PennWest California

DeckTechCentral

Weekly Report 7

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This week, we wanted to work on the landing page, which is the first page a user will see when visiting DeckTechCentral. Technically speaking, the landing page is the least complicated part of the front-end, but it may be the most critical part of our application. We only have one chance to make a good first impression for new users, so we cannot neglect this page. For the back-end, we wanted to finish up the DataAccess component, which defines reading and writing to the database. After that, we wanted to begin an "App" component for testing controllers and endpoints. Finally, we aimed to implement OAuth functionality in the back-end, so that a user's login can be associated with a profile on DeckTechCentral.

For the front-end, we made an initial version of the landing page. It has a brief description of what our application is for, as well as a panel for featured decks. We may add more to the page, but we will need to be careful with adding too much. If there is too much text or elements on the page, the user could get overwhelmed and give up on our application. One solution to this could be to have links to separate pages, such as a "Tutorial" or "About" page. This would allow the user to quickly find these pages, while not being overwhelmed on the landing page. Luke created the base page, and Paul helped with the resizing at different resolutions. Luke also started work on the "DeckView" component, which is what appears when a user clicks on a deck. This is an important component of our application, and will help in the creation of a "CreateDeck" component, which appears when a user creates a deck. In terms of the overall appearance of the page, Luke changed the color scheme from a purple theme to an orange theme. The group felt that this looks better, but this is a minor change which could be improved on later.

For the back-end, Christian completed the DataAccess portion. This lays out how to access data within the MongoDB database. There are helper functions for Deck, Card, and User.

The User file has functions including GetUserByEmail, GetUserById, and CreateUser. Christian also completed the Model portion. This lays out the actual types of data the database will be storing. Similar to DataAccess, there are functions for Deck, Card, and User. In User, there are getter and setter functions for the different types of data, such as “Username” which is a string. The goal of these components is so we know what types of data are being stored, which will be important when communicating between the front-end and back-end. Christian pushed these changes to the DeckTechCentral GitHub repository and the group reviewed them.

There were not many setbacks this week. For the front-end, we actually are ahead of what we planned on the week before. One problem we noted is that deck formats will be much more complex than originally planned. We will need to use advanced logic to implement them, which could potentially result in a setback later on. With the back-end, we did not get to the point of having an “App” component, but our work this week will lead up to that.

Our goals next week are to finish the DeckView component and begin the CreateDeck component on the front-end. With that, our front-end should have all the major components that our application will make use of. Improvements after that will be in the form of minor components and polishing. The polishing stage should not be understated; it is important we create a usable and consistent design for the user. On the back-end, we want to finish what we’re calling the “Service” layer, as well as solidify the API endpoints. Assuming that everything goes to plan, it should not require much effort in order to link the front-end and back-end together. Of course, things rarely go to plan, which is why we actually have time allocated in our Gantt Chart in case issues arise. Lastly, we will need to work on a user manual for our application. The user manual will explain our application with an end user in mind, including how the project was implemented, how to use the application, and any other aspects that should be noted. We will

need to complete a rough draft by April 5, 2024, which falls in Week 9 of implementation. When the final user manual is complete, it could potentially be linked on the landing page of DeckTechCentral.