



Thursday, February 1, 2024



Applied Software Engineering Capstone

# Grace

An open-source, cross-platform collection management platform



**Presented By:**  
Michael Muzzarelli

**Presented To:**  
Dr. Samuel Cho



# Introduction

Grace as a capstone project is split into three primary components:

## Client

# 1

Grace is cross-platform client application, built in Dart with Flutter

## Server

# 2

Grace Authentication API is a Node-based REST API serving authentication requests

## Server

# 3

Grace Material API is a Go-based REST API serving material requests



# Requirements: Grace

Users should be able to...

- create an account and sign in
- manage their account with a profile dashboard
- view and add books, movies, shows, games to collections

Administrators should be able to...

- view and manage users and materials from a dashboard



# Requirements: Authentication

API should support...

- account creation with email and password
- account creation with an external service
- account sign-in with email and password
- account sign-in with an external service
- account sign-out with cookie removal



# Requirements: Material

API should support material fetching...

- with a type and generated identifier (e.g., UUID)
- with a type and supplied identifier (e.g., ISBN)
- with a type and title
- without a type but with a generated identifier
- without a type but with a supplied identifier
- without a type but with a title



# Artifacts

First iteration includes the following artifacts:

**Grace**

**# 1**

Available [here](#) - does not interface with either server component.

