



Fund Time

Together, We Strong

Nawang Tendar
2 New Media Development

Bachelor of Graphical and Digital Media
Artevelde University College Ghent

Web Development 2
2018 - 2019

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DISCOVER

BRIEFING

- Onze opdrachtgever wil een dynamische website dat er een toffe idee/PIP op website kun plaatsen en waar mensen van de wereld deze idee financieel kunnen steunen. Boodschap van deze website dat onze wereld steunen voor toffe ideeën.
- Het doelpubliek van onze website is mensen met een toffe innovatieve idee maar geen financieel hebben om een idee tot realiteit te brengen. Leeftijd boven achttien.
- Onze deadline is 15 juni 2019.

DEFINE

PLANNING

- Milestones
 - Mailgun
 - Ideaboard
 - Moodboard
 - Sitemap
 - Wireframes – Wireflow
 - Style Tiles – Guide
 - UI Design – Adobe XD – Prototype
 - Logo design
 - UI coderen
 - Data structuur – UML Model
 - Functionaliteit: user log in/out
 - Functionaliteit: PIP posten
 - Functionaliteit: Project Detail page
 - Functionaliteit: Credits kopen
 - Functionaliteit: News Posten
 - **FEEDBACK**
 - Functionaliteit: Auto generate Home Page
 - Functionaliteit: Comments sectie op project detail page
 - Functionaliteit: Admin God power
 - Edit Pages
 - Edit Users
 - Functionaliteit: Sorteren op categorie
 - Functionaliteit: Delete van Project
 - Functionaliteit: Rechten alle 3 users type
 - ...

ANALYSE

CONCURRENTIE

- Kickstarter
- Indiegogo
- goFundme

FUNCTIONELE SPECIFICATIES

- Users
- Er zijn drie type gebruikers op de website
- Administrator
- globale rechten, kan alles aanpassen (pagina's, nieuws, projecten, categorieën, ...)
- Ingelogde gebruiker
- kan projecten toevoegen, en eigen projecten wijzigen
- kan andere projecten subsidiëren
- kan credits 'aankopen' (later meer)
- Niet ingelogde gebruiker
- kan alle publieke content bekijken, maar verder niks
- Credits
- Een geregistreerde gebruiker start met een portefeuille van 0 credits.
- Er kunnen credits aangekocht worden via een daartoe voorziene pagina. Er moet geen echte betaling plaatsvinden, een simulatie is voldoende.
- Die credits kunnen uitgegeven worden aan andermans projecten.
- Als een project gesubsidieerd wordt, moet er 10% van het aantal credits (afgerond) naar de administrator gaan, de rest gaat naar de ontvanger.
- Er kan ook een aantal credits uitgegeven worden aan het in de kijker zetten van een project.
- Projecten
- Een project moet een doelbedrag hebben, een eindtermijn, informatie en subsidiemogelijkheden.
- Het mag niet mogelijk zijn om je eigen product te subsidiëren
- Voorzie een reactieformulier (implementatie is vrij, mag met third party library's of sociale comments werken).
- Een project is aan een bepaalde categorie toegewezen
- Een project kan in de kijker gezet worden, maar dit kost de poster wel een aantal credits per dag.
- Je moet een pdf kunnen downloaden van het project, met daarop alle informatie
- Toon via een taartdiagram de verhouding tussen het reeds gesubsidieerde bedrag en het doelbedrag
- Bij elke subsidie moet de poster ervan op de hoogte gebracht worden per mail (werk met Mailgun (Koppelingen naar een externe site.)Koppelingen naar een externe site.)
- De poster moet een overzicht hebben van de gebruiker die reeds gesubsidieerd hebben

TECHNISCHE SPECIFICATIE

- **Algemeen**
 - UX
 - Creativiteit
 - Esthetiek
 - Gebruiksvriendelijk
 - Eigen design, concept
 - Codekwaliteit:
 - De applicatie is goed gestructureerd en gedocumenteerd
 - Code is netjes geschreven
- **Webapplicatie**
 - Laravel >= v 5.7
 - RESTful url's
 - Laravel Authentication
 - Eloquent
 - MVC-principe
 - PHP 7.2 of meer
 - MySQL
 - Gebruik van npm/yarn
 - Webpack voor compilatie van assets
 - SASS
 - gebruik van atomic design (zie slides Studio Hyperdrive)
 - ES6 of hoger
 - Image Upload
 - 1 afbeelding voor pages/nieuwsberichten
 - meerdere afbeeldingen voor projecten
 - Responsive

INSPIRATION

MOODBOARD/IDEABOARD

MOOD BOARD

Geld inzamelen voor de mensen en doelen die je nauw aan het hart liggen

Gefundme maakt het mogelijk om geld te vragen voor de mensen en doelen die je heel erg dichtbij staan.

