Progress Report 2

<u>Achieved Milestones</u>

- Created and finalized the first version of our design document
- Thoroughly hashed out our final product features
- Secured a solid idea of what our final UI will look like and have begun to explore options and methods for achieving such a UI

<u>Missed Milestones</u>

None

<u>Difficulties</u>

Because our product is a method by which users can showcase themselves and their experience, our product has to be centered around a clean UI, heavy customizability, and an easy to use interface. Taking this fact into consideration, coming up with how we were going to structure our site and which customization features we were going to allow was difficult. We struggled with the idea of: *how much customization is too much?*

This was specifically a difficulty we faced in regards to the design of our *Project* page for each of a user's individual projects. We played around with several different ideas. We originally threw out the idea of using a grid-like system where each uploaded resource would be assigned a coordinate based on the user's choice of location, and this coordinate would then be mapped onto a grid in the final display. However this proved to be challenging in many ways; for example, we would have to resize the resources uploaded based on the user's choice of grid dimensions. Also, if the user changes one resource location, all further coordinates might need to be changed or altered.

These proved to be challenges we did not want to face. Therefore we settled on a very simple block design as before. Each block consists of either two resources or a pair of a text and a resource. We focused on creating a more aesthetic UI for this simplistic display and also focused on allowing the user customizability through templates, giving them custom options for how they wanted to organize the two elements in their blocks. This proved to be a lot easier and more manageable while still allowing the same customization features for the user.

We also had difficulty deciding, and are still debating, how we are going to include code into our application. We had originally planned to use GitHub Gists but wandered away from using those in favor of formatting the code in the blocks ourselves. For our current design, we plan to save the code in our database as plain text and autoformat the text prior to displaying on the site. We aren't quite sure how difficult this will be, or whether the GitHub Gist method is the better way to go. This was definitely a difficult decision and one we are still struggling with.

<u>Changes to Problem Analysis or Design</u>

As mentioned above, we had originally planned on using GitHub Gists, but we have moved

more towards accepting copy/pasted user code and displaying the formatted code on our site. This was definitely a change in design and plans for our team. We are still trying to figure this out and may alter the design further down the line.

As mentioned above, the entire manner in which we were considering our UI design has changed. We have moved more towards a simplistic and clean approach to our Project page, as opposed to a more complicated, grid-based approach we were considering earlier.