Shawn Jafari (Scrum Master)
Josiah Egner (Product Owner)
Landon Prewitt
Saifil Ali
John Austen Moreno

For The Moms Final Report

Submit a tar file to CSNET turnin including the PowerPoint of your poster and a final report (in **pdf**) with following items:

1. **Two-paragraph summary of the project <u>as implemented</u>, including the main customer need and how the application meets it, including who the stakeholders are. This will contrast to what you wrote in Iteration 0.**

   The stakeholder in the project is the Parker County Aggie Moms' club. The needs of the club are a site that both advertises their main product (exclusive boots) as well as sells it. The project is implemented as a website containing general information about the Parker County Aggie Moms' club organization. The primary function of the site is to sell their exclusive Aggie Mom boots online. We have a website containing several static pages showing off their boots (and other products) as well as answering general questions that customers may ask before purchasing boots. We were able to implement the Main Website page which was introduced into our Iteration 0 and put all the information on it as well. The About Us page was also implemented which addressed who the moms were and what they were doing. The Frequently Asked page was also implemented as well and addresses most if not all questions.

   General information about the club includes who they are and what the money is used for. The main use case is for users to visit the site and view the products, then be connected to their Square store in order to actually purchase the boots. In our Iteration 0, we had planned to implement a Boot Display page and an Other Apparel page. We decided to scrap this idea and just made it into one page. That being said, we also added a new feature for the moms that we were not considering at the time. This brings up our secondary use, which is for the Aggie Moms to be able to dynamically change content on the site without having to bounce the server. We realized that developing an administrator panel guaranteed them all control of their website. Nobody can sign up and nobody can resend the password. It's only known to them or to the leader. The administrator panel allows for reviews to be set on the Products page and for disclaimers to be posted on any of the web pages. That being said, we think we had satisfied what the mom's wanted and even went beyond their expectations to give them a little dynamic control on their websites.

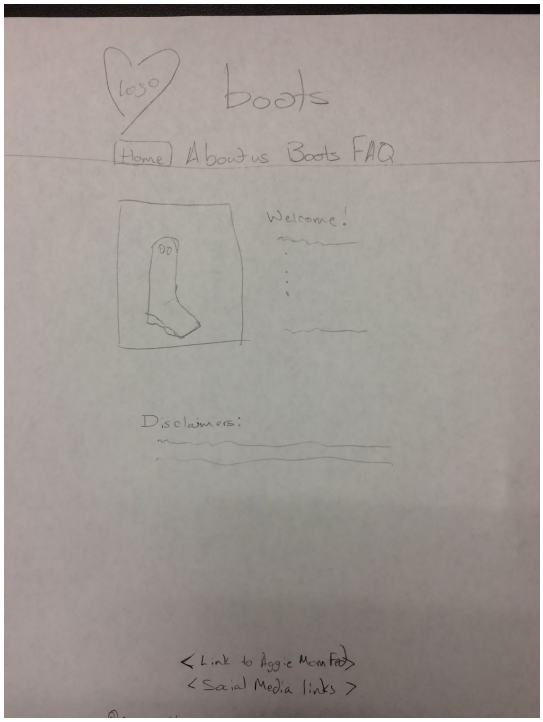
2. **Description of all user stories (including revised/refactored stories in the case of legacy projects). For each story, explain how many points you gave it, explain the implementation status, including those that did not get implemented. Discuss**

changes to each story as they went. Show lo-fi UI mockups/storyboards you created and then the corresponding screen shots, as needed to explain to stories.

For each user story, points ranging from 0 to 3 were set on it. These were the user stories, which were later adjusted to meet customer need.

