Parth Mahendra u2002658

Note: This website works best in Chrome

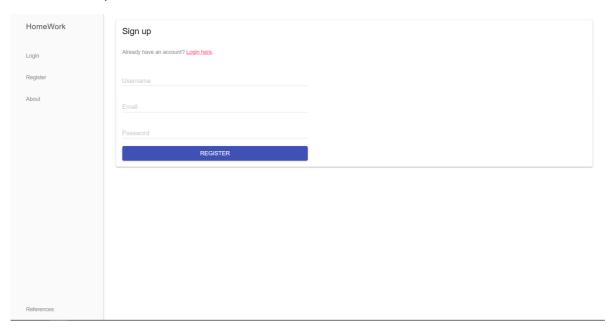
Registering

Upon navigating to the site user is presented with an option to either login or register:



On the first time the user will presumably hit "register".

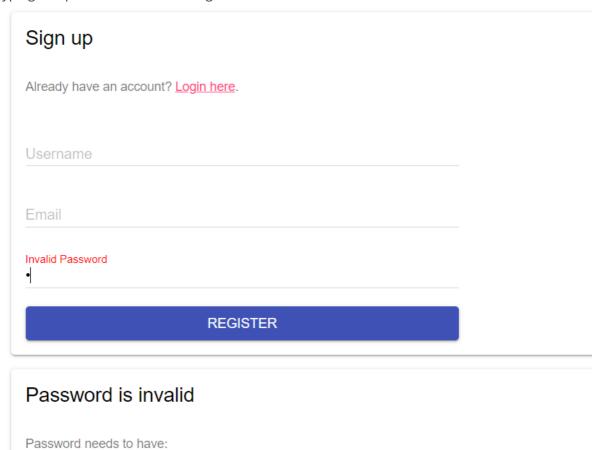
He will then be presented with a form that he can fill in:



Validation

When signing up, a lot of client side and server side checks are done to ensure that the user isn't trying to create a user with a username that already exists, his email is valid and his password is secure enough and so on.

For example, if the user attempts to use a password that is too weak, he will be warned as he is typing and prevented from creating an account both on the server side and client side.

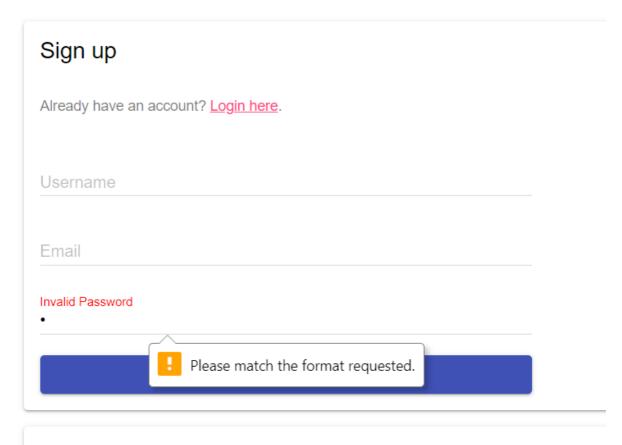


If the user still attempts to hit register:

1 upper case character1 lower case character

A length of at least 8

1 number

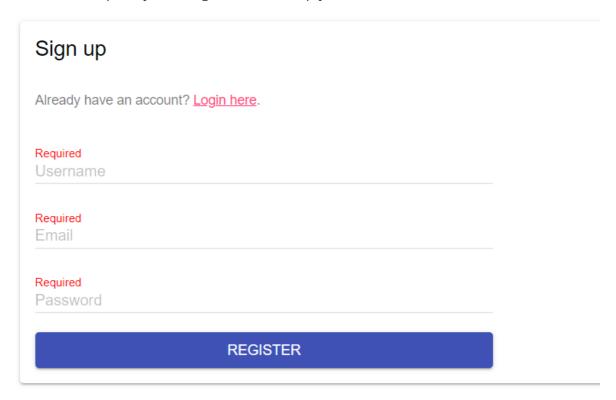


Password is invalid

Password needs to have:

- 1 upper case character
- 1 lower case character
- 1 number
- A length of at least 8

If the user attempts to just hit register with an empty form:



Sign up					
Already have an account? <u>Login here</u> .					
Username is taken TestAccount					
Email					
Password					
REGISTER					

And etc for all of the mistakes a user can make.