Populairste inzamelingsacties

raised \$9 million

Bijna 2 miljoen euro voor kinderen en jongeren

Tientallen duizenden euro's voor de gezondheid

Tientallen duizenden euro's voor de gezondheid

Tientallen duizenden euro's voor de gezondheid

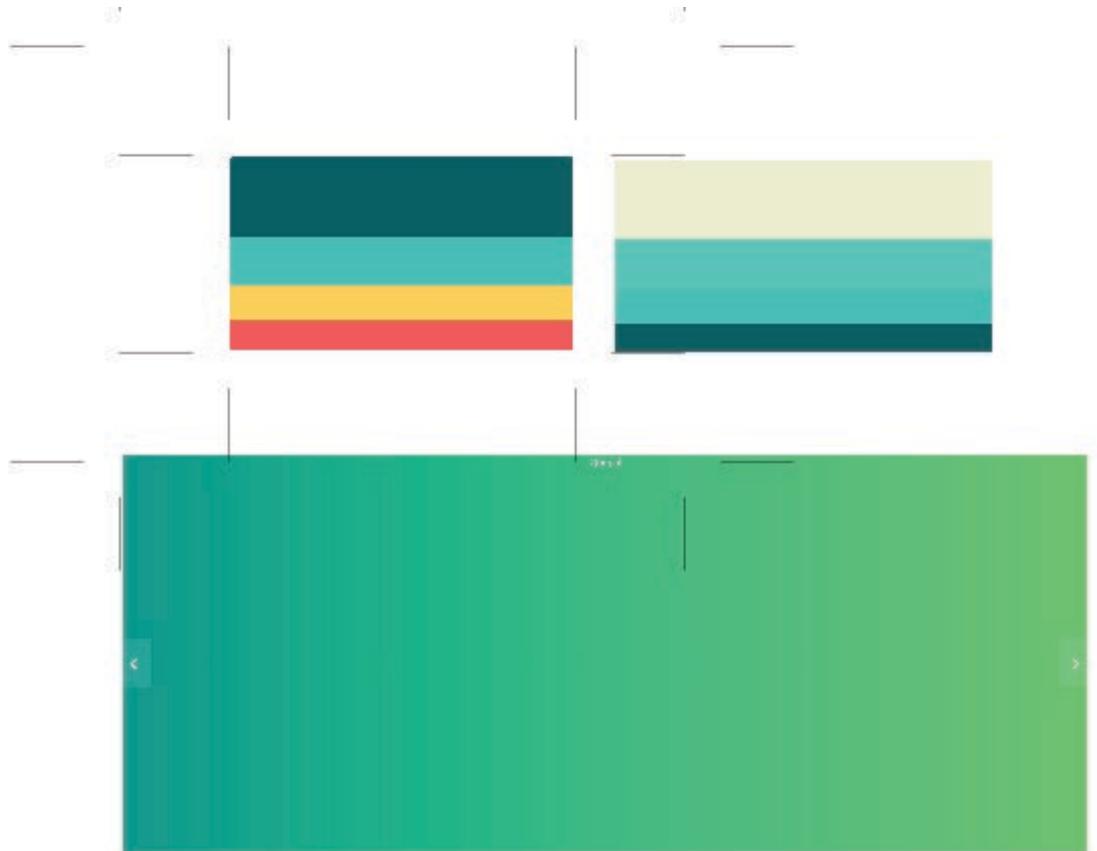
Populairste projecten

The Urban Inventor Park - Amsterdam University

Deel 2: De wereld van de kinderboerderij

Deel 3: De wereld van de kinderboerderij

Deel 4: De wereld van de kinderboerderij



Sort by: **Irending** ▾



FUNDING



VH7Q 360 - The First 4K 360 Degree Smart Dash Cam

Protect your car and everyone in it with a 4K (60) dash cam with AI driverlessess | 4G LTE | & More

CAMERA GEAR

\$854,741 USD raised

2,697/48

New funding through InDemand



FUNDING



NANDT: World's Smallest Astronomy Camera

Capture the Milky Way, Northern Lights and more in 4K, on your next epic travel!

CAMERA GEAR

\$201,625 USD raised

17/28

New funding through InDemand



FUNDING



DashPal: 24x7 Protection for Your Car & Driver

Make your car smarter & safer with real-time insight on car health, location, performance and more.

CAMERA GEAR

\$30,140 USD raised

17/28

Completed

The image displays three separate screenshots of a crowdfunding platform's search results page. Each screenshot shows a grid of projects related to car seat covers. The top-left screenshot shows filters for 'Type' (Funda), 'Status' (Active), and 'Category' (Autos). The top-right screenshot shows filters for 'Type' (Funda), 'Status' (Active), and 'Category' (Autos). The bottom-left screenshot shows a detailed view of a project titled 'Liget en Kevyt Autostol - Cover Cocco Setti 4-Holki' with a goal of 20.00 and a progress bar at 100%. The right side of the bottom-left screenshot shows a video thumbnail of a person driving a car.

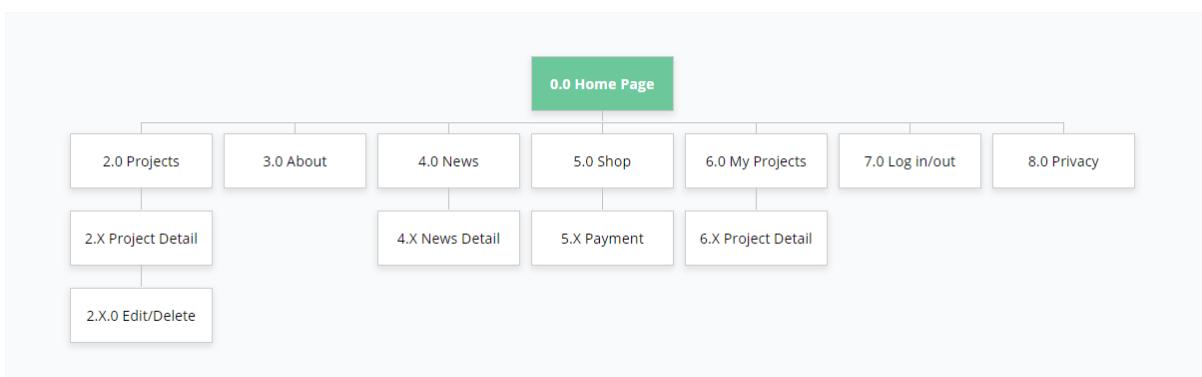
gefunden

Gesponsert

The image shows two screenshots of a crowdfunding platform. The left screenshot is a product listing page for 'Satisfy' featuring various apparel items like shirts and jackets. The right screenshot is a login page titled 'Inloggen' with fields for 'Email of Telefoonnummer' and 'Wachtwoord' (Password), and a 'Inloggen bij GoFundMe' button.