Feature: Main Website Page
As the PCAM club
To welcome users to the site
I want to have a hub to access other services on the
Website

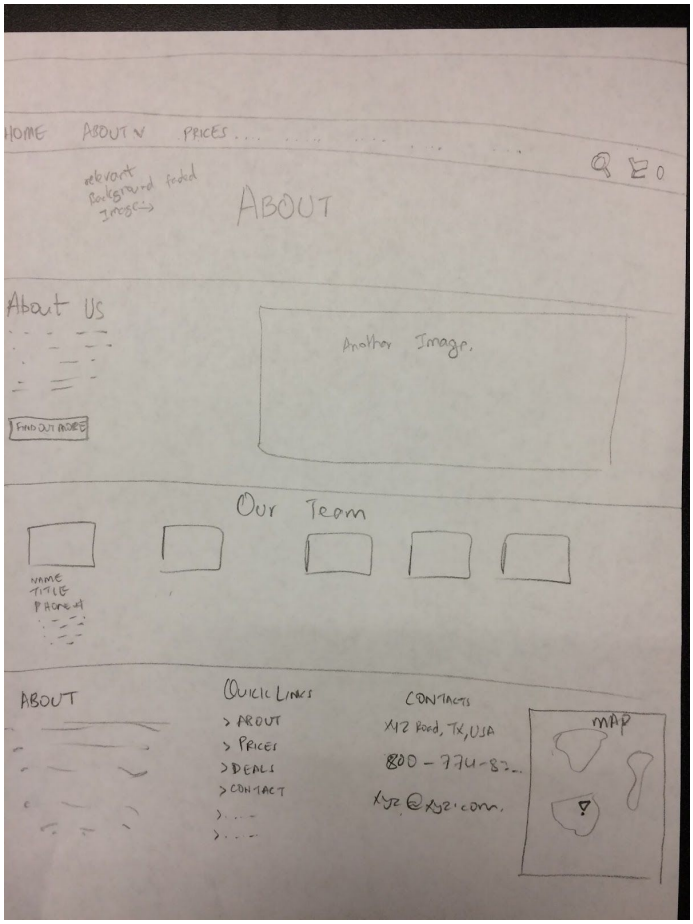
We gave this page two points. This is because we wanted the introduction page in which everyone is directed to to look good. We want the users to find the page appealing, so we sought out ways in which we could do that. Everything was implemented in here.



Feature: About Us Page
As the PCAM club
To inform the users about the function of the PCAM
club
I want to have a page that tells users about the PCAM
Club

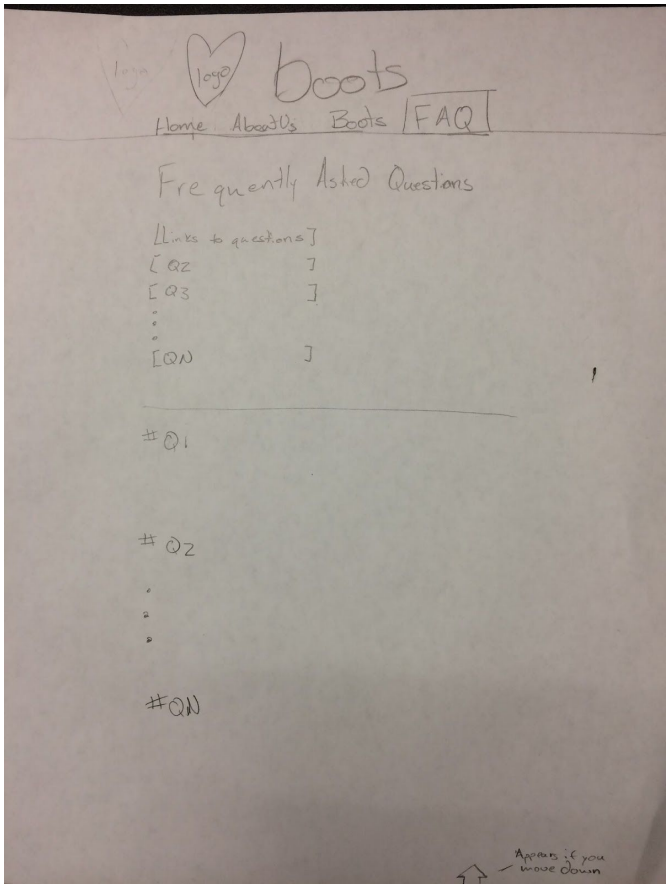
We gave this page two points. This is because we thought it was pretty important to have the right information for the aggie moms. We didn't want them to have a sloppy

introduction, so we implemented this one and put a little bit more effort than the other pages. Everything was implemented in here.



