Sendfriend

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Description

A journaling web app for rock climbers.

Saves "beta", ie, the "the particular sequence of moves I used to get up this particular climbing route" in an interactive format.

Acts as a log of accomplishments and, secondly, as a guidebook for all climbers to see what climbing areas have what routes.

Registers users can set their beta to be public so others can compare notes for a route and get a sense of the climbing style and have ideas of what the particular "crux", or most difficult part, of a route is beforehand.

Features

- Users can create accounts, save their beta, and choose to share it (or not) with other users.
- Provides unregistered and registered users with a platform to view different climbing areas.
- Allows registered users to also keep track of performance ("sends").

Planning - User Stories

- A climber goes to a climbing area they've never been to before. They want to remember some of the routes they've done or tried, so they use Sendfriend to save their notes about the climbs.

- A friend of the climber above is going to the same area two weeks later. They want some advice for routes to try and notes about how to finish them, so they ask for, and receive, the notes the first climber saved. They can also browse other routes and crags in the app so they have an idea of what they'll be interested in.

Planning - Database

The database has tables for User, Beta, Area, Crag, and Route classes, and also tracks relationships such as which Beta objects are public and which are shared between users. The Beta, Area, Crag and Route classes are all linked through join tables, as is the User -> Beta relationship.

Technology Stack

- Java
- Spring Boot
- Thymeleaf
- Hibernate

Demo

What I Learned

- Managing the HTTP session/login in Spring Boot.
- Navigating the creation and relationship of multiple interrelated objects through the beta/route/crag/area adding processes.
- Dealing with lazy loading associated collection objects in Hibernate.

What's Next

- Building out some social features in the app, such as adding friends.
- Implementing Spring Security to manage authorization and user logins.
- Adding JavaScript elements to the User profile to allow for interactive statistics displays.
- Adding a Google Maps integration to display climbing areas on an embedded map.