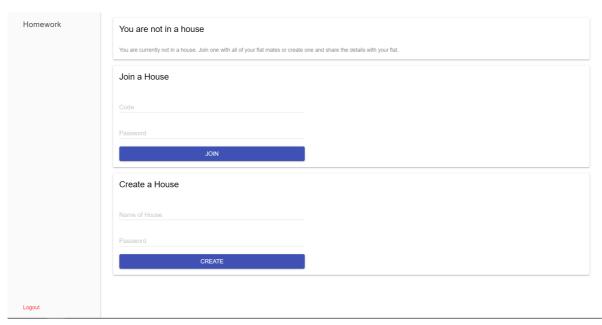
If the user fills in the form correctly:

Sign up
Already have an account? <u>Login here</u> .
Parth
parth.mahendra@warwick.ac.uk
••••••
REGISTER
Success!
The account has been created. <u>Login</u> to begin.
Signing in He can then go login with the same details as earlier and hit login and he will be logged in (provided the user got the details correct).
Login
Don't have an account? Register here.
Parth
••••••
LOGIN

Houses (extra feature)

In this website, users can all create and join discrete "houses", sort of like servers. This way multiple different groups can use the same website and there's no way to access the tasks of one house from another.

Upon logging in for the first time ever, user will be presented a choice to either create a house or join a house with a "code".



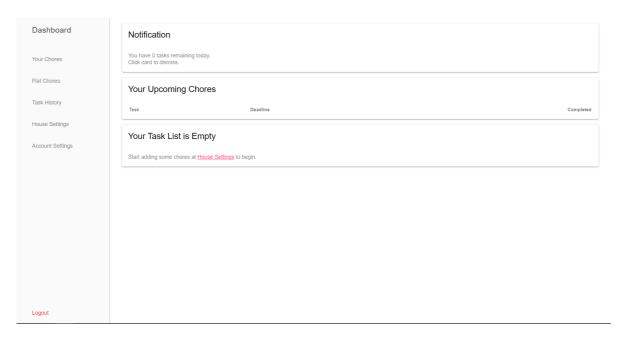
Creating a house

In this example, I will create a new house (I will join one later):

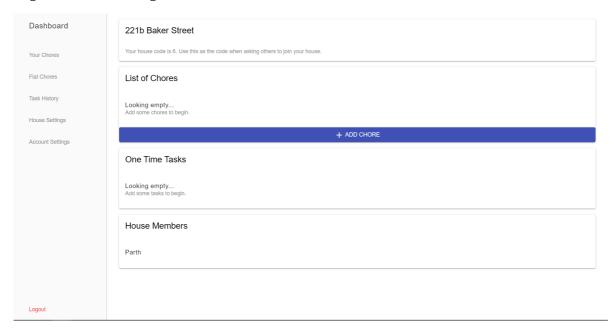
Note: The house name is purely for aesthetic purposes, it doesn't matter if it is unique or not because houses are accessed with their code which is unique in the database, and also the password laws match the ones for account creation to ensure no one can easily break into someone else's house



Once the user fills it in correctly, he will then finally meet his dashboard.