DESIGN

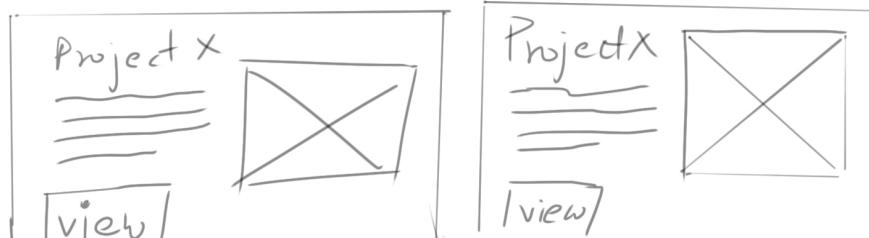
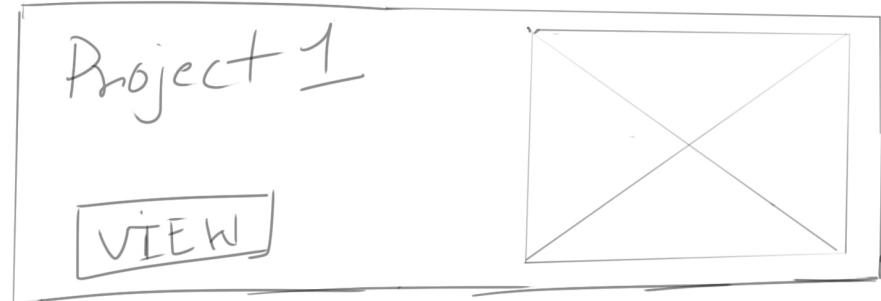
SITEMAP OF WIREFLOW



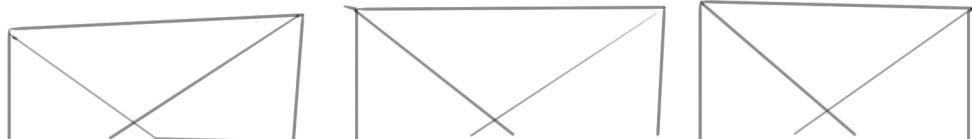
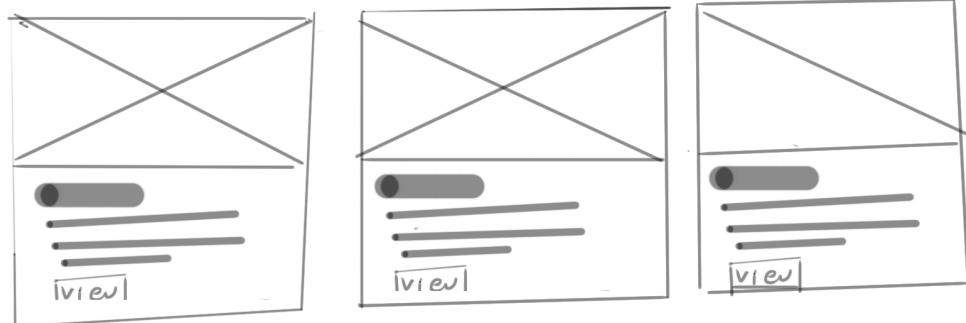
<https://www.gloomaps.com/FGbHZezn3x>

