Trivia Cafe Overhaul

http://www.triviacafe.com

Team Members

Almandub - 5412489838
PhP /html/java
Bradford Knowlton
Sean Corbett

Scope of Project

The goal of the trivia cafe overhaul is to provide a long-overdue facelift, with the primary objective of making the site mobile responsive. Secondary objectives include general user interface and presentation enhancements, as well as the rebuilding of the site's flash trivia game into a mobile-friendly javascript application. The project's scope is thus wide, however given that much of the required material is already available, completion is not unfeasable.

Goals

- Provide a general facelift to the website, making the user interface more modern and attractive.
- Make the site mobile-friendly as to increase overall visitor traffic.
- Use a modern design framework to quickly develop responsive layouts.
- Rebuild the site's Flash game as a platform-agnostic Javascript application

Development Tools

Almandub

Komodo Edit 9 to design
FileZilla Client
Google Chrome on Windows
Iphone 4.s

Bradford

Coda for php IDE, includes SFTP client
Adobe Photoshop CS
Adobe Illustrator CS
Firefox with Web Developer Toolbar and Firebug
Github UI
SourceTree

Sean

Atom editor, Intellij Idea
GitBash
FileZilla
Adobe Cloud (all products)
Chrome with Devtools
Samsung Note 7

General tools

Bitbucket.com for Code repo
Hostgator Web Hosting
Google Drive for collaborative documentation editing

Timeline

Project Update

Please provide a document including your team group members.
Due date Friday, September 2, 2016, 11:55 PM

Status: Complete

Project Update

Please provide a document that outlines your project idea with as much detail as possible including the functional and non-functional specifications for the project.

Due date Friday, September 9, 2016, 11:55 PM

Status: Complete

Project Update

Please include a document that describe which design tools you are using, which editors you are using and what source code control you are using.

Due date Friday, September 16, 2016, 11:50 PM

Status: Complete

Project Update

Please provide a document that describes the design of project including pages needed, storyboard of how they will interact, how you will test it.

Due date Friday, September 23, 2016, 11:55 PM
Status: Completed

Project Update

Please provide an overall timeline of your project. Please include a PDF of your Gantt chart.

Due date Friday, September 30, 2016, 11:55 PM

Status: Completed

Project Update

Please provide a document of how you plan on incorporating the feedback you received.

Due date Friday, October 21, 2016, 11:55 PM

Status: Completed

Presentation Feedback

> Really nice job with your presentation. All your team members did a great job presenting. It seems like you have a good balance with all members contributing. I have a couple of thoughts for you however. You did a good job defining everything, but you might want to look at your functional requirements and really give that some consideration. I know it's a reboot of an existing site, but you want to determine what it is that you want the user to do in this project. What parts will you redo and which parts will stay the same. Also, after speaking with Brad it sounds like you aren't going to make this production type project, but I would still approach it like it could be. It's worth the experience even if you don't have a backend database (which is just fine). I liked that you are using some tools to minify your JavaScript and CSS. That's a great way to reduce the loading time. I liked how you plan on addressing accessibility. I think using tools like WAVE is great. However, you might want to consider looking into JAWS or having someone do some accessibility testing to ensure that it's accessible. Also, I would recommend having some

more detail on your timeline especially indicating who will be performing which action and what actions are dependent on other actions. Finally, I am glad you plan on testing on a number of devices, but if it's not realistic, you might look for some emulators so that you can look at the different sizes. Otherwise, really nice work!

Changes to plans

To prevent any legal issues, we have decided not to put the code into production use. This project will just be proof of concept and exploration front end design and testing. We have eliminated the backend database and moved everything into multiple portable json files. The trivia, categories, and game data will be stored in json to transport to the user, then potentially stored to local storage to enhance the user experience and increase page loading times.

We have found that we can fit about 500 questions into a 1 mb data file, which is more than enough to prove the concept. Also allowing all the data to be stored client side, we don't have to reload the entire page to show new questions to the user.

We are still working to determine each team member's strengths and interest to decide who is going to be responsible for each piece of the site.

Project Update

Give a mini-update on what you have done – include each team member's contribution

Due date Friday, November 18, 2016, 11:55 PM

Status: Pending

#12: Create Submit Your Own Trivia Question	new	almandub
#4: Create All Issues	new	almandub
#8: helppage	closed	almandub
#11: Setup Global Email and Name in Git Config	closed	almandub
#10: Question of the Day	new	Sean Corbett
#9: Display 7 questions on Questions of the Week Page	new	

#3: Footer	closed	almandub
#2: Update sidebar to list all trivia categories	new	Sean Corbett
#6: Reduce speed on transistion to new question	closed	Sean Corbett
#7: Replace favicon.ico	closed	Bradford Knowlton
#5: Change Page Title	closed	Sean Corbett
#1: Store json questions, categories into local storage	new	Sean Corbett

We have completed some issues in the past week, other issues have been added this week. We are finally working out the kinks of central code repository. We have begun to add in some php functionality to handle some basic template functionality. Now that we have multiple pages we needed the php to maintain the same header and sidebar on all pages. Our next phase will be returning to the initial plan and seeing what areas we have completed and what areas we need to assign tasks.