**Auth API**

**# 2**

Available [here](#) - proof-of-concept can be interfaced with Insomnia

**Material API**

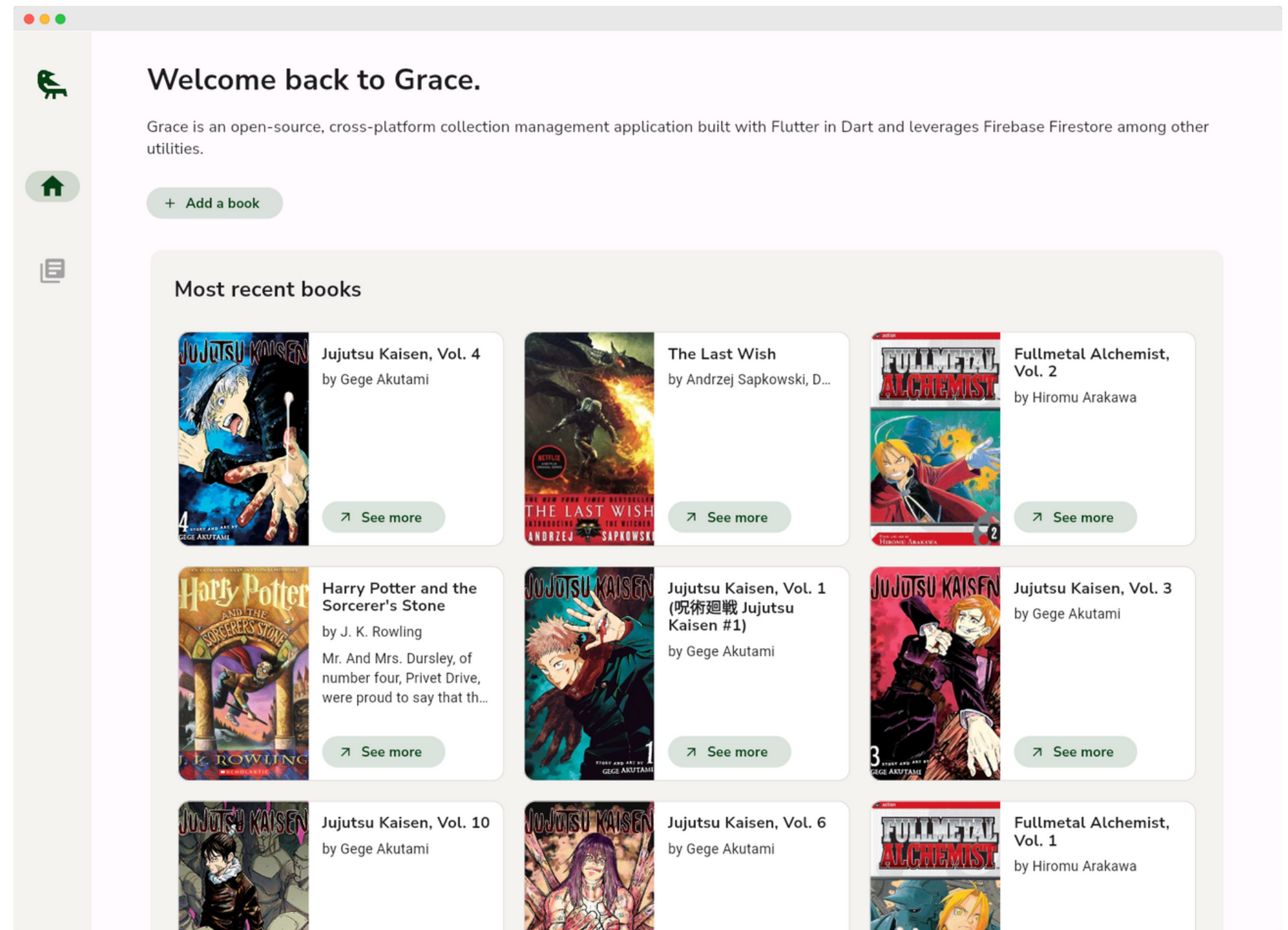
**# 3**

Available [here](#) - proof-of-concept can be interfaced with Insomnia



# Grace

Grace is cross-platform client application, built in Dart with Flutter, with primary support for web and iOS.



# Authentication API

Grace Authentication API is a Node-based REST API serving authentication requests, interfaced with Insomnia.

POST http://localhost:3000/api/ex/auth/create

Send

201 Created603 ms74 BJust Now

ParametersJSONAuthHeaders2Docs

PreviewHeaders7CookiesTimeline

```
1 {
2   "email": "bar@foo.com",
3   "password": "password"
4 }
```

A user was created with the email-password Firebase authentication module.

POST http://localhost:3000/api/ex/auth/in

Send

200 OK258 ms76 BJust Now

ParametersJSONAuthHeaders2Docs

PreviewHeaders7CookiesTimeline

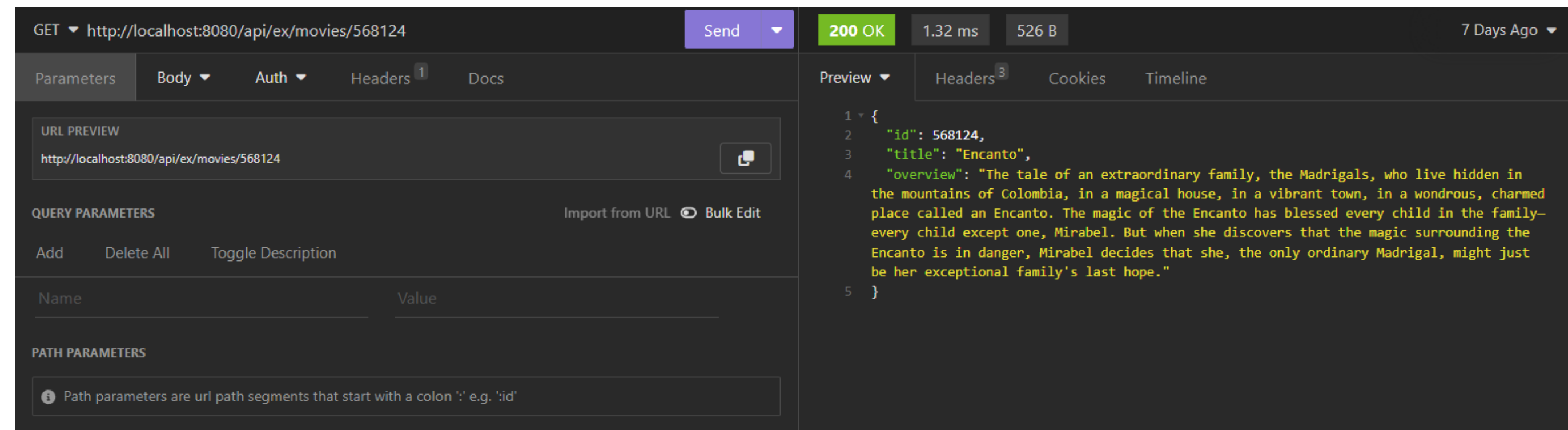
```
1 {
2   "email": "bar@foo.com",
3   "password": "password"
4 }
```

A user was signed in with the email-password Firebase authentication module.



# Material API

Grace Material API is a Go-based REST API serving material requests, interfaced with Insomnia.





# Risk Analysis

Two primary concerns for the second iteration:

- dynamic UI within the scaffold
- authentication library support

Next steps: research and design before development to understand what I don't know.