# Link

Jeff Colgan

Sai Maddhi

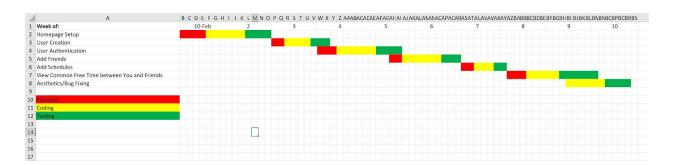
Colin Moran

Andrew Wu

### Summary

The goal of this project was to create an app that makes it easy and convenient to plan small informal meetings in people's busy days. We found that as busy college students, we had trouble hanging out with friends during the day between classes and for lunch because we did not always know what their schedules were or when they were free. Link is our solution for this problem. It provides a platform where you can share your schedule and compare it with your friend's schedule side by side. You can search for and add friends with their emails and easily schedule time with your friends. Link allows you to connect with friends, even if your friends have completely different schedules than you. It works best when trying to find small pockets in the day where you and your friends have some free time and just wanna hang out. Our target market is high school and college students.

## **Project Tracker**



We also kept meeting logs here: <a href="https://github.com/sama3612/Alpha\_Meeting\_Logs">https://github.com/sama3612/Alpha\_Meeting\_Logs</a>.

Although we didn't keep as many logs towards the end when we stopped meeting in person and started zoom calling.

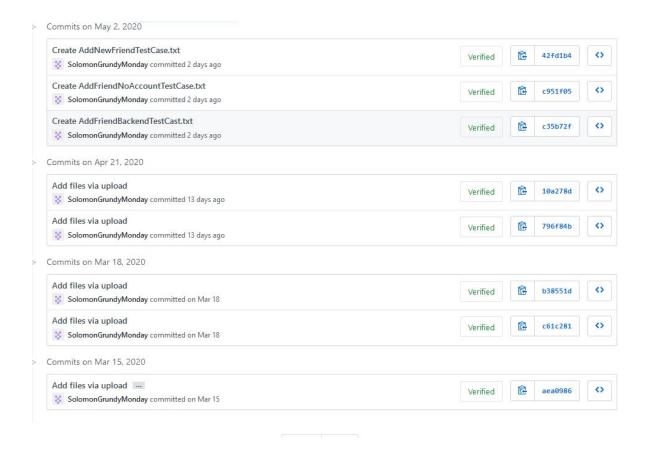
#### **VCS**

Our git repository can be found at the following link:

https://github.com/sama3612/Alpha\_Project\_Code. Within this repository, the
Link\_Project folder contains all of our source code, the Demo folder contains our demo
video, and the Test\_Cases folder contains the documentation of our various test cases.

#### **Contributions**

**Jeff:** Here is a screenshot of my commits throughout the semester:



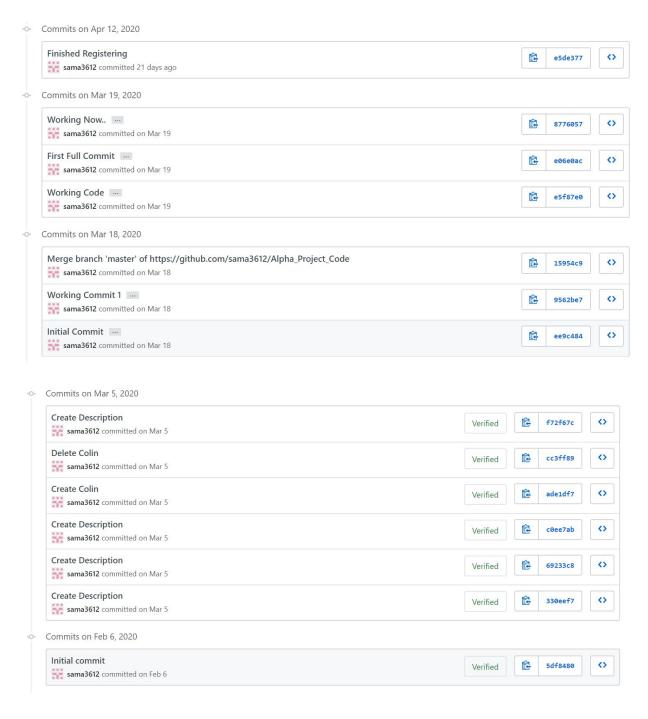
For my brief summary, I worked with Colin to implement the "Friends" page and the "add friends" functionality. I also worked on the wireframing/UI design, and unit testing

for the features I helped to implement. Since the friend functionality was a collaborative effort, I made a couple of additional commits to my personal repository:

"Group\_Project\_Scraps" rather than the "Alpha\_Project\_Code" repository. This was to ensure that the master branch always had a functioning version of the app. As for technologies worked on, I did my wireframing by hand, with a sketchpad and pencil, and my coding was primarily done in my VM with Emacs text editor.

Sai: Here are screenshots of my commits throughout the semester.

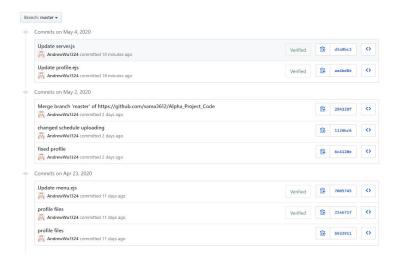




Most of my contributions were on the back end. I set up the registering and authentication of new and existing users by connecting with the back end, which was PostGres in our case. Therefore I worked mostly with the scripts that posted/got the

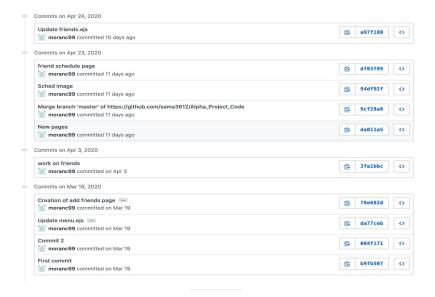
user information from the database. I also manipulated the web pages that displayed the sign in and register web pages.

**Andrew:** Here are screenshots of my commits throughout the semester.



I worked mainly on the profile page and fixed up parts of addSchedule towards the end with Colin. Most of my work involved loading and updating information from the database onto a page. I also worked with updating the database with new information inputted by the user.

**Colin:** Here is a screenshot of my commits throughout the semester.



I worked with Jeff on implementing the friends page and the add friends functionality. In addition, I worked with Andrew to complete the add schedule page. I wrote several get and post requests in our server.js file and made sure our methods had the correct routing. As the member on our team with the complete backend database, I did a lot of the unit and regression testing via screen share on zoom as we worked together to fix bugs.

## **Deployment**

The link app is currently still deployed on a local host, with a possibility of deployment on Heroku for future iterations. One can access the current version of the app by downloading the "Alpha\_Project\_Code" repository, as well as the folder "node\_modules" from lab 7. Then, extract the files, and open a terminal in the location where the files were extracted. Then, run the "node server.js" command from the main project directory. You should see a message "3000 is the magic port" message if the

operation was successful. You may now open your default browser, and type "localhost:3000/login" as the URL.