TrashPosters

Final Project for SW Engineering Class CSC 648-848 Section 05 Spring 2018

Team 05

http://trashposters.com

James Quintero - jamesaquint@gmail.com

Stanley Liu

Danielle Nunez

Tumar Temirova

Alex Hernandez

Jianhao Zhong

Milestone 5

21 May 2018

2. Product Summary

TrashPosters, where you can view and report environmental issues. http://trashposters.com

In this day and age, environmental issues should be prioritized as we progress as a society. Our web application offers a solution to getting regular citizens and elected officials involved in working together to troubleshoot the environment in a familiar way. Our platform, TrashPosters, allows people to communicate issues in a way people are already familiar with about environment hazards with each other and also to get in contact with city officials on ways to resolve complaints that would otherwise pile high on an unpaid intern's inbox in city hall. Our product allows city officials to have their own unique accounts in order to post official statements about environmental issues in their jurisdiction. Citizens will be informed and kept in the loop with what's going on in their area.

City Officials being on the site will attract users through advertising done by the City Officials. The City Officials could advertise the site as a place to receive up-to-date information on the current environmental status of the city. This will keep unregistered and registered users in the loop with their city. Users will also be attracted to our platform because the city officials will legitimize the service. TrashPosters won't just be a site where people complain, but a site where citizens and the city work together to clean up and help the environment.

We aim to build a visually appealing web application that will incentivize its users to visit on a daily basis by gamifying being active in the community by mimicking a social network scheme, something most internet users today are already familiar with. Instead of giving the users a chore with the feel of doing government paperwork, users shall be able to post quickly and easily to provide the government information about the environment and get in contact with city officials. Furthermore, users shall be able to search for results relevant to their communities and shall be given an opportunity to comment on local issues or subscribe to environmental news local to their area. Lastly, users shall be given an opportunity to personalize their own profile and get to know other community members and leaders in their neighborhood that they would otherwise never interact with.

Priority 1 functions Unregistered users:

Users shall be able to register

Users shall be able to browse posts

Users shall be able to filter search by issue type - tag

Users shall be able to filter search by keyword in post - limited to area/timeframe

Registered users:

Registered users shall have functionality as unregistered users

Users shall be able to post about environmental issues

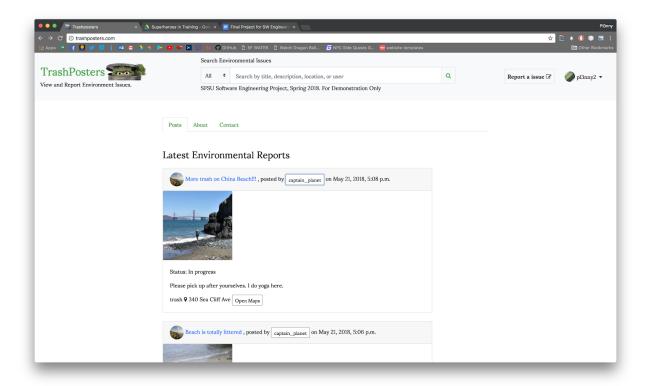
Users shall be able to include images and location in posts