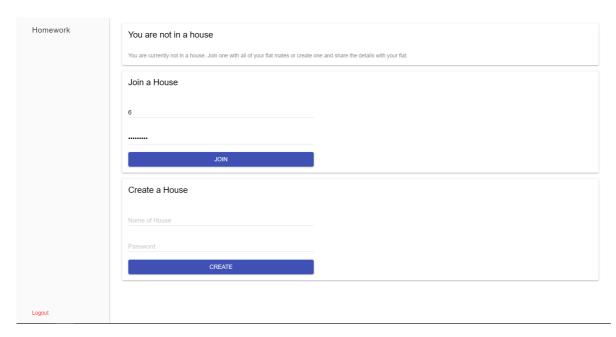


But I'll come back to this later, first we need to get his flatmate into the house. To do this we need to go into house settings and look at the code for the house, and send it to our friend:



Our house code is 6, so let's log out and join as our friend.

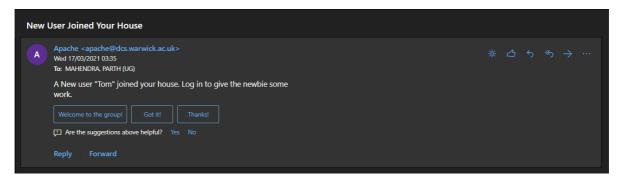
Joining a house



We can use the code 6 we had from before and the same password as the one we used before and join the house.

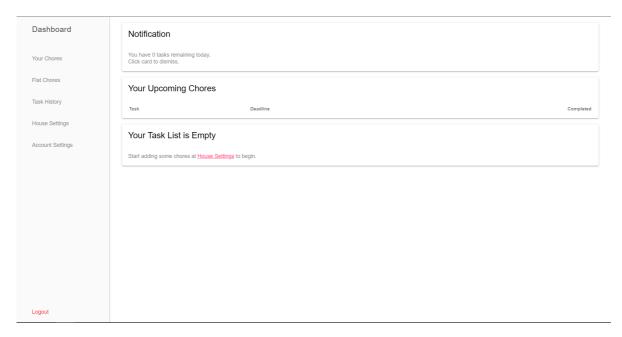
Security Notifications (extra feature)

Immediately upon joining the house with another account, I got an email notification informing me that a new user has joined my house:



This notification goes to everyone in the house.

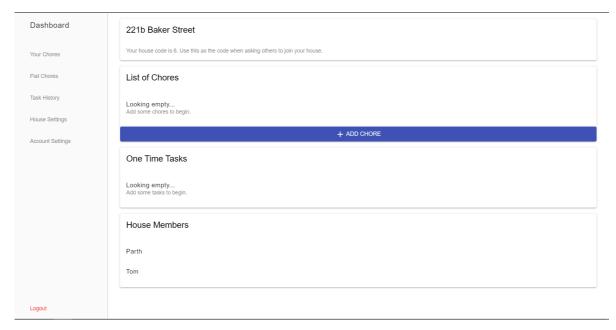
Now that we've got a basic house (of two), I can login to my account again and start looking at the chore aspect of the website.



On a fresh start we obviously have no chores or work to do, so we should add some.

House Settings

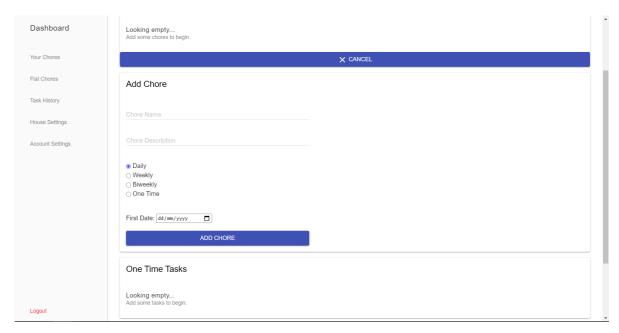
We saw the house setting page earlier because it contained the code needed to allow other users to join my house, but let's look at it in more detail



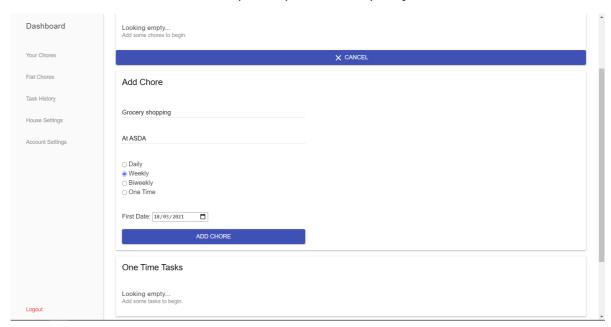
The house contains a card which shows its name, it also shows the list of chores and one time tasks (both empty) and the list of members in the house currently.