WIREFRAMES

Home



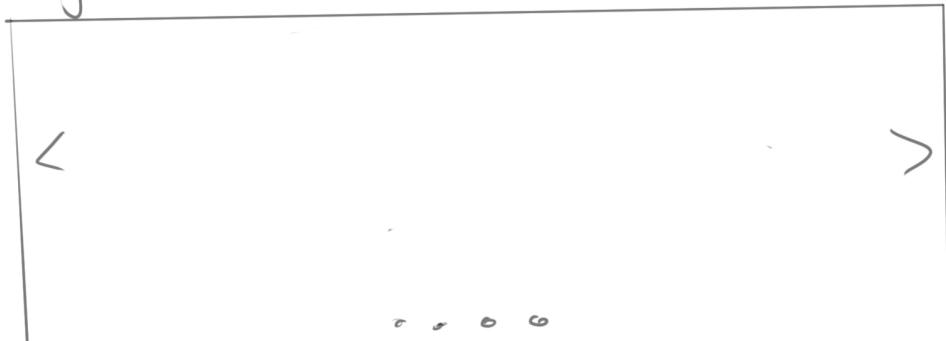
Project list



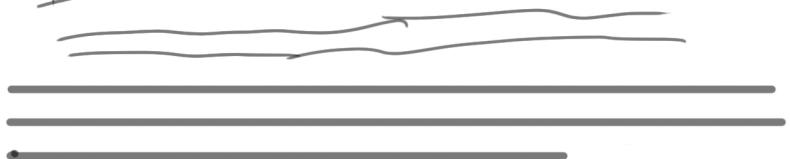
Project Detail

Logo Home Projects About News Shop Login Register

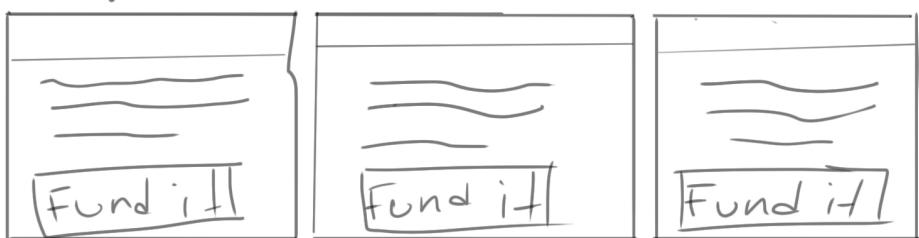
Project X



Info



Pledge



Out here

News

Logo Home Projects About News Shop Login Register

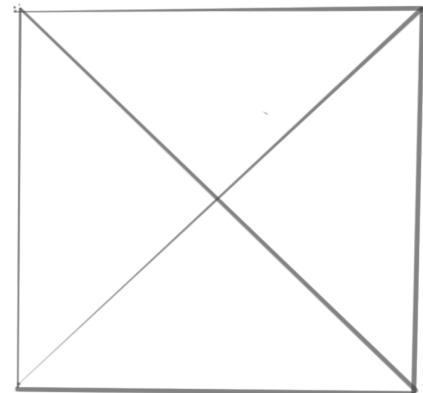
New News



About

Logo Home Projects About News Shop Login Register

About - Fund Time



Shop

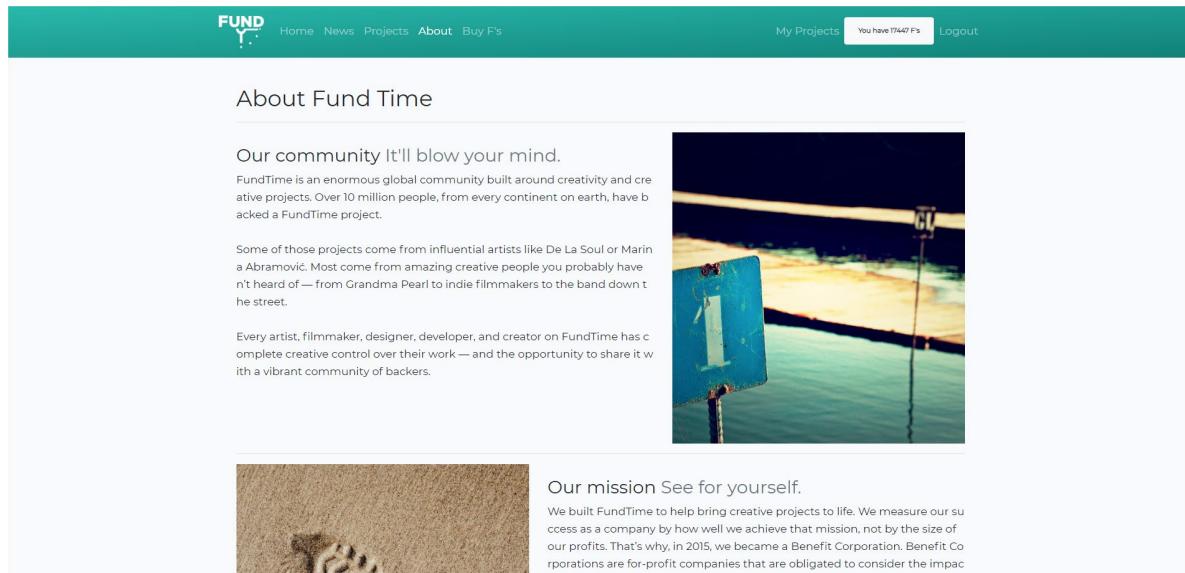
Logo Home Projects About News Shop Login Register

