of spaghetti code.

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Database Changes

- Added roles column to users table with admin and mod roles.
- Removed admins and mods table because there was no real data to be stored inside them, other than the user they referenced.
- Moved all SQL code into stored procedures for the database so it's not hard-coded in the website.
- Removed comments table. (Not part of our requirements but we had hoped to implement this feature)
- Removed likes table and added likes column in posts table.

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What We Did Well

- Efficiency in individual work.
  - We all discussed our plans for the week and individually went dark until we meet again.
- Recovering from problems with collaboration and communication early on.
- Learning and adapting to a repository workflow.
- Punctual and near perfect attendance in customer meetings.

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What We Could've Done Better

- Connecting individual work.
  - We struggled in the beginning of the project to ditch our React.js code to make a pure HTML, CSS and PHP website.
  - Coding with pure languages allowed us to not have to learn too much new material and languages.
- Not thoroughly talking about how our code will tie together.
- Programmers were heavily reliant with the database guy creating stored procedures.

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Resources Used

- Miami CEC (College of Engineering & Computing) Linux Server
- Miami FSB (Farmer School of Business) mySQL Server
- GitHub
- Trello
- draw.io
- HTML 5
- PHP 7.4.3
- mySQL 8.0.26
- XAMPP
- Font Awesome (Icons)
- Robohash (Profile Pictures)

LAST CHANCE!!!
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Days	Remaining Effort (Days)	Days Left
4/12	15	15
4/13	13	14
4/14	12	13
4/15	12	12
4/16	10	11
4/17	10	10
4/18	10	9
4/19	8	8
4/20	7	7
4/21	7	6
4/22	4	5
4/23	3	4
4/24	2	3
4/25	1	2
4/26	0	1

Remaining Effort (Days) and

DEMONSTRATION!!!