

# TimeTab Final Presentation

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Team Makronii

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# Introduction

- Web app to coordinate event scheduling
  - Meetings, conferences, hangouts
- A modern alternative to When2Meet
  - Mobile-friendly
  - Modern UI/UX
  - Improved input methods

# Project Goals

- Create a modern, accessible website that allows people to communicate when they are available to each other
  - Choose what days of the week to schedule for
  - Make the group's schedules visible to one another
  - Have a much more color-blind friendly color palette
- Create an intuitive and easy-to-use method of inputting times
  - Toggle between selection and removal of times
- Create a website that works well across all devices
  - Different input methods on mobile devices

# Challenges & Accomplishments

## Challenges:

- Most of the team has little to no experience with creating webapps
- Balancing class workloads
- Different input methods between device types (desktop/mobile)

## Accomplishments:

- Live site works as expected on desktop and most mobile devices
- Mobile site input functionality much more mobile friendly
- Colors more suited to use by people with colorblindness

# System Demo

landing page

EVENT NAME

My New Event

DATE \_\_\_\_\_

WEEKDAYS	DATES
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MON MON MON MON MON MON

TIME ZONE

UTC-8 - America/Los Angeles

FROM

7:00 AM

11:00 PM

CREATI

viewing event

timetab

## Fun Conference

YOUR NAME \_\_\_\_\_

Sammy Slug

LOGIN

### Your Group's Availability

after login + edit

timetab

## Fun Conference

### Your Availability

[illegible]

**SAVE**

REMOVE

### Your Group's Availability

[illegible]

# Technologies

## Front-End:

- Tooling: Vite.js
- TypeScript
- React.js
- NPM packages:
  - React-router
  - React-day-picker
  - ...And many more!

## Back-End:

- Firebase
  - Cloud Firestore Database

# Project Management

## Beyond Scrum: Remote Management

- Discord for project coordination
- LiveShare for remote pair programming / live collaboration
- Google Docs for documentation



# Feedback

## Enjoyed:

- Implementation of firebase
  - Realtime updates were simple to implement
- Learning React/Typescript
- Designing the web app UI/UX

## Didn't Enjoy:

- Differences between mobile devices caused many errors
- Time zones were difficult to incorporate

# Lessons Learned

## Start/Keep Doing:

- Discuss progress in real time in the Discord server
- Tracking commits to help with accountability
- Schedule more time to work collaboratively on tasks

## Stop Doing:

- Delaying our standups due to lack of communication
- Pushing unfinished tasks onto the next sprint