Adding Chores

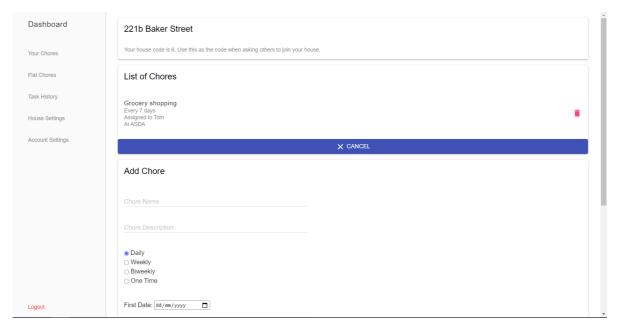
If we click add chore, a new card will slide out containing a form to add more chores:



We can then add a name and a description (optional), a frequency and the first date for the chore:



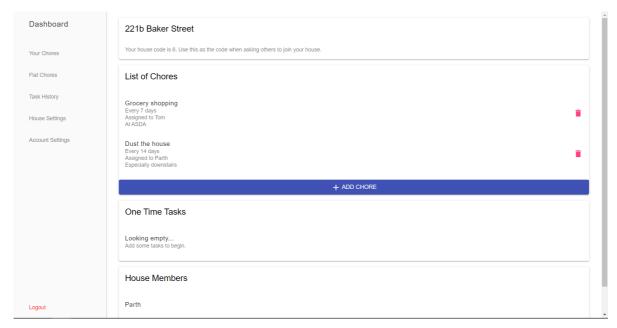
And now if I click add chore, the list for chores will update (without reload, because of AJAX)



Splitting the Chores

In this case the chore seems to have gone to Tom, this means that Tom is now doing more work than me, and so appropriately, when I now add another chore, it will go to me.

After adding another chore:

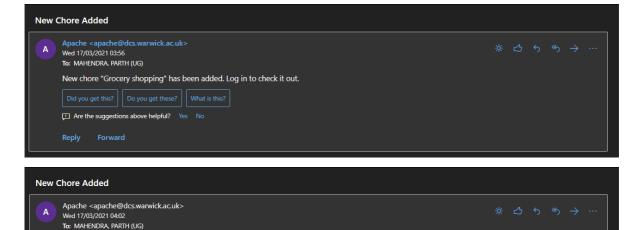


However, I am still more free than Tom, this is because Tom's chore is every 7 days while mine is every 14 days. This means that another chore that gets added will go to me.

Chore Email Update (extra feature)

New chore "Dust the house" has been added. Log in to check it out.

Since things round the house have changed and another chore got added, the users get an email notification of it when it does.

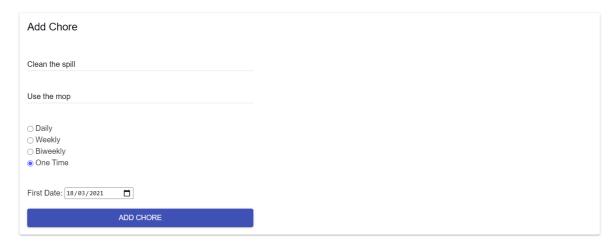


And Tom would get it too.