Feature: Frequently Asked Questions Page
As the PCAM club
To answer the frequently asked questions
I want a page that will answer any common and
frequent questions

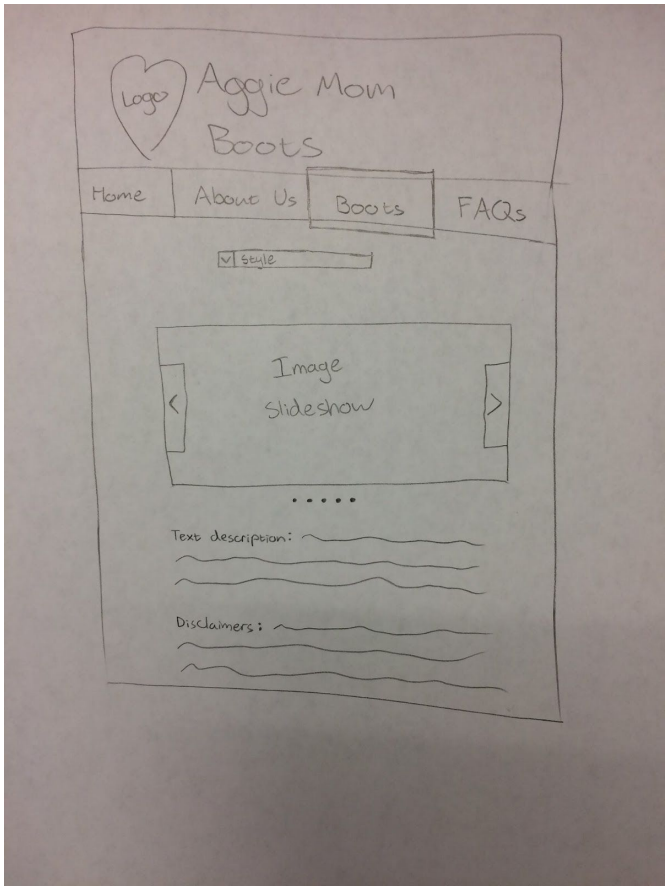
We gave this page one point. It wasn't anything too important. Most questions will be answered on that page, and if the questions aren't answered, users can email them. Everything was implemented in here.



Feature: Boot Display Page
As the PCAM club
To show the different styles of boot a user can get through the PCAM club
I want a page that showcases different styles of boots

Feature: Other Apparel Page
As the PCAM club
To show the other apparel that a user can get through the PCAM club
I want a page that showcases our other apparel

These two user stories became condensed into one. As time went on, we decided to make the boot display page and the other apparel all into one page. These pictures were all going to be implemented in a gallery for users to see. If they were enticed enough, they can go onto the products page and order themselves some sweet apparel! Even when we condensed two user stories into one, we decided to give this page two points as well. The gallery although important, does not contain a feature that really helps out the aggie moms, like the products page. Everything was implemented here, and more. Originally it was going to be a bunch of pictures on one page, but then we added a gallery element



Feature: Checkout (Products) Page & Administrator Panel
As a user
To be able to purchase products from the PCAM club
I want a page that allows me to purchase products

As the PCAM club
To be able to edit reviews and disclaimers around the website
I want an admin panel that allows me to dynamically change content

This is a new user story that came to be after we merged the Boot Display and Other Apparel page. We assigned three points (the highest amount of points) into this user story, because it was the most important. The whole functionality of the website was riding on this page, and so we incorporated an administrator panel, Square Payment integration, and dynamic review and disclaimer editing.

3. **For legacy projects, include a discussion of the process for understanding the existing code, and what refactoring/modification was performed on the code, in addition to the user stores listed above.**

Project was originally going to be a legacy project, but due to legal reasons we were required to create a new project from scratch.

4. **List who held each team role, e.g. Scrum Master, Product Owner. Describe any changes in roles during the project.**

   Scrum Master: Shawn Jafari (no changes)
   Product Owner: Josiah Egner (no changes)
   Developers: Saifil Ali, Josiah Egner, Shawn Jafari, John Austin Moreno, Landon Prewitt

5. **For each scrum iteration, summarize what was accomplished and points completed.**

- Iteration 1: Created the web application and configured deployment to Heroku. Familiarized ourselves with Ruby on Rails, including creating routes, views, and controllers. Created a basic template for the main page and the About page to test routes and page navigation, including navigation bar. Created cucumber tests for page changing.