Shop



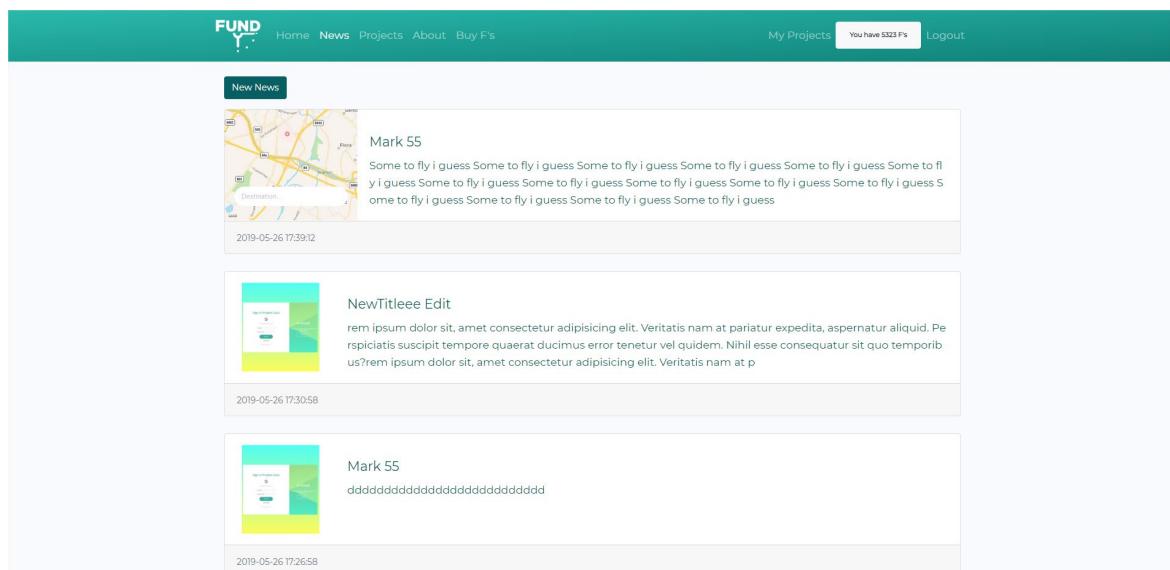
VISUAL DESIGN

About



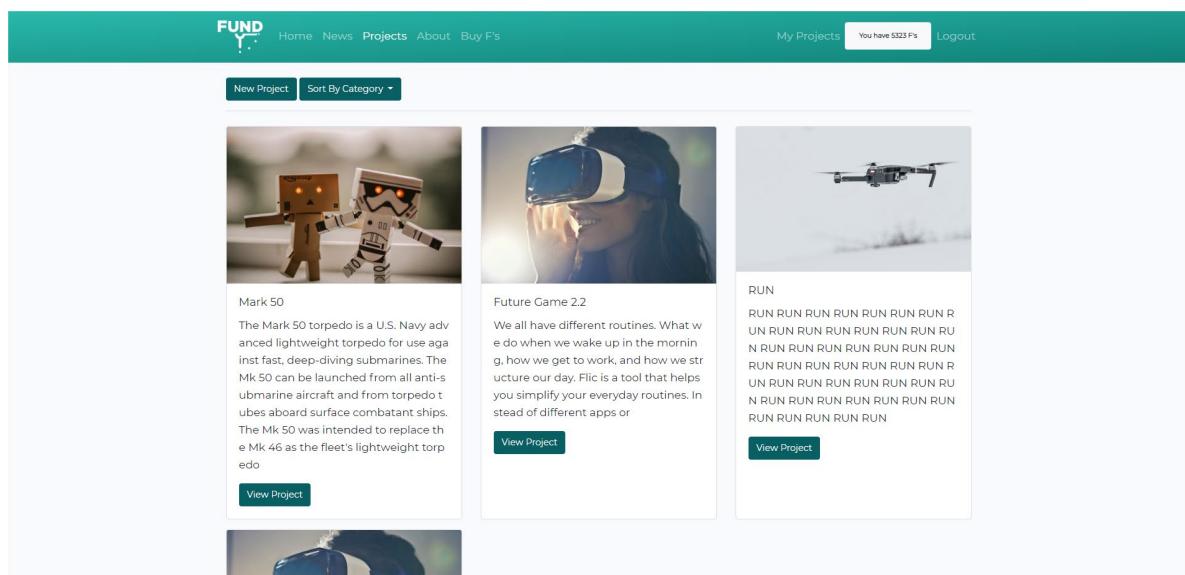
The screenshot shows the FundTime 'About' page. At the top, there's a dark teal header bar with the word 'FUND' in white, followed by a stylized yellow 'Y'. To the right are links for 'Home', 'News', 'Projects', 'About', 'Buy F's', 'My Projects' (with a notification for 17447 F's), and 'Logout'. Below the header, the page title 'About Fund Time' is centered. A sub-section titled 'Our community It'll blow your mind.' follows, featuring a paragraph about the global community and creative projects, and a small image of a blue signpost. Another section, 'Our mission See for yourself.', includes a paragraph about the company's purpose and a small image of a hand holding a smartphone.

News



The screenshot shows the FundTime 'News' page. The header is identical to the 'About' page. The main content area displays three news items in cards. The first card, titled 'Mark 55', features a map thumbnail and a long, repetitive text block. The second card, 'NewTitleee Edit', has a thumbnail of a mobile app interface and a short text snippet. The third card, 'Mark 55', also has a thumbnail of a mobile app and a short text snippet. Each card includes a timestamp at the bottom.

Projects



The screenshot shows the FundTime 'Projects' page. The header is identical to the other pages. The main content area displays three project cards. The first card, 'Mark 50', shows two cardboard cutout figures and a brief description of the Mk 50 torpedo. The second card, 'Future Game 2.2', shows a person wearing a VR headset and a brief description of the Flic app. The third card, 'RUN', shows a drone in flight and a brief description of the app. Each card includes a 'View Project' button at the bottom.

Project Detail

The screenshot shows a crowdfunding project page for 'Future Game 2.2'. At the top, there's a navigation bar with links for Home, News, Projects, About, Buy F's, My Projects, and Logout. The user has 5223 F's available. Below the navigation is the project title 'Future Game 2.2' and three pledge buttons: Legendary Pledge (3333 F's, Free Gold), Epic Pledge (2222 F's, Free Silver), and Rare Pledge (333 F's, Free Bronze). Each button has a 'Fund it' button and a message 'You can't fund yourself!'. A progress bar at the bottom indicates 70% funded. The main content area includes an 'Intro' section with a short paragraph about routines and a 'Description' section with a heading 'We all have different routines. What we do' followed by a detailed paragraph. Below that is a 'Our Backers' table showing three backers named Jean Claud with amounts 333, 2222, and 3333 respectively. There's also a 'Comments' section with a message input field and a 'send comment' button.