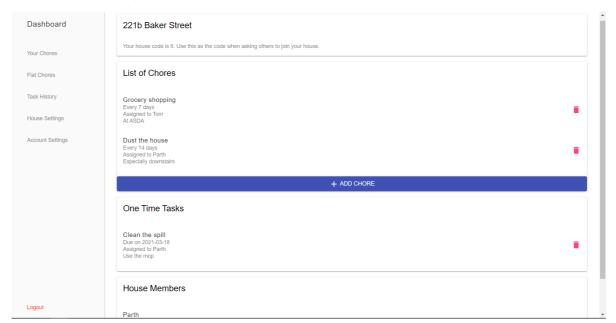
☐ Are the suggestions above helpful? Yes No

One Time Tasks

One time tasks are like chores but get handled a bit differently because they are not recurring, regardless they are added in the exact same way a normal chore is added.



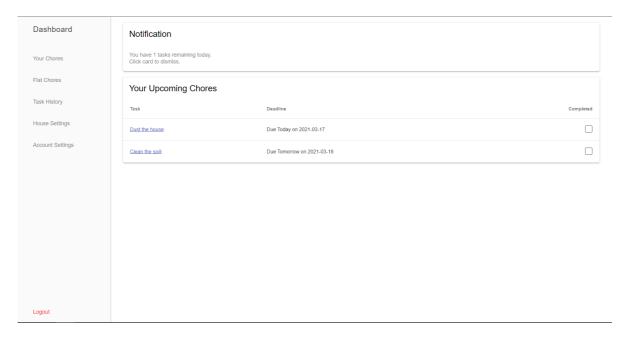
And similarly the page updates without reload:



And because I do work every 14 days and Tom does work every 7 days, the one time task got assigned to me (and the house also got email notification for it).

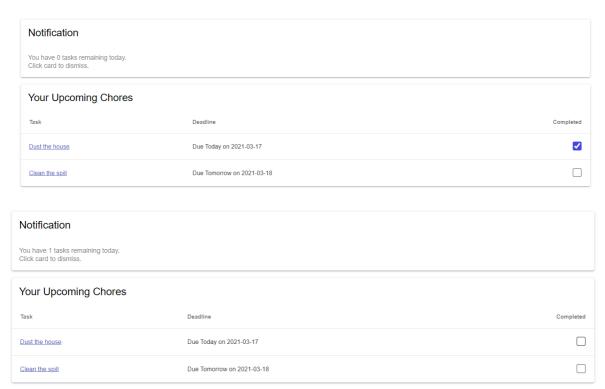
My Tasks

Now that we've fleshed out the house settings page by adding more chores, let's look at my tasks.



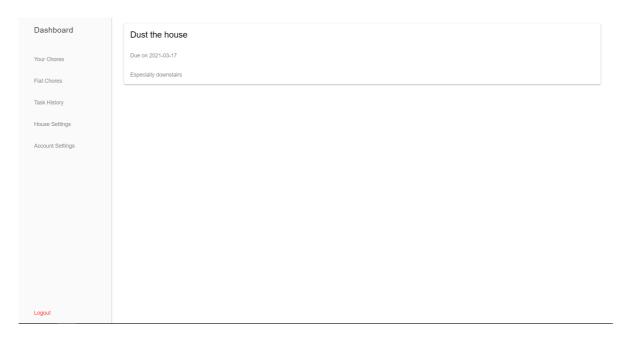
The "your list is empty" message is now gone since I finally have some work. At the top is a dismissible notification telling me quickly how much work I've got just for today.

Just as a nicety, the notification updates without reload when I check off something or uncheck it.



