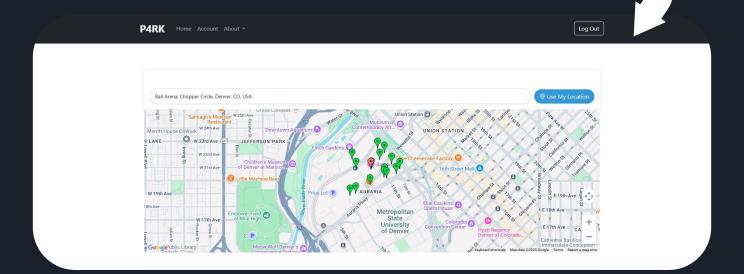
P4RK

Ethan Meli, Sean Broderick, Israt Jaman, Logan Kernan, Tim Berman, Razvan Maioru P4RK is an interactive parking application designed to eliminate the frustration of finding parking in urban areas and busy venues.

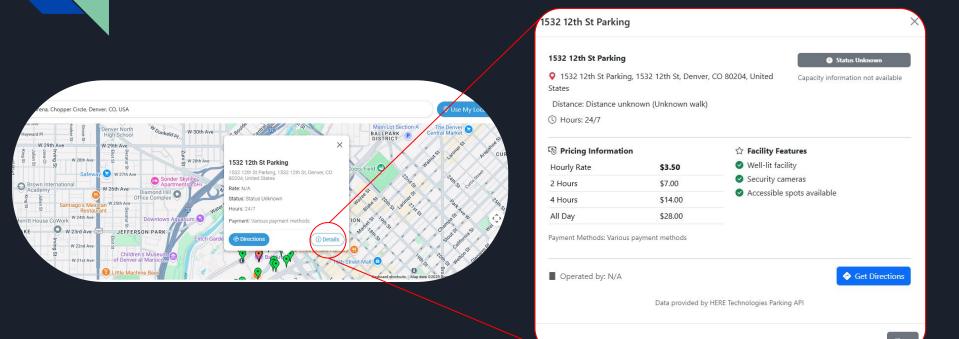
How is this accomplished?

Using our interactive map interface, users may share their location, or search for a destination to view nearby parking locations

Location & Nearby Parking



Selecting a Parking Location

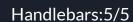


Frontend











CSS:3/5



JavaScript: 5/5



Bootstrap:4/5

Bootstrap Icons:4/5

Backend



Node.js:5/5



Express.js:5/5



Express-Handlebars:5/5



Express-Sessions:4/5

APIs



&



Authentication



PostgreSQL:5/5

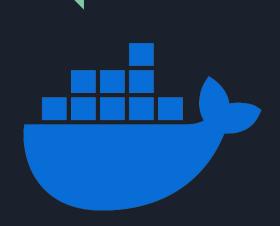


bcryptjs:5/5



Express-Sessions:4/5

Development Tools



Docker & Docker Compose: 3/5

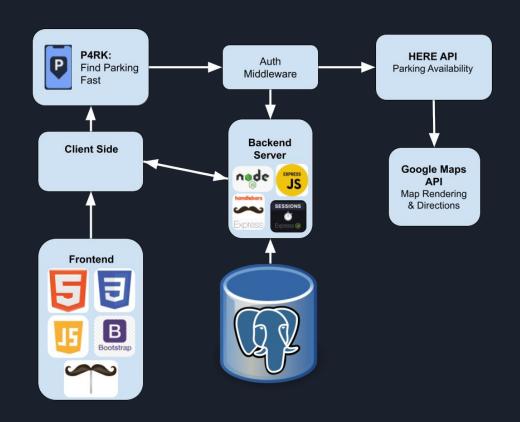


Nodemon:5/5



Mocha & Chai (Testing Frameworks):4/5

Architecture



Methodologies

Pair Programming

- Sections of website divided (UI, Map API, Authentication, etc.)
- Sections assigned to pairs

Iterative

- Base Version: Skeleton created for each section of website
- Newer versions iteratively created to enhance the previous version of the page

Challenges

- Here Parking API:
 - o Payment required to unlock all capabilities, limiting the functionality of our site
- GitHub:
 - Managing a GitHub repository across the team
 - o Early challenge
- Google Maps API:
 - Caused issues across the team due to premium model

Future Scope / Enhancements

- Improve the functionality by paying for the premium API versions
- Search filters for the search bar to limit results
- Settings page to set default search filters
- Storing recent parking for future use