Site Outline

- Home
  - Question of the Day
  - Questions of the Week
  - Weekly Trivia Contest
  - Submit Your Own Trivia
  - Trivia Categories
    - Animal Trivia
    - Arts Trivia
    - Computer Trivia
    - Currency Trivia
    - Current Event Trivia
    - Education Trivia
    - Entertainment Trivia
    - Fad Trivia
    - General Trivia
    - Geography Trivia
    - Government Trivia
    - History Trivia
    - Labor Trivia
    - Law Trivia

- - - Mathematics Trivia
    - Movies Trivia
    - Other Trivia
    - People Trivia
    - Phrase Trivia
    - Politics Trivia
    - Product Trivia
    - Pub Trivia
    - Radio Trivia
    - Religion Trivia
    - Science Trivia
    - Sports Trivia
    - Word Trivia
  - About
  - Contact
    - Plan Your Own Event
    - Trivia Book Info
    - Buy Trivia

Testing Plans

Testing devices

Testing Procedure

How to verify test devices

Step 1, visit https://www.whatismybrowser.com/ to get screen dimensions, browser and OS

Step 2, add custom url to device details, example result:
http://whatismybrowser.com/w/JKXA6SX

Step 3, visit http://www.speedtest.net/ ** Requires FLASH, skip on mobile devices **

Step 4, add custom url to speed details, example result:
http://www.speedtest.net/my-result/5621156207

Device List

iPhone 4

iPad 3

iPad 2

Samsung Note 3

Cracked Screen Phone

Sony Laptop

Segway Gaming Laptop

Mac Mini

Macbook Air

Device Details

https://www.whatismybrowser.com/

Speed Details

http://www.speedtest.net/my-result/5621157741

Children

Asus Laptop

On Campus Lab

Asus Laptop 15"

Device Details

https://www.whatismybrowser.com/w/D3HWDBH

Speed Details

http://www.speedtest.net/my-result/5621156207

Website Testing Tools

GT Metrix

https://gtmetrix.com/

GTmetrix gives you insight on how well your site loads and provides actionable recommendations on how to optimize it.

Wave Accessibility Testing

http://wave.webaim.org/

WAVE is developed and made available as a free community service by WebAIM. Originally launched in 2001, WAVE has been used to evaluate the accessibility of millions of web pages.

Optimizely

http://www.optimizely.com

Crazy Egg

https://www.crazyegg.com/
Find out by seeing how users click and scroll through your website

Bit Bucket Repo

Bitbucket.org

Website Repo

https://bitbucket.org/csci491/trivia-cafe-website

Game Repo

https://bitbucket.org/csci491/trivia-game

The project will be presented using Google Slides via PC or Macintosh laptop, and will possibly require an internet connection (as to show the site and game in its current state). Knowlton will be presenting on the site's current layout, strengths, weaknesses, and the project's overall goals concerning the "facelift" (mobile compatibility, update of the user interface on the general site, and porting the site's flash game to a javascript version). Corbett will then

provided an overview of the methods and tools used, including development and testing environments. Heavy emphasis will be placed on how javascript and SASS CSS will be used to render a modern-looking, mobile friendly version of both the site and game that is performance-optimized for modern mobile devices (both graphically and computationally). Finally Mandub will conclude by discussing the development schedule in some detail, citing major deadlines and the development method used (SCRUM, waterfall, ect.). The goal of this final segment is to present a detailed but concise picture of incremental goals to the audience. The goal is to present segments in as equal a fashion as possible, each presenter using up at most a third (five minutes) of presentation time.

Slideshow layout is as follows:

- **Segment One: Site Overview and Main Goals (Knowlton)**
  - What is the Trivia Cafe
    - Overview of site
      - What is trivia cafe
    - Site history
      - Previous important updates, tools used
      - Site traffic history.
      - Existing setup, what site currently functions on
    - Site usage
      - Who visits most from where
      - Using what platform
      - What visitors are "missing"
  - Current site demonstration
  - Overhaul goals
    - Bring trivia cafe to modern, mobile-using audience
    - Optimize and refresh interface as to appear more attractive
    - Redesign and optimize site's aging flash game

- **Segment Two: Tools and Methods (Corbett)**
  - Tools:
    - Development environment
      - Code: Javascript, PHP, Composer, NodeJS, Jquery, SASS CSS
        - Justify use of these tools, particular choices (ie why SASS, Node, ect.)
      - DevTools: CodaIDE, Atom Editor, Intellij IDEA, Komodo, Github and Bitbucket, Firefox, Chrome, Safari, Adobe, Filezilla
        - Justify use of these tools, how they will ensure maximum compatibility and help in optimizing performance of site and game
    - Hardware: Sager Laptop, Sony VAIO, Samsung Note 7, Iphone 4
  - Methods:
    - Agile with focus on increments, but not SCRUM (no daily meets and reviews due to class schedule).
    - Will be using project and sprint backlogs
    - Designed to fit regular class deadlines and produce maximum productivity using manageable goals organized over short sprints.
    - "Mobile first" development style
    - Testing:
      - Focused on both desktop on mobile versions
      - Will utilize both iOS and Andriod devices
      - Chrome, Firefox, Safari, and (if necessary) IE browsers
      - Ensure maximum compatibility for maximum potential visitor outreach
- **Segment Three: Project Timeline (Mandub)** - Note that this is an exhaustive list and will be summarized during the presentation, so even though it appears to be much more, it will be discussed only insofar as to provide general insight and set expectations.

- Stage One: Site Update:
    - Meeting One
    - Project Presentation 1
    - Page Layout - Rearrange nav to left column, content right column
    - CSS Framework- Updating look
    - Meeting Two

- Stage Two: Game Update
    - Element Design
    - Game UI Design
    - Game Coding
    - Responsive Game Testing
    - Meeting Three

- Stage Three: Database Connection
    - Meeting Three
    - Database Setup
    - Meeting Four
    - Database Migration
    - Meeting Five

- Stage Four: Testing
    - Meeting Six
    - Responsive Testing
    - Meeting Seven
    - User Testing
    - Meeting Eight
    - Final Corrections
    - Meeting Nine

- Final Stage: Delivery
    - Project Presentation 2
    - Project Turn In