Elderberry Startup 5: Dynamic UI

Bugs:

Server.js does not have the proper data retrieval code yet and causes error when run.

Maps: Will render lists from a set 'initial database' as infowindows to the map. Map is draggable, zoomable, and auto-locates the user's current long/lat.

Calendar: Switching over to a react component, finding a suitable library that allows easier interaction between the react structure and the google api.

File Explorer: Will dynamically retrieve and display data from database which allows users to look through their created files and folders.

File editor: Prepared for dynamism and server functionality (once the database becomes operational).

Notes: Same as file editor, preparations for the next step.

notes, the file explorer, etc) quickly and easily.

Dylan: Worked on preparing calendar for the switch to a database and server, and found a react library for a cleaner implementation of the calendar as a component.

Antonio: Focused on implementation of the notes tab, performing the clean-up and structuring required so that it will work with the database and server once those are fully implemented.

Nils: worked on prepping the map for the database, and sectioning off different react subcomponents, and getting the basic user interaction (double left click to zoom in, double right to zoom out, click and drag, etc). Also implemented the rest of the team-members react components as dynamic switching out from a mounting point in the center component. This gives the sidebar functionality, allowing users to switch between workspaces (the map, the

Eric: worked on breaking apart ui-fileExplorer so it will properly assess the data when retrieved from the database. It will output the proper file titles with its type in the icon. Also tried to create server methods for data retrieval but unsuccessful so far. Spearheaded the transfer to a database.

Cuts:

Currently we have not made any decisions around cutting originally planned features. Our project has a nice design flow where new functionality builds on previous things implemented, so it may well be that there are features we never "get to", but for now we will just continue working towards those goals and see how far it takes us.