



# Closure Presentation

Regalia Share



# Requirement Match

## Initially Requested Features

- The Ball State SSO
- CakePHP v.4
- Make the design more BSU oriented
- Email Notifications
- Sass migration
- Mobile Responsive

## Implemented Features

- The Ball State SSO
- CakePHP v.4
- Make the design more BSU oriented
- Email Notifications
- Sass migration
- Mobile Responsive
- A User-to-User in-app messaging system
  - This was originally conceived as a work around the BSU email-relay till production. Graham ended up liking the concept and it was added to the project officially.



## Final Client Meeting

Our final client meeting with Graham Watson took place on April 21st at 3:30pm. In this meeting we talked about the final state of the application, and any bugs that he noticed while going over it. Graham mentioned to us that we should host our images locally, rather than on Github. Graham was very pleased with how the app turned out, he said that we overcame a lot and he was proud of what we accomplished. Melinda Messino, is our other client and she was also very pleased with the final result. She said it looked fantastic and we had made a lot of progress from the old version. Overall, this final meeting went well and Graham said he sees this app being utilized by the university.



# Transfer

During our meeting with Graham we changed the owner of the code repository to his github account. All other facets of the project are hosted with ball state accounts, which Graham already has access to.



## Successful Practices

- Front end organization - Utilizing SASS allowed us to modularize our CSS files, which are then combined into a single file once compiled.
- Using Bootstrap for some of the frontend design helped with the mobile designs for some pages where columns and rows are used heavily.



# Unhappy Practices

- Because of the existing tech stack, we were unable to use a frontend framework and instead only used HTML and CSS which made some tasks more time consuming.



# Regretful Practices

The unrunability of tests.

With the implementation of the SSO, we needed to deploy our project. The SSO that BSU employs denies the use of scripts, so no Cypress, and mocking sessions, which because mocking is implausible with the library we had to use to make the SSO work, SimpleSAMLPHP. SimpleSAML provides two tokens that are looked at by the Authenticator within the library, and these tokens aren't mockable or set-able as they are wiped when the SSO is called and set when the SSO finishes.



## Final Thoughts

**Evan** - I am very pleased with how the project turned out and everything we were able to accomplish. It was nice working with a web developer as our client because he was able to help us with any issues we had. I learned a lot about frontend development and really enjoyed the process of taking the old design and creating a new one. This project helped me with learning how to maintain a complex piece of software and just how much configuration and details are necessary for things to go smoothly.

**Nick** - I think the project turned out very well. It was nice to have a direct line of contact with Robert Seaton from the Ball State IT team, as the SSO wouldn't have been possible without his help. I think the final product ended up looking and feeling much better than I had initially expected

**Brevin** - I am very happy with where we have this project. I think this was a very good experience with working in a real world setting without the drastic consequences. I also think that working with the Networking team was probably the most crucial part of the experience because it allowed for a real world experience of working with other departments and the complex environment that software development is... Moving parts on top of moving parts.

**Collin** - I feel as if this project was a major success and we were able to accomplish a lot. This experience has taught me a lot about working with a team when building software. I also learned a lot about version control while working on this project which I think is a valuable skill in this industry. Having meetings with the client was great practice for dealing with real world projects. Overall, this has been a positive experience and I enjoyed working with everyone on this project.