

PennWest California

DeckTechCentral

Weekly Report 6

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For this week, we wanted to work on the landing page and improve the responsiveness of our application. It is important to have a functional application, but if it does not work to an acceptable level for all users, then it will not be able to succeed. Users should have the same great experience regardless of the device they use. On the back-end, we wanted to begin work on the API Endpoints. At this point, the back-end and front-end have been developed as separate parts. For our application to be complete, the back-end and front-end will need to be able to work together. Finally, given that this week came after the university's "Spring Break", we aimed to use that to maximize productivity.

Paul worked on the resizing of the header and the CardModal, which is a component we made for displaying card information. The header will now effectively shrink when the resolution decreases. This could happen if the user zooms in on the page or uses a device with a smaller resolution, such as a smartphone. We had already been using symbols to convey meaning when regular text would not fit. The resized header adds a new "Home" symbol, which makes it evident that it takes the user to the landing page. The CardModal received a similar treatment by rearranging text elements as it shrinks. When the CardModal is fully shrunken, the picture of the card will disappear. This is not essential as the pictures are available on the search page, so it does not need to be shown in the CardModal if there is not enough room (shrinking the photo too much would cause it to be illegible). Luke and Adir both looked at the changes and made improvements. One notable bug was an invisible popup that would only appear on Chromium browsers such as Brave. Paul did not notice this as he tests using Firefox (running on Gecko), which highlights the importance of testing under different environments. Luke added animations when the header and CardModal resize, so that they don't suddenly change for the user.

For the back-end, Christian made improvements to the OpenAPI specifications. These changes were minimal, but will make it easier for communicating with the back-end. He also worked on the DataAccess component, which will allow for sending and receiving information to the database. These changes were discussed in the group Discord server, which allows the entire group to learn changes done to the back-end.

Our major setback was simply that we were not as productive during Spring Break as originally planned. This was due to assignments from other classes, which the group members prioritized as they needed to be completed sooner. The result is that a couple of our goals for this week were not realized, including a landing page and testing the API Endpoints. However, the group should have more time this upcoming week to work on the project. We do not feel we are considerably behind; we would say we are around 60% to 65% done with the project. While the project may not appear to be this far on first glance, this is because there has been much thought into how the project should be approached. As a result, we will be able to make steady progress even with limited time.

For next week, our goals are to add a landing page with recommended decks/cards. If we can't get a draft completed, we will at least come up with a mockup of how the page should look. The landing page will be the first page the user sees, so it is important that we put considerable thought into it. For the back-end, we want to finish up the DataAccess component for reading and writing to the database. Then, we want to begin an "App" component, which will allow for testing controllers and endpoints. While we have basic OAuth functionality in the front-end, these are not implemented in the back-end. As such, a user can log in, but nothing is actually "done" as a result. Adding the related functionality to the back-end will enable a user's login to be associated with a profile on DeckTechCentral. Lastly, we have the continuous goal of

improving group communication and collaboration, as well as having members working on all aspects of the project in some way.