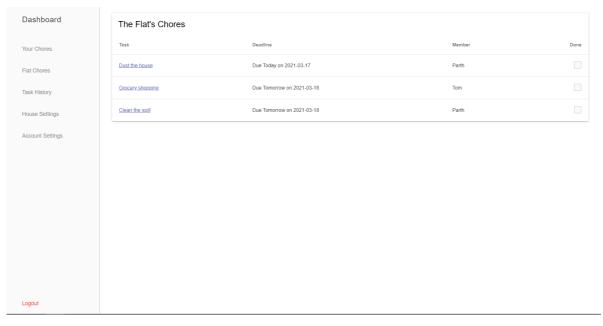
Viewing Chore Details

I can also click on a specific task to view its details:

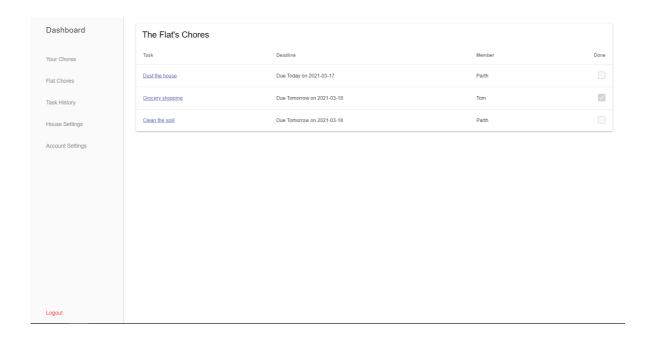


Viewing Flat Tasks (extra feature)

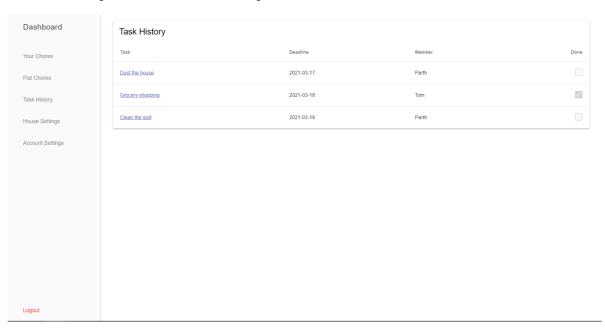
I can also view the tasks for the entire flat to see who's done what.



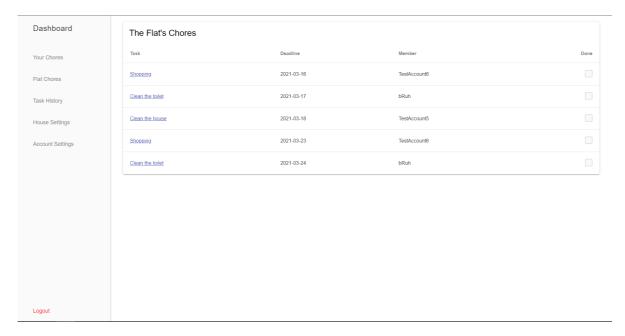
So for example if Tom preemptively went shopping before his deadline, it will update here (viewing from my own account):



Task History and Accountability (extra feature)



You can also view task history, which is a bit useless in this example because the flat was just created now, but on a different example on my local computer:

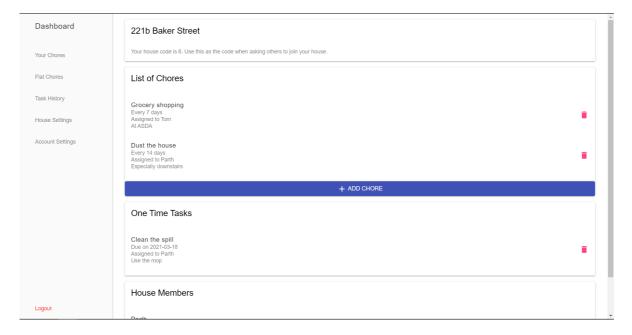


You can see the deadline for some of these is gone (it is the 17th at the time of that screenshot) so they won't show up on 'Your Chores' and there is no way for a user to mark them off, and everyone can see that you've missed it. This is done to ensure accountability.

