Pathmapr

An web application aimed at letting users find the best route between destinations they have to go to.

Made for CMU 15-237 Web Apps.

For the grader

Group Members

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Requirements Met

1. Javascript - we made our own objects for the map, for paths, a counter utility, and the entire user input form is an object
2. Canvas - we have a canvas element
3. HTML - we have forms, we dynamically make new HTML elements through js
4. CSS - we use the skeleton library, which includes a reset, fluid layout, etc.
5. DOM manipulation - as mentioned, many things such as forms are dynamically inserted into the DOM
6. AJAX consumption - we use the google maps library heavily
7. jQuery - most of our DOM manipulation is done through jQuery

Robust app - we believe our app is useful, and in our use it has worked well. For now, it is specific the the CMU / Pittsburgh area, but we hope to expand its use case for a later unit or term project

User interface - we use appealing colors / patterns, and in our testing among

random friends, they have found the interface to be intuitive

Code style - our code is formatted properly. We realized late in the game that our editors were set to different spacing widths (2 spaces, 4 spaces), so that threw things off a bit, but overall it looks fine