

PennWest California

DeckTechCentral

Weekly Report 2

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In the first week (Weekly Report 1), our goals mainly involved preparation tasks, such as getting the GitHub repositories and the project website set up, as well as coordinating a plan with the group on how to approach the project. Christian began work on the API (application programming interface) specifications, and Luke started the basis for the front-end using JavaScript and React. We realized we were a bit too ambitious with our Gantt Chart; notably, we had “Database Setup” as a task in the first week, but this is not possible until more work is done on the API specifications. This was a simple matter of adjusting our plans and did not set us back in any notable way. Our goals for Week 2, as noted in the report for Week 1, are as follows: finish the API specifications, begin setup for the database, continue work on the UI (user interface), and generate models for the API.

This week, Christian has managed to get a rough draft of the OpenAPI Specification for the DTC API. This document is important as it will describe how the front-end server will communicate with the back-end to ensure that they will work together. Using this, all the API controllers can be generated and allow the back-end development to progress much quicker. This document has not been fully finalized as a meeting with the group will be required to make sure we all agree that it encompasses all of the abilities that we need the back-end to have to ensure that it works properly for users.

For the front-end, there is still not much that a user can actually do as that depends on back-end functionality. However, work has been done on the front-end, including improved OAuth functionality, and quality of life improvements such as being able to use the arrow keys to select between deck and card search. Work has also been done on improving the code itself, such as by condensing header functionality into a “DTCHeader” component. While this won’t make a difference for the user, it will ensure that code will be reused as much as possible, making it

easier for us to manage in the future. This will be an ongoing development for several weeks, so decisions like this are crucial in order to keep the code base under control.

We did have a couple of setbacks this week. When implementing the Google OAuth API, we were running into dependency issues with Node.js. We were able to get past this by using the “force” parameter and add OAuth functionality, but this is something we should aim to resolve. Also, after a version of the OpenAPI specifications were drafted, the group found several aspects of it that could be improved. The group plans on having a meeting during Week 3 in order to discuss and polish the specifications. While this does technically put us behind, having sophisticated specifications will make future development significantly easier.

Our goals for the next week are to continue refining and improving the front-end. This will include aspects such as the layout, responsiveness, and a landing page. We will also complete the API specifications and begin database setup. Further, we will ensure that all the group members are participating and contributing to the project. It was a bit difficult to do this the first couple of weeks as the preparation tasks did not require much collaboration, but now that the project is underway, group collaboration is critical. We will use various methods of collaboration, including in-person meetings, Discord voice chats, and VS Code LiveShare.