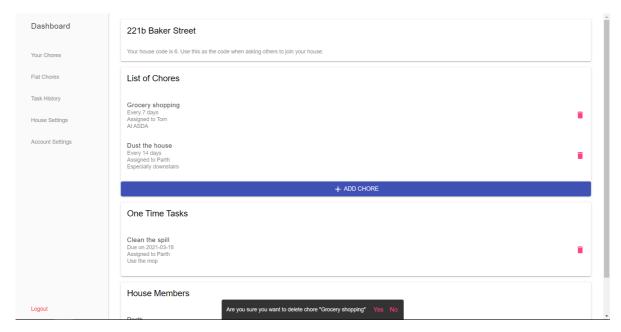
Deleting Chores and Tasks (extra feature)

I wasn't very sure if it was an extra feature, the guide makes no mention of deleting chores so I believe it is one.

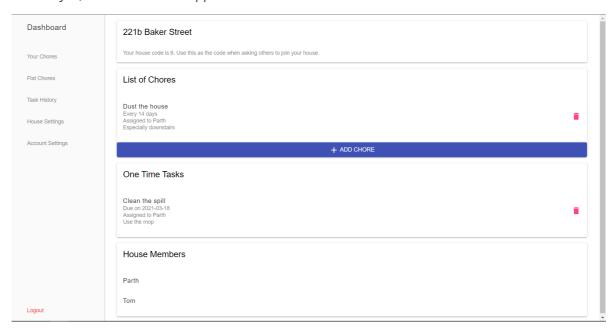
Previously when we were looking at the house settings, we added some chores, let's say we've changed our mind and want to get rid of them, particularly the grocery shopping one:



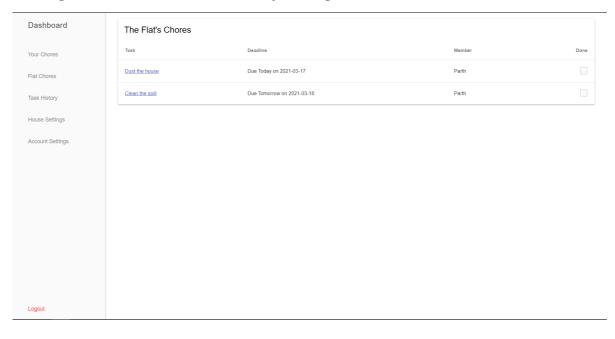
If I click the delete button, I will get a popup confirming whether or not I really want to do this:



If I click yes, the chore will disappear without a reload:



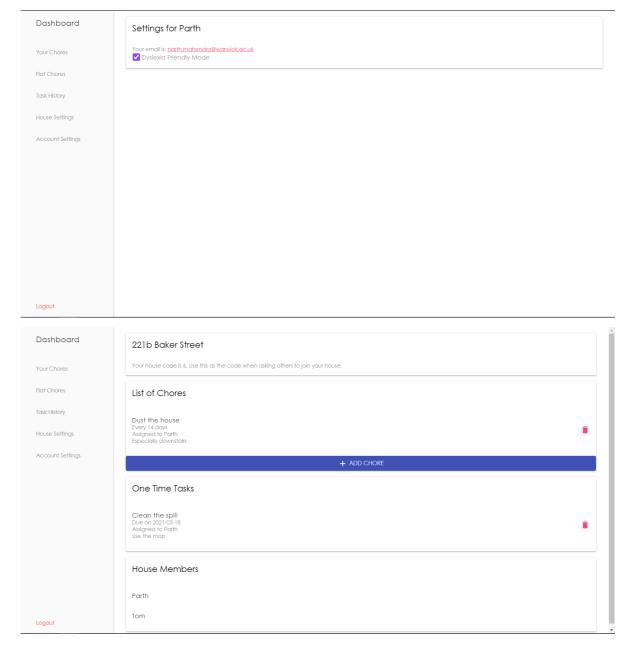
And if I go to check the flat chores, the entry is now gone:

