PennWest California

DeckTechCentral

Weekly Report 1

Christian Messmer, Paul Shriner, Adir Turgeman, Luke Vukovich

Dr. Mohamed

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The goals for the prior week were to do the initial steps that are required to smoothly begin the implementation phase. This started even before the Spring 2024 semester began. In the prior semester, we had created a Discord server for communication, which is what we will continue to use this semester, with the addition of implementation related chat channels. During the break, the team individually reviewed the technologies that would be used for this project so we would not be going into it blind. Finally, in the first week of this semester, we created a new Gantt Chart and had several group discussions about the project.

During the prior week, we set up the GitHub repos that would be used for this project. One will be the main DeckTechCentral codebase, while another will be for the project website. We ensured that the team could access these repos and contribute to them. This was a critical step to ensure that the team could collaborate and work as effectively as possible. Further, Git provides version control and archiving of code, so there will be minimal losses of productivity in the event of a disaster. The codebase repository is currently private, but it will be open sourced under the MIT license when the project is finished. The project website repository is public under the MIT license.

For the project website, Paul set it up using Hugo, a static web page generator, along with the “Doks” theme. Paul chose Hugo due to his experience with the web page for the PennWest Software Development Club, which was also created using Hugo. If a team member wants to add a new page to the website, such as a weekly report, they would just create a new Markdown file, add content to it, and commit it to the GitHub repository. The page is hosted using GitHub Pages, which automatically updates when new content is added. It’s also possible to link to documents such as the Gantt Chart, by adding the document files to a “static” folder in the repository.

Luke began work on the front-end using React with Chakra UI. The web page has a navigation bar with a search bar, as well as a toggle for switching between deck and card search. It can connect to the Scryfall API, allowing for searching cards and retrieving card information. The page also has initial code for Google OAuth. At the moment, there is nothing that can be actually be done on the page as there is no back-end to connect to. This means that features like deck management cannot be added until further work on the back-end has been done.

Christian worked on the specifications for the API endpoints between the back-end and front-end. These are crucial so that the front-end can be made to properly communicate with the back-end. So far, the API specifications contain info on the object response as to what the client can expect but not the paths as of yet. The goal for next week is to finish the paths and finalize with all group members.

The project is currently on track. While we did not setup the database as shown on the Gantt Chart, it is something that can be done in the next week. The initialization steps such as getting the GitHub repositories set up were essential to get done. Our plans for next week are to continue the front-end work that Luke started; Paul and Adir have been familiarizing themselves with Luke's code and considering ways to add to it. Christian will finish up the API specifications, then begin work on the back-end. Christian will lead the back-end portion due to his experience with back-end technologies, but the whole team aims to participate in back-end development to some degree. Finally, we will set up a database that can be ran via Docker. It will likely not be to the standard of what's needed in the final project, but it will be good enough to allow testing with the work done so far.