- Iteration 2: Created the static web content to have it approved by the client. Created routes and initial page content for main page, About page, FAQ page, and a placeholder for the Gallery page. Updated cucumber tests to include new pages that have been added.

- Iteration 3: Integrated customer feedback on existing pages and created Gallery content. Began groundwork for online sale of boots.

- Iteration 4: Finished online sale of boots (through Square API) and bugfixes.

6. **List of customer meeting dates, and description of what happened at the meetings, e.g. what software/stories did you demo.**

   January 26th - 8:00AM - Phone Call: initial contact
   February 6th - 6:00PM - Phone Call: initial ideas
   February 15th - 2:50PM - Email: confirming initial ideas

   February 28th - In Person: The Lo-fi UI looks good, they are currently thinking about any new features, they possibly want us incorporate a payment feature.

   March 14th - In Person: met up to show the start up website, they liked it and like the About Us page and Main Website Page. Some minor edits were requested such as changing the font and no jumbotron. The website looks great and the moms are loving it! No complaints and no negative feedback so far.

   March 31st - Email: Everything looks fine. Possibly add an admin panel?

   April 7th - In Person: The moms have constantly been supportive of our efforts. They thoroughly enjoy the website. The admin panel is a go and so is the reviews controllers.

Ring day - In Person: Josiah got from feedback from the moms during the Aggie Ring day, they loved it! They wanted us to work on some of the fonts (make it look more western) and make our questions worded better

April 30th - Phone Call: The website is pretty much perfect. We told them about the pricing that comes with the Square Payment API and they are fine with. They had already been paying for Square API. However, they are saving hundreds of dollars a year (from their previous website no longer being used) and they don't mind the pay increase with Square API.

7. **Explain your BDD/TDD process, and any benefits/problems from it.**

   Since most of our project was mostly website pages, we went mostly for Cucumber (BDD) testing first. That being said, we did a lot of BDD at the very beginning. The BDD was simple, we wanted to make sure that certain pictures, certain elements such as the navbar, certain words were showing up. If these things weren't showing up, that means there's a problem on the website. It wasn't until the end where we did RSpec + Capybara testing to test some of the functionality of the code.

8. **Discuss your configuration management approach. Did you need to do any spikes? How many branches and releases did you have?**

   We first attempted to develop off one branch in order to get the first iteration up and running. After that, we created (usually) one new branch for each feature we developed. Branches were (usually) deleted after the feature was merged into the master branch. The master branch was also locked, requiring code additions to be made through pull requests with at least one other member's approval.

9. **Discuss any issues you had in the production release process to Heroku.**

   No issues were encountered outside of iteration 1. When initially getting the errors regarding the sqlite3 database not working on Heroku, we reverse-engineered the Rails homework to find the solution of enabling postgreSQL in a production environment.

10. **Describe your implementation environment – homebrew, VirtualBox, AWS, Cloud9, etc., and any issues with it.**

    We used development environments that were comfortable for each of us rather than one standard environment. Josiah, Saif, and Shawn both used Cloud9, as suggested by Dr. Huang. John Austin used JetBrain's RubyMine IDE on a Windows computer. Landon used Cloud9 as well, along with Square API.

11. **Describe the other tools/GEMs you used, such as CodeClimate, or SimpleCov, and their benefits.**

One problem that arose when working on Windows was the need for one extra gem, tzinfo-data, to access system timezone information.

We used devise to create sessions and registration/login for the administrator panel.

For testing, we also added factory_girl, database_cleaner, selenium_webdriver, and vcr. We also added simplecov for code coverage analysis.

12. **Link to two-minute video interview with the customer. Store the video on Vimeo.**

    Sent Jeff Huang an email. The video link is delayed because the moms could not post it in time. They will post it tomorrow (5/3/2017)

13. **Link to the 2+ minute demo highlighting your app's main features.**

    https://vimeo.com/215738314

14. **Link to your public GitHub repo. Make sure all code (including Cucumber and RSpec!) is pushed to your repo.**

    https://github.tamu.edu/jam-313/CSCE431-GroupProject