Cybershelf

Owen Dyer, Jordan Okada, Celia Cameron,
Leo Tellez, Ashton Wilbern

Project Description

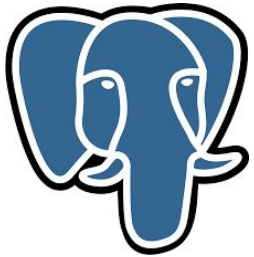
CyberShelf is an online storefront that allows users to navigate through a plethora of items and purchase them. CyberShelf offers a platform containing a large variety of different products from different vendors, at price points that customers will love. Customers have the ability to create an account with CyberShelf, use it to browse different products, add products to a cart, and make a purchase. After creating an account, we store your information, to make repurchasing through CyberShelf simple and easy. Our website has a very clean aesthetic, without fillers and attention grabbers, so the customer can focus on finding the products that they need.Cybershelf also implements a microservice architecture, rather than a monolith architecture. This means that our website is collection of services, rather than just one service (we have six different services). This allows us to have more control over our web server, and allows many different services to be operating independently, to prevent issues pertaining to server crashes across the entire website.

Tools Used *cont.*

- **UI Tools:**
  - HTML ↣ 5
  - CSS ↣ 4
  - EJS ↣ 5
  - Tailwind ↣ 5
  - Bootstrap ↣ 4

Tools Used

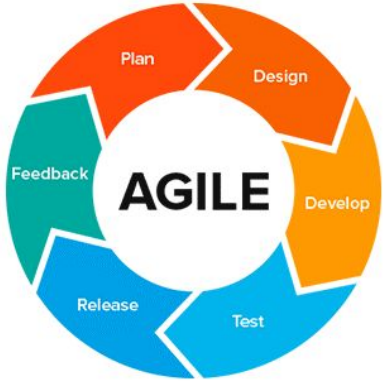
- **VCS Repository:** Github ↣ 5
- **Database:** PostgreSQL ↣ 5
- **Application Server:** NodeJS ↣ 5
- **Web Server:** NGINX ↣ 5

Tools Used *cont.*

- **Deployment Environment:** Azure ↣ 4
- **Testing :** Mocha, Chai ↣ 3

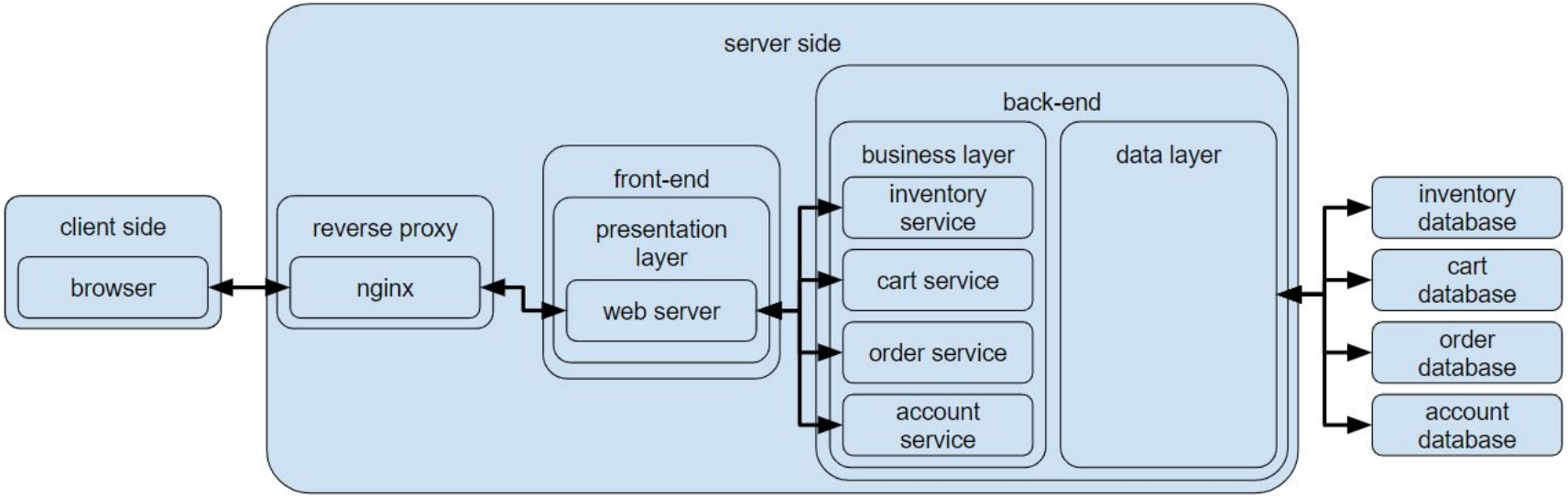
Methodology



Agile Development ↣ 4

- Scrum calls ↣ 5
- Kanban boards ↣ 3
  - Github project

Architecture Diagram



Challenges

- Utilizing multiple databases instead of one
- Communicating effectively
- Time management
- Deciding which technologies to use
- Project scope

Demonstration