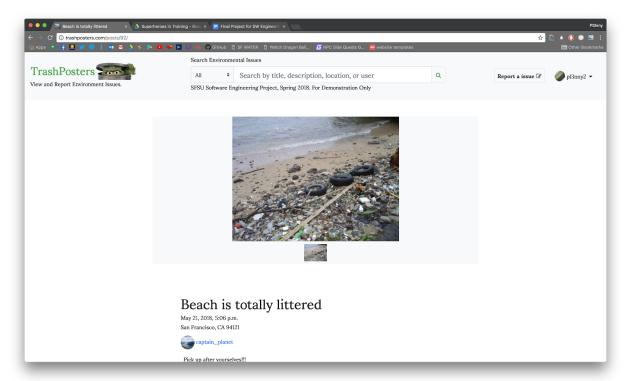
Users shall have a profile page

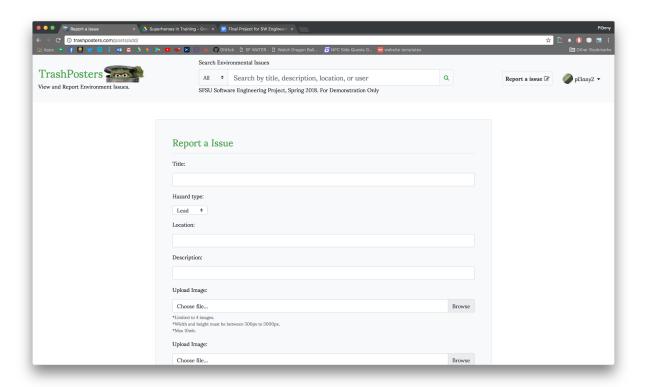
City Officials:

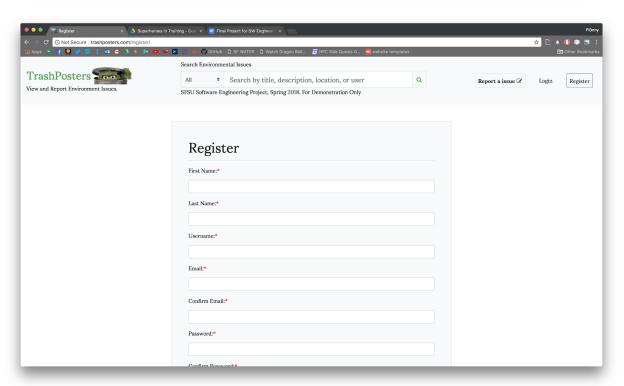
City Officials shall have functionality as registered users
Users shall be able to post official statements that stand out from regular posts
Users shall be given a city official account by a site admin