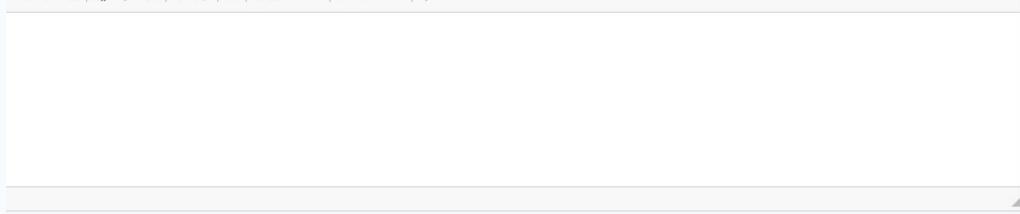
#	Name	Amount Of F's
1	Jean Claud	333
2	Jean Claud	2222
3	Jean Claud	3333

Project Create

FUND  Home News Projects About Buy F's

My Projects You have 5323 F's Logout

Create New Project

Project Title	Target amount(EUR)	Category
Type Project Title	Target amount of money	Sport
Start Date	End Date	
Start Date	End Date	
Project Intro		
		
Project Description		
 		
Images		
<p>Only file format: PNG, JPG, JPEG</p> <p>Choose Files No file chosen</p>		

Shop

FUND  Home News Projects About Buy F's

My Projects You have 5323 F's Logout

Be The Contributor Of Better Future

10000 F's cost: 1000 euro Buy This	7000 F's cost: 700 euro Buy This	5000 F's cost: 500 euro Buy This
4000 F's cost: 400 euro Buy This	3000 F's cost: 300 euro Buy This	2000 F's cost: 200 euro Buy This
1000 F's cost: 100 euro Buy This	500 F's cost: 50 euro Buy This	250 F's cost: 25 euro Buy This

Get connected with us on social networks!

FUND TIME USEFUL LINKS CONTACT

Here you can use rows and colu Privacy © Ghent, West-Flanders 9000, B

Privacy Policy

FUND Home News Projects About Buy FS

My Projects You have 5523 FS Logout

Privacy Policy

Effective date: April 12, 2019

fundtime ("us", "we", or "our") operates the www.fundtime.com website (the "Service").

This page informs you of our policies regarding the collection, use, and disclosure of personal data when you use our Service and the choices you have associated with that data. Our Privacy Policy for fundtime is created with the help of the Free Privacy Policy Generator.

We use your data to provide and improve the Service. By using the Service, you agree to the collection and use of information in accordance with this policy. Unless otherwise defined in this Privacy Policy, terms used in this Privacy Policy have the same meanings as in our Terms and Conditions, accessible from www.fundtime.com

Information Collection And Use

We collect several different types of information for various purposes to provide and improve our Service to you.

Types Of Data Collected

Personal Data

While using our Service, we may ask you to provide us with certain personally identifiable information that can be used to contact or identify you ("Personal Data"). Personally identifiable information may include, but is not limited to:

- Email address
- First name and last name
- Cookies and Usage Data

Usage Data

We may also collect information how the Service is accessed and used ("Usage Data"). This Usage Data may include information such as your computer's Internet Protocol address (e.g. IP address), browser type, browser version, the pages of our Service that you visit, the time and date of your visit, the time spent on those pages, unique device identifiers and other diagnostic data.

DEVELOP

CONTENT

Logo – Fund Time



Social Media

Get connected with us on social networks!

FUND TIME

Here you can use rows and columns here to organize your footer content. Lorem ipsum dolor sit amet, consectetur adipisicing elit.

USEFUL LINKS

[Privacy](#)
[Help](#)

CONTACT

[instagram/fundtime](#)
 [facebook/fundtime](#)
 [Gent, West-Flanders 9000, BE](#)
 [info@fundtime.com](#)
 + 32 234 567 88

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About Fund Time

Our community It'll blow your mind.

FundTime is an enormous global community built around creativity and creative projects. Over 10 million people, from every continent on earth, have backed a FundTime project.

Some of those projects come from influential artists like De La Soul or Marina Abramović. Most come from amazing creative people you probably haven't heard of — from Grandma Pearl to indie filmmakers to the band down the street.

Every artist, filmmaker, designer, developer, and creator on FundTime has complete creative control over their work — and the opportunity to share it with a vibrant community of backers.

