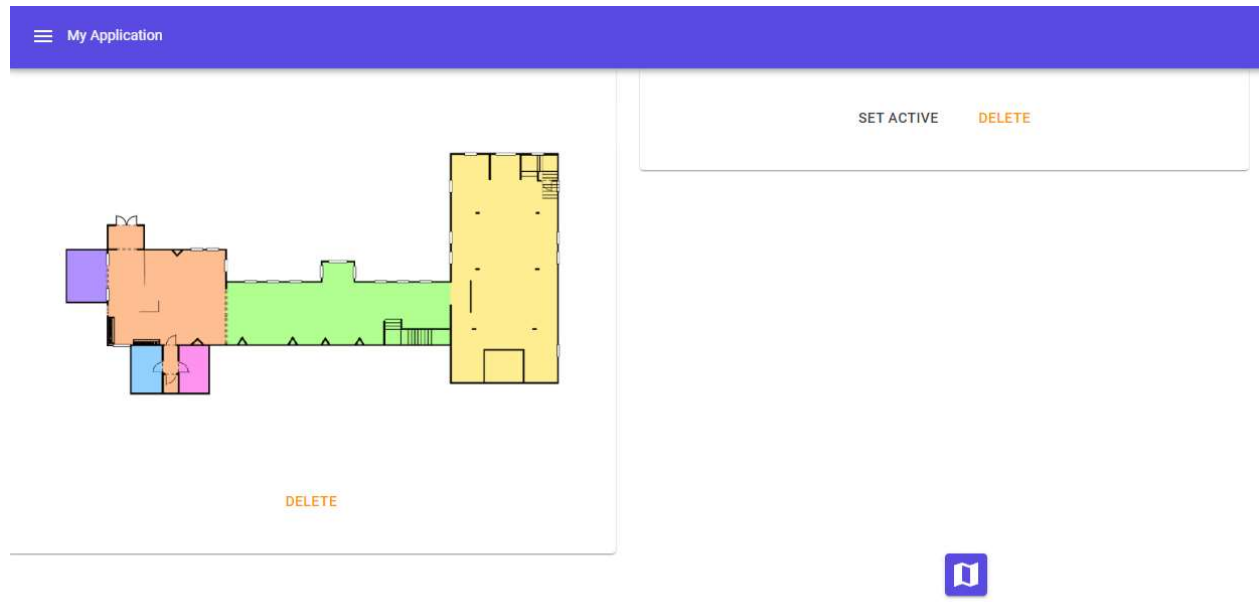


1. Write the name of your group members and their roles in the group.

Group members:

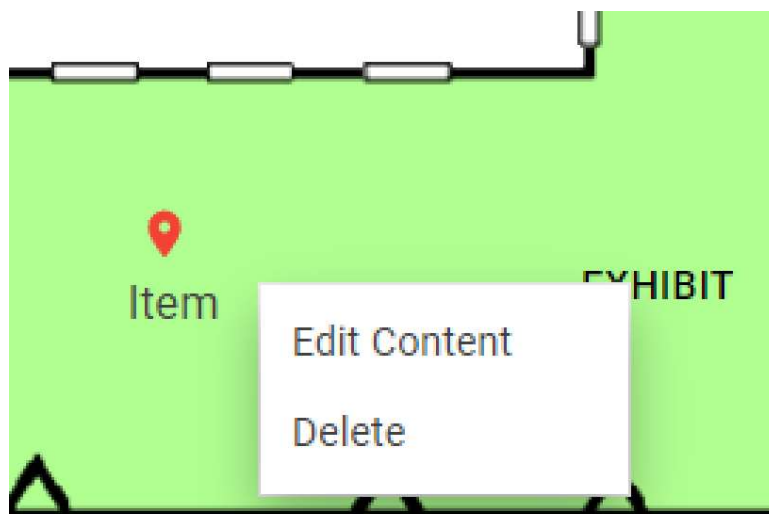
- Sebastian Wood 6664189, Scrum Master and Full Stack Developer
 - Chris Delo 6418024, Product Owner and Developer
 - Marcus Pozzobon 6655633, Frontend Developer
 - Luke Hopkins 6266928, Backend developer
 - Tong Zhang 6787949, Developer
 - Ethan Natanegara 6264295, Developer and Graphic Designer
 - Yashasvi Sharma 6837892, Developer
2. Include a brief list or description of the features (subsystems) that you planned to implement in each sprint, and whether or not you accomplished them.
 - a. Backend: Active map management systems
 - b. Frontend:
 - i. Limit the amount that the map can be zoomed in/out
 - ii. Change the POI's to be their own component.
 - iii. Remove spacing under the map
 - iv. Change look for Pois to have text underneath
 - v. Add bounds detection to POIs
 - vi. Display map, move poi and add toolbar functionality for the map editor
 - vii. Display POI content such as Back button to map, overlay and Description
 3. Provide a brief list of features (subsystems) that you plan to implement in the following sprints.
 - a. Backend: Bug fixes as they arise
 - b. Frontend:
 - i. Fix up the list of bugs that have been produced
 - ii. Perform testing to identify bugs
 - iii. Adjust styling to better match with the NOTL museums current webpage
 - iv. Create a demo map for the NOTL museum
 4. Include screenshots of a working version of the system, if available