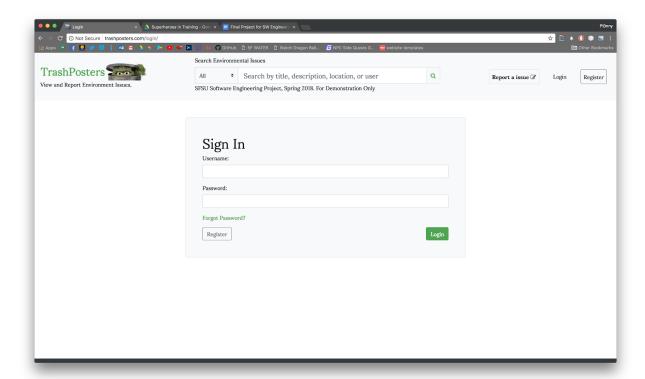
4) Product Screen Shots





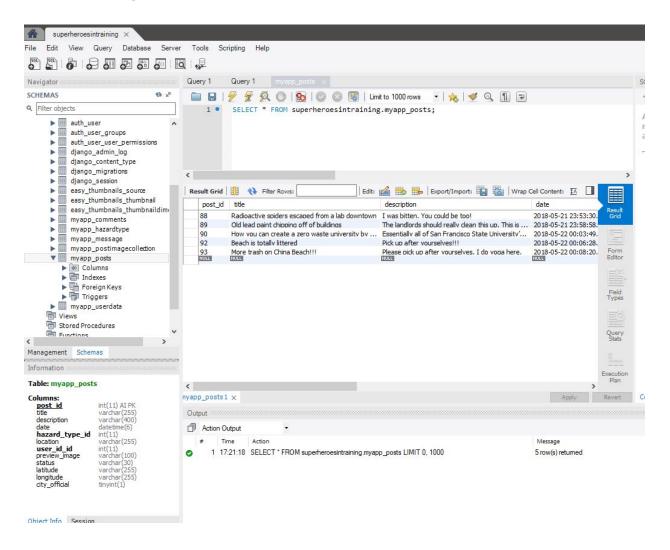


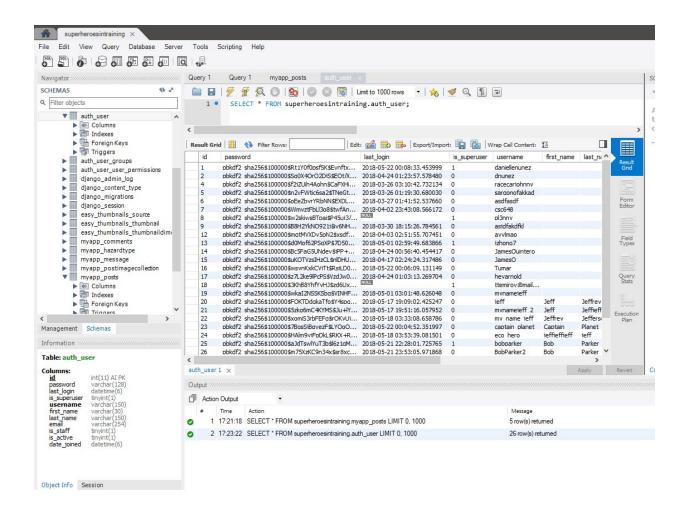




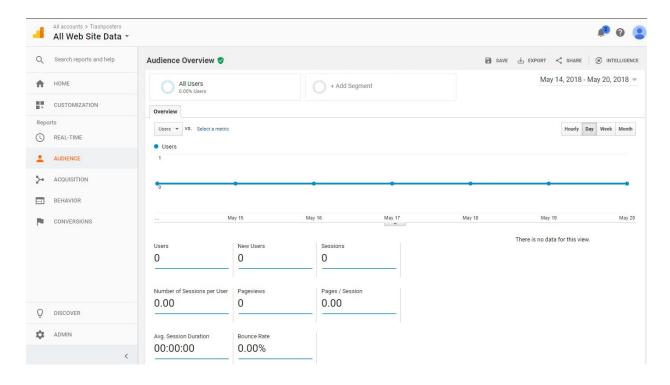
5) Database Screen Shots

Table containing data for Post information





6) Google Analytics Plot



7) Team Member Contributions:

Peer evaluation



Hi Team,

I'd like to start off by thanking all of you for your hard work throughout the entire semester. I know you all have other classes as well as this one so I appreciate every hour you have committed to making Team 5's website what it is today.

I've authored 28 total commits o the Github in the past month to our currently existing branches. My works included designing the database tables, implementing the controller logic for the back end technologies, and learning and implementing Django and Python into our website. It's been fun learning Django and coming to our meetings to relay with everyone how the framework works.

I wish you all good luck after university if you're graduating this semester.

Cheers, Danielle Nunez Reply Reply All Forward Mon 5/21/2018 5:42 PM Tumar Temirova TT

peer evolution

To Danielle Nichole Nunez; James Quintero; Jianhao Zhong; Stanley Liu; pl3nny@gmail.com

Hi Team,

Thank you all for your contribution. Especially, I would like to appreciate our team lead and back-end and front-end leads for inspiring and organizing our team. All your job made our web-application work. I have learned a lot from my peers.

I have pushed total 10 commits last into Github homepage-ui branch. Working as a front-end team developer, in this team work I have designed login, register and forgot password pages and also made contribution to other front-end pages.

It was pleasure to work with you all! Good luck on rest finals, if there is any!

Sincerely,

Tumar Temirova.

Tumar Temirova B.S. Computer Science
San Francisco State University, 2018
Email: tumar.temirova@gmail.com
Phone: 415.802.4625



James Quintero <jamesaquint@gmail.com>

to Danielle, ttemirov, Stanley, gmail, Jianhao 🖃

6:04 PM (0 minutes ago)



Hi Team,

I really enjoyed working with you guys, you put in great work, and I'm proud. We are delivering a fine product thanks to the work you committed, and it shows. We all had other projects and finals going on during this very stressful time, but even still, I'm glad we got it done.

