PennWest California

DeckTechCentral

Weekly Report 3

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For this week, our goal was to continue the progress made in the prior week, as this will be essential to later parts of the project. We aimed to work on the front-end Luke had started, notably improving the layout and responsiveness. Christian started the API Specifications in the prior week, but we found several flaws which needed addressing. Our goal was to get the API Specifications in a “complete” state. Finally, we wanted to ensure that all group members can effectively communicate and contribute to the project. This was difficult in the first couple weeks as we were determining which members were suited for which tasks, and the preparation tasks did not require much collaboration. Now that the project is underway, effective group collaboration will be critical.

For the front-end, Luke set up a “Create Deck” page. There is no content on it as of now, but this will eventually present the deck creation functionality to the user. He also did work on dynamically resizing elements, allowing for a more responsive web application. For example, if the user zooms in on their browser, the elements in the header will shrink, and cards on the card search page will be displayed in fewer columns. Paul improved the text that shows how many cards were found; he made it bigger and display centered above the cards, mimicking how search engines display a similar text. Paul also fixed an oversight where the login status would pop up when hovering over any part of the header, rather than only on the profile icon. We had met as a group where Christian and Adir offered insight into the design choices of the page. They do plan on directly contributing to the front-end codebase during the semester.

Christian continued work on the API Specifications. We met as a group where we were all able to offer feedback and make improvements to the document. It is not perfect, but it can be considered “complete”. If flaws are discovered throughout the development cycle, then further revisions can be made. Having the API Specifications laid out makes other parts of the project

considerably easier. When making the front-end, we can make it compatible with the details in the API Specifications, which means it will work with the back-end when it is ready. Other components, like the database, can be made quicker with these details.

In terms of group collaboration, we have managed to separate the project into two distinct parts: a front-end and a back-end. This allows the group to work simultaneously on different parts, speeding up development time. Due to their prior experience, Christian has decided to lead the back-end, while Luke has decided to lead the front-end. It's important to note that this does not mean we are limiting tasks each person can do; the entire group will be expected to work on all aspects of the project. So far, the methods of group collaboration we've previously used, including in-person meetings and Discord voice chats, have all worked. We do plan on doing VS Code LiveShare sessions, which will allow us to simultaneously work on the codebase.

There were a couple setbacks this week. For the front-end, we realized that we did not put enough appreciation into the different ways people will access our application. They could be using their browser minimized or maximized, on various screen resolutions, or even on a mobile device. Since first impressions make a huge impact on users, we need to make sure our page is responsive. While we did complete the API Specifications, this did put us behind. However, due to the significance of this document, we will be able to make up this progress later in the semester.

Next week, we will set up the deck visual layout on the front-end. This refers to the different aspects of a deck that will be shown to the user. We will also set up a proper landing page, which is what the user would first see when they visit our web application. It will most likely be a collection of popular decks, which will be determined by means of the review system. The completed API Specifications will allow us to begin other parts of the project; specifically

for next week, we aim to start work on the database. Lastly, we will ensure group collaboration through at least one in-person meeting, and potentially other meetings through various means.