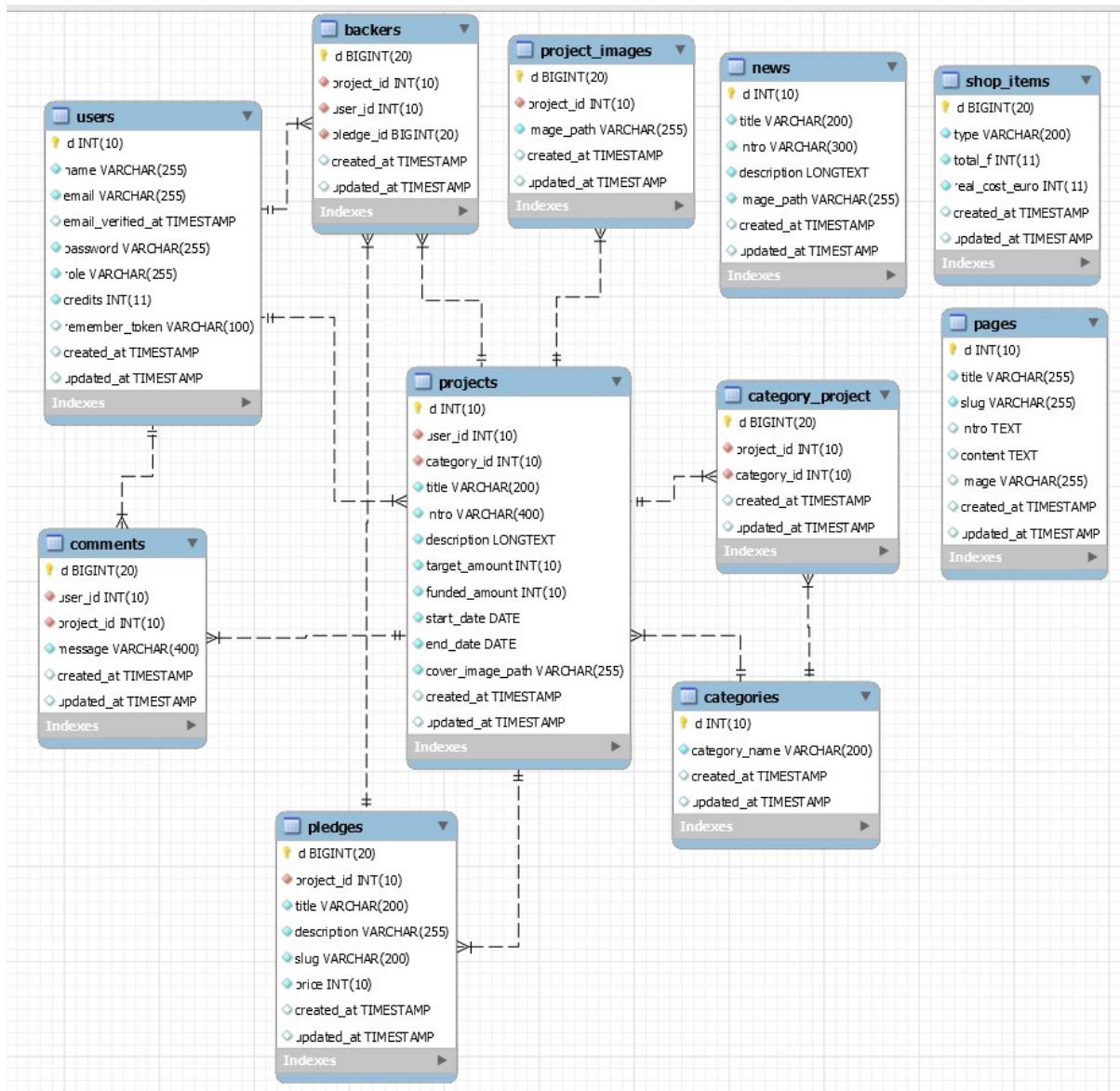


Our mission See for yourself.

We built FundTime to help bring creative projects to life. We measure our success as a company by how well we achieve that mission, not by the size of our profits. That's why, in 2015, we became a Benefit Corporation. Benefit Corporations are for-profit companies that are obligated to consider the impact of their decisions on society, not only shareholders. Radically, positive impact on society becomes part of a Benefit Corporation's legally defined goals.

When we became a Benefit Corporation, we amended our corporate charter to lay out specific goals and commitments to arts and culture, making our values core to our operations, fighting inequality, and helping creative projects come to life. You can read our commitments in full below.

DATABASE



TESTING

Een seeder voor News

```
> NewsTableSeeder.php database\seeds
<?php

use Illuminate\Database\Seeder;
use App\Models\News;

class NewsTableSeeder extends Seeder
{
    /**
     * Run the database seeds.
     *
     * @return void
     */
    public function run()
    {
        $faker = Faker\Factory::create();

        News::truncate();

        foreach (range(1, 20) as $index) {
            News::create([
                'title' => $faker->sentence,
                'intro' => $faker->paragraph(1),
                'description' => $faker->paragraph(3),
                'image_path' => $faker->imageUrl(150, 150),
            ]);
        }
    }
}
```

CODE SNIPPETS

Restful API / Route

```
Route::name('mails.')->group(function () {
    Route::get('/mail', 'MailsController@getIndex')->name('index');
    Route::post('/emails/mail_confirmed', 'MailsController@sendMail')->name('send');
});

Route::name('news.')->group(function () {
    Route::get('/news', 'NewsController@getIndex')->name('index');
    Route::get('/news/new', 'NewsController@getCreate')->name('create');
    Route::post('/news/save', 'NewsController@postSave')->name('save');
    Route::get('/news/edit/{news_id}', 'NewsController@getEdit')->name('edit');
    Route::get('/news/detail/{news_id}', 'NewsController@getDetail')->name('detail');
});

Route::name('profile.')->group(function () {
    Route::get('/profile', 'ProfileController@getIndex')->name('index');
    Route::get('/profile/edit', 'ProfileController@getEdit')->name('edit');
});

Route::name('projects.')->group(function () {
    Route::get('/projects', 'ProjectsController@getIndex')->name('index');
    Route::get('/myprojects', 'ProjectsController@getMyProjects')->name('myprojects');
    Route::get('/projects/new', 'ProjectsController@getCreate')->name('create');
    Route::get('/projects/edit/{projectId}', 'ProjectsController@getEdit')->name('edit');
    Route::get('/projects/detail/{projectId}', 'ProjectsController@getDetail')->name('detail');
    Route::post('/projects/save', 'ProjectsController@postSave')->name('save');
    Route::get('/projects/delete/{projectId}', 'ProjectsController@destroy')->name('delete');
});

Route::name('categories.')->group(function () {
    Route::get('/projects/categories/{category}', 'CategoryController@getIndex')->name('index');
});

Route::name('backers.')->group(function () {
    Route::post('/projects/savefund', 'BackersController@postBacker')->name('save');
});

Route::name('comments.')->group(function () {
    Route::post('/projects/savecomment', 'CommentsController@postComment')->name('save');
});

Route::name('pages.')->group(function () {
    Route::get('/', 'PagesController@getIndex')->name('home');
    Route::get('/about', 'PagesController@getAbout')->name('about');
    Route::get('/contacts', 'PagesController@getContacts')->name('contacts');
    Route::get('/privacy', 'PagesController@getPrivacy')->name('privacy');
});

Route::name('shop.')->group(function () {
    Route::get('/shop', 'ShopItemsController@getIndex')->name('index');
    Route::post('/shop/confirmed', 'ShopItemsController@postConfirmed')->name('confirmed');
});

Route::name('stripe.')->group(function () {
    Route::get('/payment', 'PaymentController@getStripeForm')->name('index');
    Route::post('/confirm', 'PaymentController@postStripePayment')->name('confirm');
});

Auth::routes();
Route::get('/home', 'HomeController@index')->name('home');
```