Since the beginning of the project, I authored 30 commits to Github. I was part of the front-end group, but mainly worked with combining frontend and backend code. I also worked on the search function.

It has to be said, but Danielle, the backend lead, is the rockstar programmer that got us to this point. She is the MVP, and deserves to be recognized for all of her hard work. Thank you Danielle, we couldn't have done this without you. I also thank everyone on the team, Stanley, Tumar, Alex, and Jianhao.

It was a pleasure to getting to know each and every one of you, I wish you all the best.

Best,

Team member contributions

To: James Quintero, Tumar Temirova, Alexander Hernandez & 2 more

Hello everyone,

Thank you all for your individual contributions to this project. Without it, this project would not be possible. As the front end lead, I helped with horizontal prototyping, from the design phase: mockups and storyboard to the implementation on the browser using HTML, CSS, iQuery, and Bootstrap for responsive design. I also communicated and worked with other members on how the front end should look.

The number commits I've made is 62 (most of which were just small changes).

Alexander Hernandez

Csc648 Peer Evaluation

☐ Sent - Gmail 5:55 PM



To: jamesaguint@gmail.com, ttemirov@mail.sfsu.edu & 3 more



It was a pleasure to work with a group of individuals such as yourselves. Giving this is my last semester at SF State* I would like to thank each and every one of you for your dedication to this team and the project. I know how difficult it is to find time outside of class meetings to meet, but I am glad that we were able to find a time slight in our busy schedules.

Since the project began I have authored about 14 commits on GitHub. I helped the back-end lead Dannielle and the team lead James either to the search, google maps, and helping translate html to work with the Django framework.

In all honesty the project was one of the largest I have ever done and the most rewarding. I can't tank my team enough for all their hard work and contribution. Django is an interesting framework and I can honestly say I will continue to work with it and many others of course.

It was a pleasure to getting to know each and every one of you, I wish you all the best.

- Alexander Hernandez

8) Post analysis - lessons learned

The main challenges that we faced during this project came more towards the end, and that was the amount of attention we could give the project, diminished. It diminished due to other schoolwork taking up our time, like midterms, finals, essays, and other projects. If we were able to focus solely on this project and not be distracted with other work, the amount of features of our final project would have greatly increased, and the amount of bugs in our final product would have greatly decreased. But time allocation wasn't the only issue, other issues included having to learn new technologies like Django. We knew this would be a possible issue due to no team members having experience in django, but many of us knew Python, which is what Django is written in, so we didn't think it would be that much of a problem. It wasn't, but it still had us take longer to make the site than if we had used a technology we were already experienced in, or if we already had experience in Django. Other challenges we faced during the life of the project, we handling merge conflicts. With 6 developers, we each had to push to 6 different git branches, and then merge conflicts had to be resolved between the backends and frontends. The final product is a culmination of hours of merging frontend code and backend code across multiple branches.

I was not the best team leader, and I have a whole list of things I can improve on. Firstly, I can make sure to focus more attention on the project. I had to focus on 3 other projects this semester, and I chose to give more attention to those other projects because I had to put in more work or them, while this one was handled by great programming teammates. I also need to work on delegating tasks better, because it wasn't really clear who had what task. We did use trello, but I didn't update it like I needed to, and didn't enforce it. That's another issue, I didn't follow up on task completion, I just trusted that the tasks would get completed by whoever wanted to do them. That's not fair to the teammates who actually want a good grade on the project, because they're more likely to do the tasks without being told, and therefore putting in significantly more work. I basically allowed slacking, and that's not acceptable. I can improve further by performing code review. It was an issue in this project since frontend and backends had different ways of performing tasks, and those tasks tended to conflict with each other. With code review, ways of coding features would be consistent, and there would be much fewer conflicts. The technologies we were also had a learning curve, and I didn't do a proper job of making sure everyone was up to speed. I left it up to them to learn on their own, but I should have helped them catch up make sure