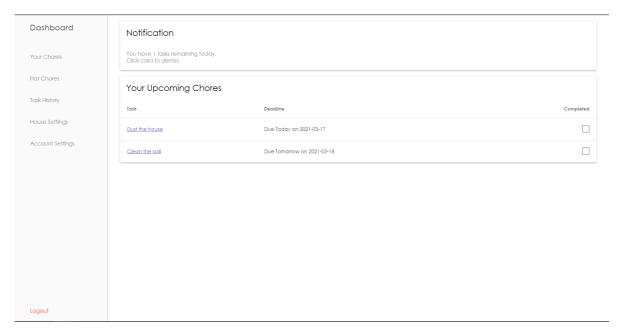


Account Settings and Accessibility Settings (extra feature)



This is fairly basic and just contains a setting that changes the global font of the site to a font face that is more readable for dyslexic people. Flicking it on will enable it both globally and across multiple sessions:





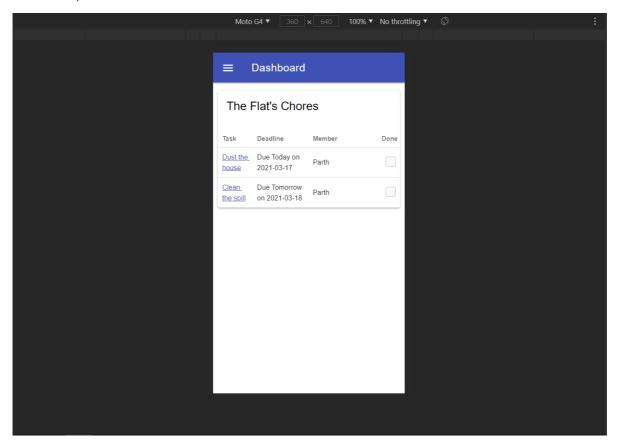
And so on for all pages on the website.

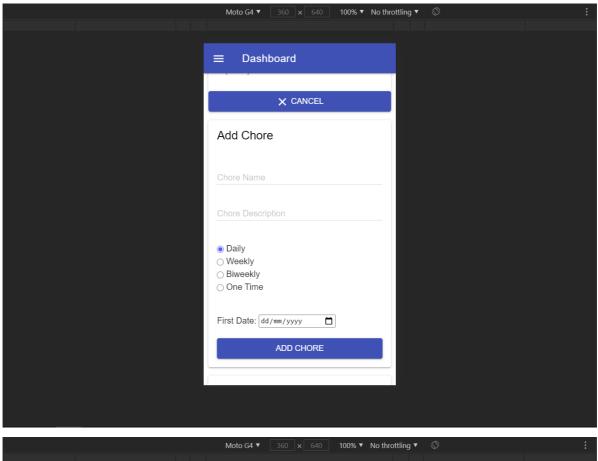
Additionally, in general all components meet the contrast requirements to ensure visibility and additionally components usually have a name that allows them to be read using TTS software.

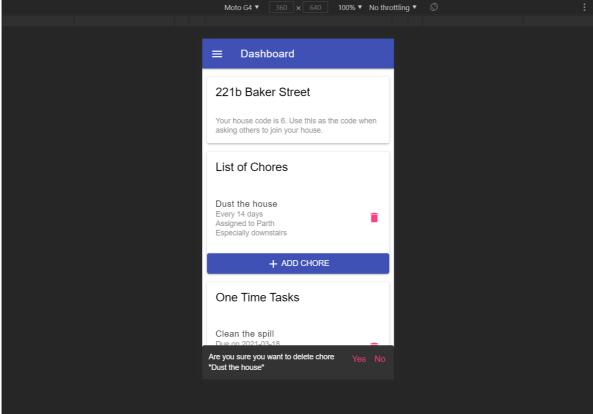
Mobile Support

This moves me onto my final point, the website is completely useable (and probably looks better) on mobile.

Some samples:







References

The additional feature of mobile support (the side drawer in particular) used the library at https://getmdl.io/, but my core functionality uses components made by me designed (painfully) to match with the style of the drawer.