SCREENSHOTS

Migrations

```
▲ migrations
  ▾ 2014_10_12_000000_create_users_table.php
  ▾ 2014_10_12_100000_create_password_resets_table.php
  ▾ 2019_04_03_110000_create_categories_table.php
  ▾ 2019_04_03_200000_create_projects_table.php
  ▾ 2019_04_03_300000_create_project_images_table.php
  ▾ 2019_04_03_410000_create_category_project_table.php
  ▾ 2019_04_03_500000_create_pledges_table.php
  ▾ 2019_04_10_123415_create_pages_table.php
  ▾ 2019_04_18_173006_create_shop_items_table.php
  ▾ 2019_04_26_132100_create_backers_table.php
  ▾ 2019_05_23_091932_create_news_table.php
  ▾ 2019_05_30_093656_create_comments_table.php
```

Models

```
▲ Models
  ▾ Backer.php
  ▾ Category.php
  ▾ CategoryProject.php
  ▾ Comment.php
  ▾ News.php
  ▾ Page.php
  ▾ Pledge.php
  ▾ Project.php
  ▾ ProjectImage.php
  ▾ ShopItem.php
```

DELIVER

HANDLEIDING

ALLE GEBRUIKER

- Kan alle projecten bekijken en downloaden in pdf
- Kan registeren met E-mail adres
- Kan alle News, About, Privacy Policy bekijken

INGELOGDE GEBRUIKER

- Nieuwe project aanmaken
- Eigen projecten bewerken en verwijderen
- Ads van eigen projecten naar home pagina
- Credits kunnen kopen met bankcontacten
- Kan andere projecten subsidiëren
- Kan in alle projecten comments schrijven

ADMIN

- Kan alle projecten bewerken en verwijderen
- Kan news, about, privacy policy bewerken en verwijderen
- Kan geregistreerd gebruikers verwijderen

DEPLOY

DEPLOYMENT GUIDE

1. Maak een folder op uw lokale pc
2. Download fundtime project <https://github.com/nawatend/fundtime>
3. In terminal, lokaliseer root folder van fundtime project(dus waar package.json file zit)
4. Voer **npm install** in terminal
5. Dan voer **composer install** in terminal
6. Voer **php artisan key:generate** in terminal
7. Maak een **.env** file

```
# .env
APP_NAME=FundTime
APP_ENV=local
APP_KEY=base64:gqpIVhW5wjVo0EV0...[REDACTED]...5ok=
APP_DEBUG=true
APP_URL=http://localhost

LOG_CHANNEL=stack

DB_CONNECTION=mysql
DB_HOST=127.0.0.1
DB_PORT=3306
DB_DATABASE=fundtime
DB_USERNAME=root
DB_PASSWORD=root

BROADCAST_DRIVER=log
CACHE_DRIVER=file
QUEUE_CONNECTION=sync
SESSION_DRIVER=file
SESSION_LIFETIME=120

REDIS_HOST=127.0.0.1
REDIS_PASSWORD=null
REDIS_PORT=6379

MAIL_DRIVER=mailgun
MAIL_HOST=smtp.mailgun.org
MAIL_PORT=587
MAIL_USERNAME=postmaster@sandbox79ed7641...[REDACTED]
MAIL_PASSWORD=24e4019f94f372e77deba...[REDACTED]-2416cf28-15d7d608
MAILGUN_DOMAIN=sandbox79ed7641a354ba79c0727cf3f3ba30d.mailgun.org
MAILGUN_SECRET=38a49d99da3a084bd1fd...[REDACTED]-359505a2-15d7d608
MAIL_FROM_ADDRESS=postmaster@sandbox79ed7641...[REDACTED]
MAIL_FROM_NAME="FundTime By Nawang Tendar"
MAIL_ENCRYPTION=tls

AWS_ACCESS_KEY_ID=
AWS_SECRET_ACCESS_KEY=
AWS_DEFAULT_REGION=us-east-1
AWS_BUCKET=

PUSHER_APP_ID=
PUSHER_APP_KEY=
PUSHER_APP_SECRET=
PUSHER_APP_CLUSTER=mt1

MIX_PUSHER_APP_KEY="${PUSHER_APP_KEY}"
MIX_PUSHER_APP_CLUSTER="${PUSHER_APP_CLUSTER}"

STRIPE_KEY=pk_test_6mpm8Xkz...[REDACTED]-2416cf28-15d7d608
STRIPE_SECRET=sk_test_Szsx2CHM...[REDACTED]-359505a2-15d7d608
CREDIT_RATIO=1
```

a.

8. Maak een database met naam 'fundtime'
9. Voer **php artisan migrate** in terminal
10. Voer daarna **php artisan serve** in terminal om project live te starten
 - a. Als port bezet is, voer php artisan serve --port=1234 (1234 mag je vervangen met je eigen keuze getallen)

