LAUNCHCODE LIFTOFF KC21 CAPSTONE PROJECT
BY RAFA CANO
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COUNTDOWN

THE STORY

▸ Led by Matthew Moore - TA, and together with group members Amy Gamble, Cole Fortner, Dante Hargrow, Quoleshna Elbert and Torion Johnson, we ideated, designed and built an original web application that would allow users to keep track of upcoming media releases all in one place.

▸ We wanted a way to browse upcoming media, presented in cards for movies, books, games, music and live events, with the option to add or remove any in your dashboard.

▸ The name CountDown was born from the concept that each media card includes its own countdown timer to the date and time of the media release.

THE FEATURES

▸ Lets you browse different media categories where upcoming releases are presented to you in easy to read cards, each with a time-to-release timer.

▸ If you choose to register, it lets you keep your own record of media cards in a dashboard, plus allows you to create and store your own releases.

▸ Future feature: Allows you to connect with other users and see what media releases they are tracking.
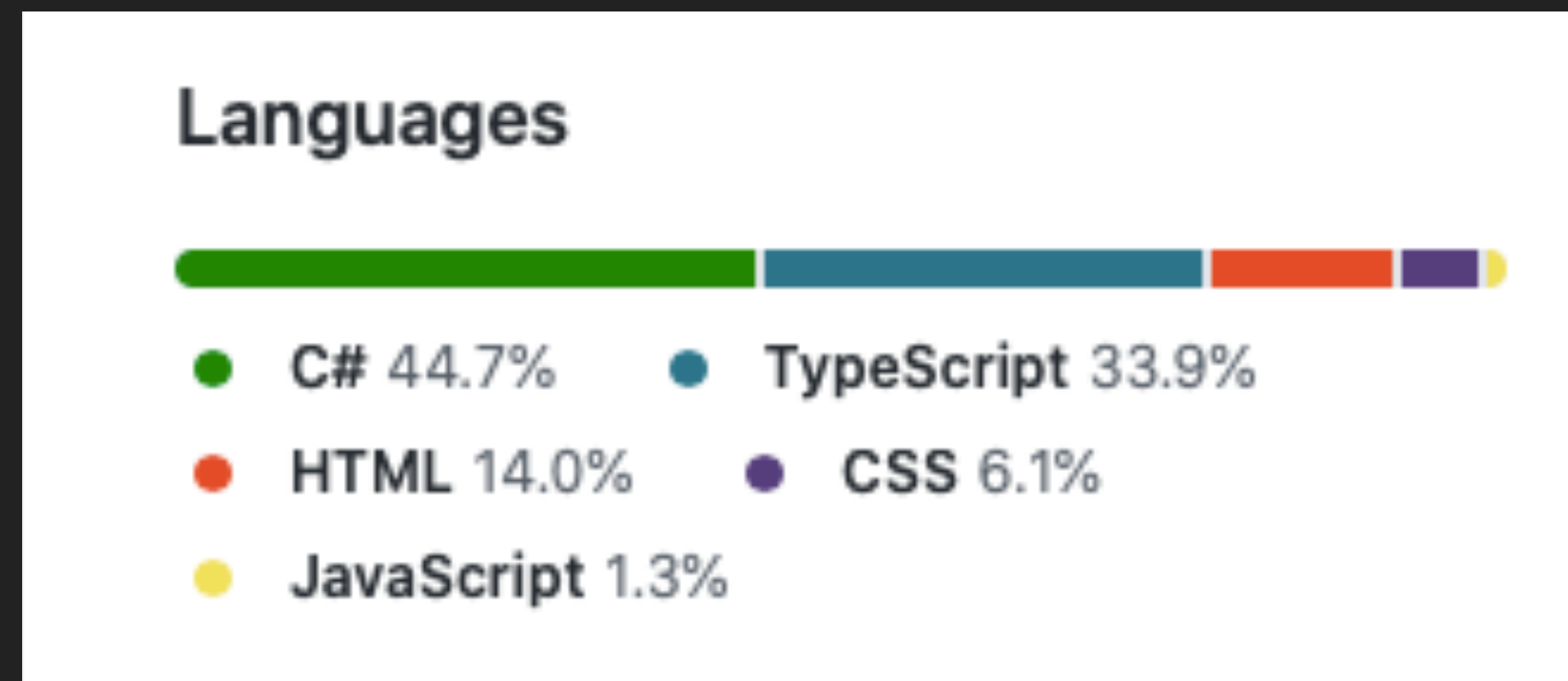
THE IDEA – USER STORIES

▸ I want my friends, and their friends, to be aware of my album coming out.

▸ There are too many releases to keep track of. I want to consolidate them and make it easier to track them so I don't forget I was interested in them.

▸ I'd like recommendations from others whose taste I share. From Jane I'd like to know what new movies she's interested in watching, but not at all the music she likes, for that I take John's recommendations, whose taste in films I find horrible.

DATA MANAGEMENT – DATABASES

▸ We didn't get past running the application locally and using a single database. Creating remote databases is a plan for the future.

▸ The Users Table manages registered users and their unique ID's.

