

# Geofeelings

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## Build

### Status



### Instructions

```
npm install
npm start
```

## Links

Production: [young-dusk-9003.herokuapp](#)

Repository: [octagonal/Geofeelings](#)

## Deployment

Deployment is handled by Travis CI.

## Default users

Username	Password
ikbeneendocent	test123

The MongoDB & Admin credentials will be given during the presentation.

## Performance

- Consistently 60FPS
- Network load is reduced to a minimum by using very efficient MongoDB calls

## Task division

Name	BE	FE	Task in team
Anthony Madhvani	Y	N	Backend, frontend

## Workload

In hours

## Estimated

Map view: \*\*\*\*\*5.00  
Timeline: \*\*\*\*\*4.00  
Authentication & authorization: \*\*\*\*\*3.00  
Statistics view: \*\*\*\*\*5.00  
Entry filtering: \*\*\*\*\*4.00

Activity chat: \*\*\*\*\*5.00

## Actual

Map view: \*\*\*\*\*10.00  
Timeline: \*\*\*\*\*8.00  
Authentication & authorization: \*\*\*\*\*4.00  
Statistics view: \*\*\*\*\*10.00  
Entry filtering: \*\*\*\*\*4.00  
Activity chat: \*\*\*\*\*6.00

## Technology

This list is not exhaustive. Refer to `/package.json` for every package used.

### Frontend

Name	Usage
Jade	Non-interactive views
React	Stateful, interactive views
Sentiment	Calculating sentiment
Moment	Date calculations
lodash	Throttling function calls, filtering & mapping the entry list
d3	Showing graphs

### Backend

Name	Why
qs	Parsing querystrings
Passport	Helps with auth
Node.js	Mandatory
connect-flash	Flash important messages
express-session	Manage sessions

## Conclusion

### Possible enhancements

- Additional filtering
- Graphic the amount of tags

- Showing the trending tags

### **Difficulties**

- JavaScript

Being used to strongly typed languages, coming to grips with JavaScripts dynamism was quite difficult at first. It requires a great deal of discipline to keep code structured since the compiler won't do it for you.

- React

React does not play along nicely with most “classic” UI libraries such as JQuery or Bootstrap.js, especially when those libraries update state as well. Some nasty hacks were required.

### **Successes**

- Isomorphic UI

Rendering on both the server and in the browser was largely a success. This is a substantial improvement over my previous projects since the UI has the best of both worlds: caching, Google indexing, interactivity, etc.

- Map & Chat

The main views of the project were (IMO) implemented very well. State updates instantly across all components, chat works as expected and the timeline is really snappy.

### **Personal remarks**

By doing this project I came to the realization I would've gladly taken on the FE module as well. Nevertheless, it was a great experience for me because it was my first real attempt at making a (non-tutorial level) project with a JS based stack. If I had to take a guess I would say that the technological skills I learned by doing this project will definitely come in handy in my career.

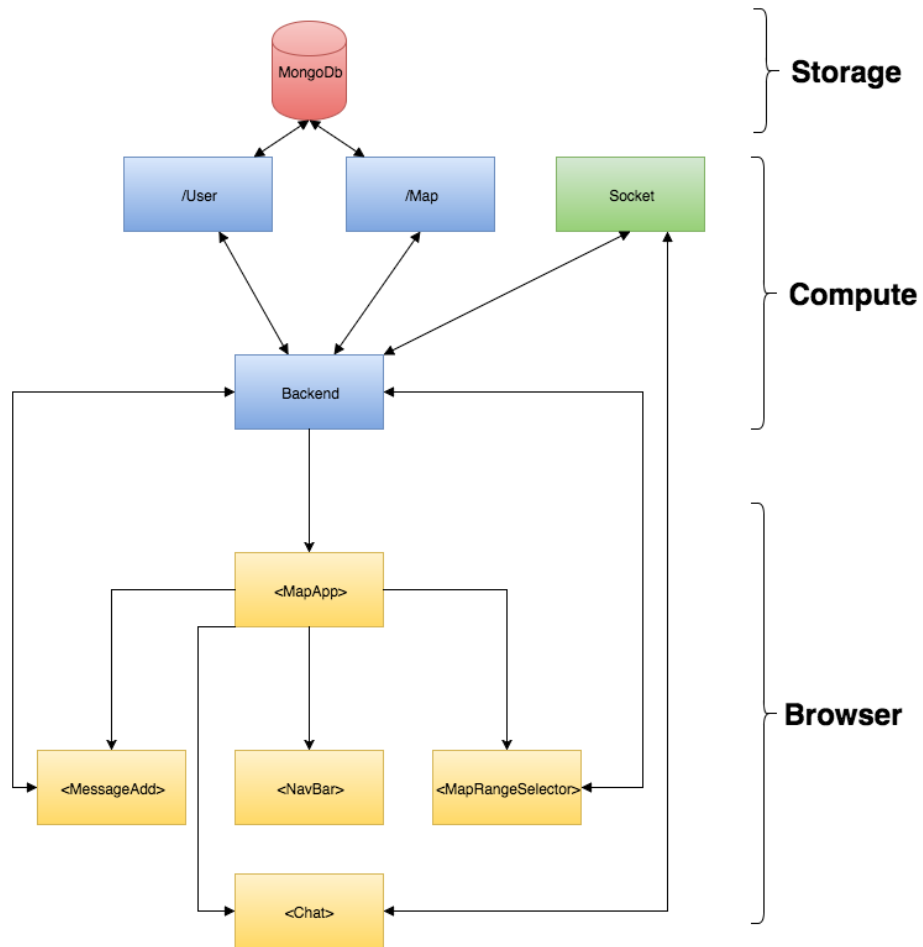


Figure 1: Architecture

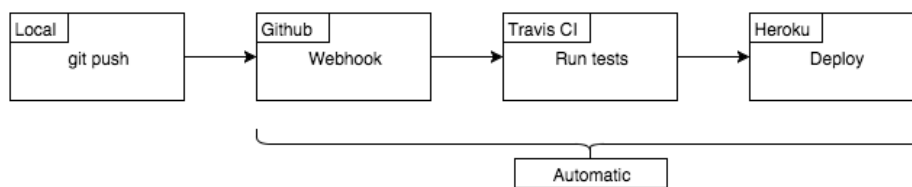


Figure 2: Deployment