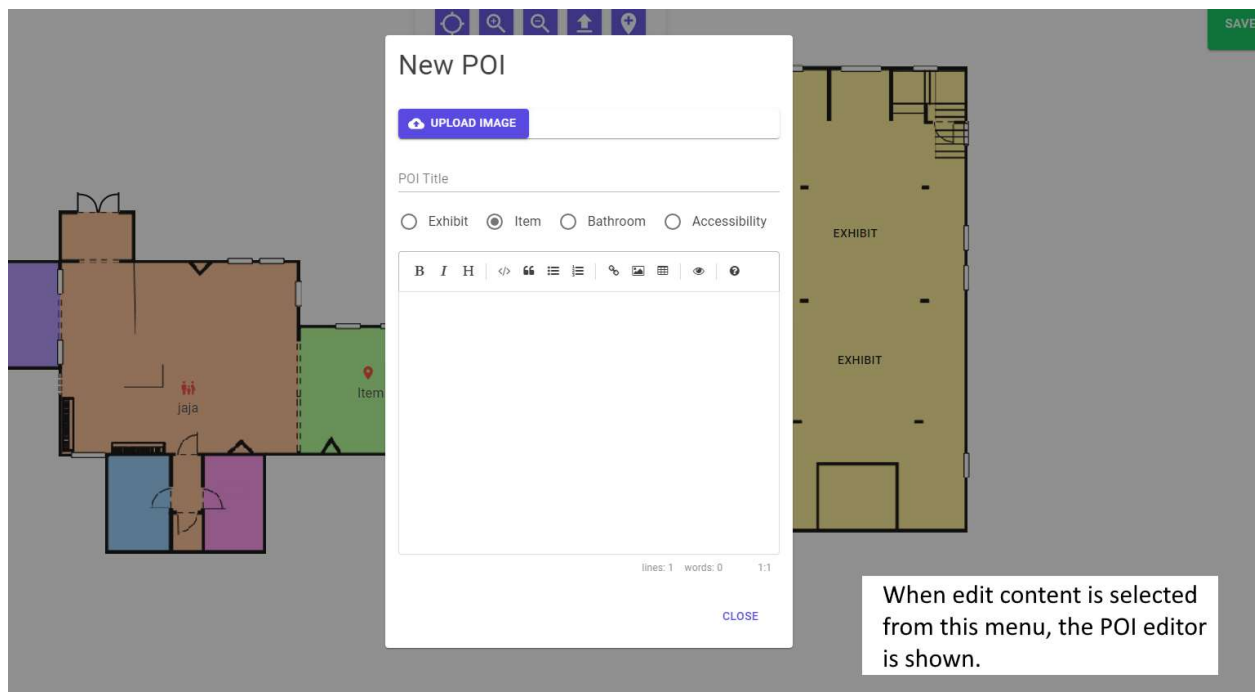
When the admin app is run, the map selector page is shown.



When you click on a map, the map editor page shows.



This edit menu appears if you right click a POI.



5. Mention any issues that you encountered.

Some of the issues that we have encountered are some bugs in our code, especially with the Map editor functionality. Some of the bugs we encountered with the Map editor are as follows:

- The upload tool allows you to also upload text files and non-images
- If you look inside a new map object that doesn't have an image assigned to it, there isn't a button to return to the list of all maps
- When editing the map, if you click an existing POI to move it, it will reset to the default position first rather than moving from where you clicked it.

6. Describe the contributions and achievements of each member of the group as well as their GitHub logs

- Marcus: As a frontend developer, I changed the POIs to be their own component and changed the styling of these POIs. The POI now are MudIconButton with text underneath unless they are exhibits. In that case, then it is just a button with the exhibit name. I also looked into removing the unwanted spacing under the map by adjusting the CSS for the page. I also assisted in designing the map editor and assisted with adding bounds detection to POIs.
 - <https://github.com/seb74813/COSC4P02NOTLInteractivemap/commits?author=marcuspozzobon>
- Tong: As a frontend developer, I was responsible for the task of displaying POI content, which involved creating the back button for the map, creating the overlay,

adding the functionality of displaying the description, and adjusting the style content. Additionally, I was responsible for the "upload image" page, which involved creating the form, adding the page to the map editor, and adding the page to the new map event.

- <https://github.com/seb74813/COSC4P02NOTLInterctivemap/commits?author=antoniotongzhang>
- Ethan: As a frontend developer, I worked on map editor functionality for the admin tool, adding buttons for navigating around the map as well as moving points of interest around the map. I also helped with the initial design of the various admin tool subpages such as the list of all maps and the map edit screen, providing graphic icons for those blueprints.
 - <https://github.com/seb74813/COSC4P02NOTLInterctivemap/commits?author=Pyhrrous>
- Chris: As a product owner, I visited the museum with Luke to get pictures and write descriptions for the various exhibits and displays we might want to include as POIs. As a developer, I created the edit/add poi menu for admins.
 - <https://github.com/seb74813/COSC4P02NOTLInterctivemap/commits?author=CDeLo>
- Luke: I visited the museum with Chris to get pictures and descriptions for POIs. As a developer I added dialogs to the delete functions and implemented context menus to POIs in the admin center to allow users to delete and edit POIs
 - <https://github.com/seb74813/COSC4P02NOTLInterctivemap/commits?author=Hopper2>
- Yashasvi : I recently worked on developing a map editor for a project as a developer. In order to enable admin to add, change, and remove map components, an user-friendly interface has to be designed and put into place. Together with bound detection for the map POIs, I have also been working on the backend code, making sure that the map data is saved and retrieved effectively and I have also recently implemented a zoom range feature for the map. This allows users to set minimum and maximum zoom levels for the map, ensuring that users cannot zoom in too far or out too far.
 - <https://github.com/seb74813/COSC4P02NOTLInterctivemap/commits?author=yashasvisharma2019>
- Sebastian: I mainly worked as a project lead/senior developer. My main focus was assigning tasks and monitoring work. I also worked with each group member in several workshops to teach the Blazor framework and help with each person's tasks. I have worked a bit on the backend to add checks for blank maps.