▸ The Products Table stores media card data from all users, and relates entries to individual users in order to present it to their dashboard when signed in.
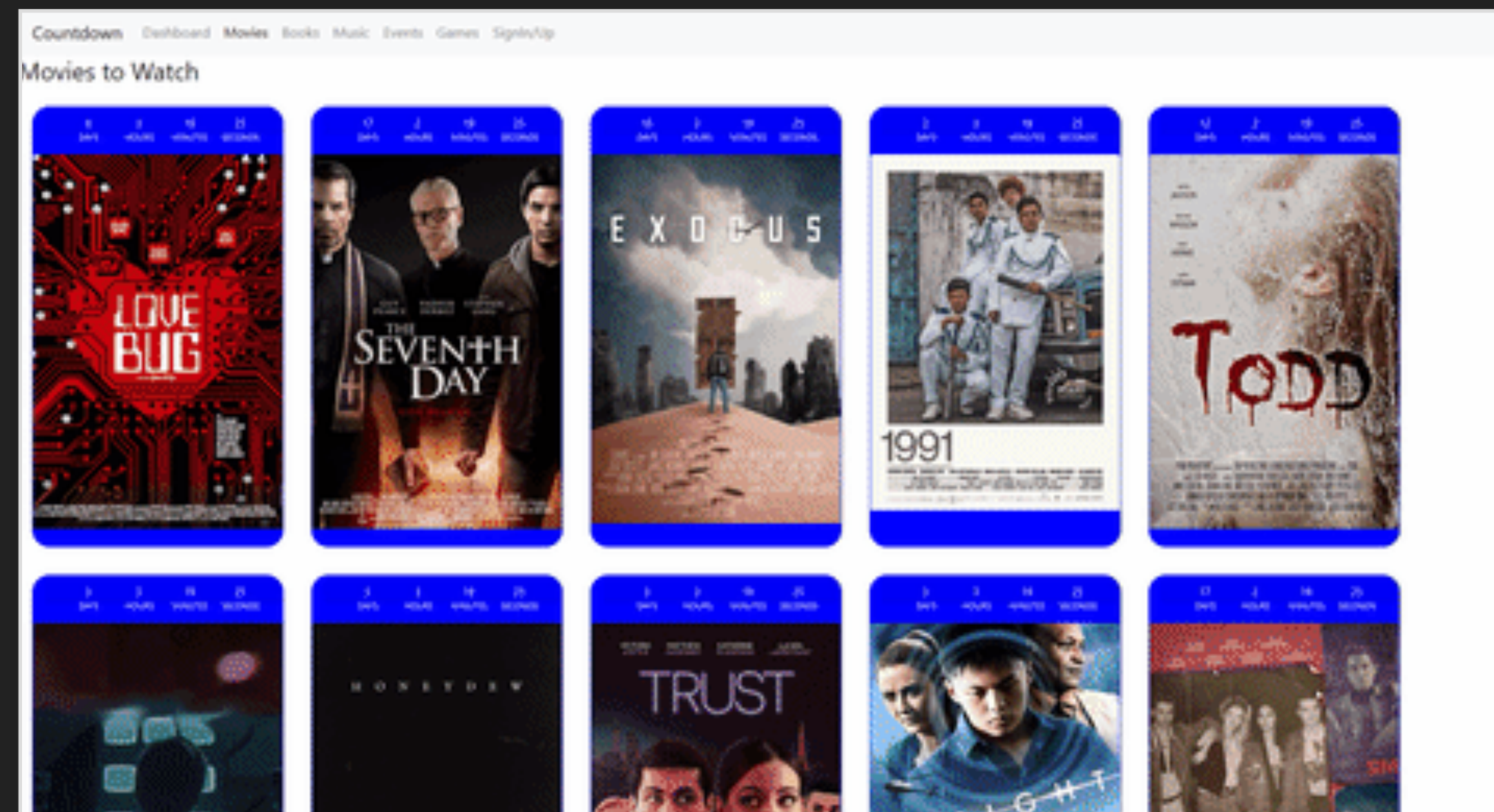
TECH STACK

▸ C# with ASP.NET Core Framework. Javascript with Angular Framework. MySQL. HTML with CSS and Bootstrap Framework.

▸ Preferred IDEs where Visual Studio and/or VS Code. I used both, and Atom for creating a couple of HTML/CSS blocks. We all used MySQL Workbench.

Languages

● C# 44.7% ● TypeScript 33.9%
● HTML 14.0% ● CSS 6.1%
● JavaScript 1.3%

IN ACTION

* Special Thanks to the talented Quoleshna Elbert for the animation.

https://github.com/LaunchCodeLiftoffProjects/CountDown/blob/master/README.md

WHY

▸ Given the chance, my preference was to work with a group, as I can always tackle solo projects later. The diversity of minds and skills would enrich this experience.

▸ The magnitude of the project was a challenge for the group: we would be faced with developing a front and a back end, storing data locally, and pulling data from existing APIs. Building separate and tying it all together was a new philosophy none of us had ever worked with before.

HOW

▸ We worked mostly in pairs, rotating through the different areas of the project defined by UI/UX, Front End, and Back End.

▸ Throughout the development, our group downsized from 6 to 4 members. This increased the load for the ones remaining: Cole, Dante, Quoleshna, and yours truly. We still love Amy and Torion, and we still managed to continue making progress.

CONTRIBUTIONS

▸ My main contributions to the project are in the UI using HTML, CSS and Bootstrap, following wireframes that I contributed. Cole and I worked together on this first phase.

▸ Most of the project's skeleton was built during the first phase. Next phases were used to correct issues and add minor functionalities.

THE RIDE

I appreciate the experience, yet… a few things to feel bad about and to learn from:

▸ I was not as strong a contributor as I envisioned. I stayed lost for what felt like long times. Next time I will speak up sooner. OK to get lost, not OK to stay lost.

▸ Version Control. ALWAYS make sure you are where you're supposed to. No harm done, but I pushed to the remote Master instead of my branch. Big Scare!

▸ I saw awesome comments in others' code. Something to adopt moving forward.

WHAT NOW?

▸ Build CountDown v2 from scratch. The entire process starting at User Stories. I am going to invite the entire original team to be contributors.

▸ Why? Because I believe the product can be improved for the user, because I want to go through the experience again knowing many things I was not aware of in round 1, and because I think better coding and team work principles can be applied.