



Geotaste

A website created by Filip, Sneha, Kelly, Mackenzie,
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Tools Used



01

02

03

04



simplemaps
Interactive HTML5 Maps



Jira



PostgreSQL



Visual Studio Code



GitHub

Jira and Github For Project Management

Jira: Managing sprints and keeping track of requirements ★★★★★

Strengths:

- Easy to keep and manipulate a shared record of requirements
- Many ways to display your sprints
- Allows teams to rank, assign, and view the status of requirements
- Helps distribute the project work

Weaknesses:

- Confusing UI for beginners

GitHub: Keeping a shared repository of code ★★★★★

Strengths:

- Easily accessing others' work as soon as it's done
- Sharing your code with the rest of the team quickly

Weaknesses:

- Working on the same file at the same time often causes conflicts



Postgres and Heroku for Databases and Hosting

PostgreSQL: Creation and access of databases ★★★★★

Strengths:

- Allows for efficient and specific retrieval of data from large sets
- Easy to host as a resource on Heroku

Heroku: Hosting the site and some resources ★★★★★

Strengths:

- Makes hosting the website relatively easy
- Allows for easy use of some resources (PSQL)

Weaknesses:

- Makes accessing some previously local resources significantly more difficult
- Places restrictions on database size



Visual Studio Code and Simple Maps for Development

Visual Studio Code: Editing code and managing repository structure ★★★★★

Strengths:

- Good syntax highlighting for supported languages
- Good autocomplete features
- Live Share makes it easy to work on the same file as someone else at the same time
- Supports integration with Docker and GitHub

Weaknesses:

- Lack extensions to support highlighting for some languages



Visual Studio Code



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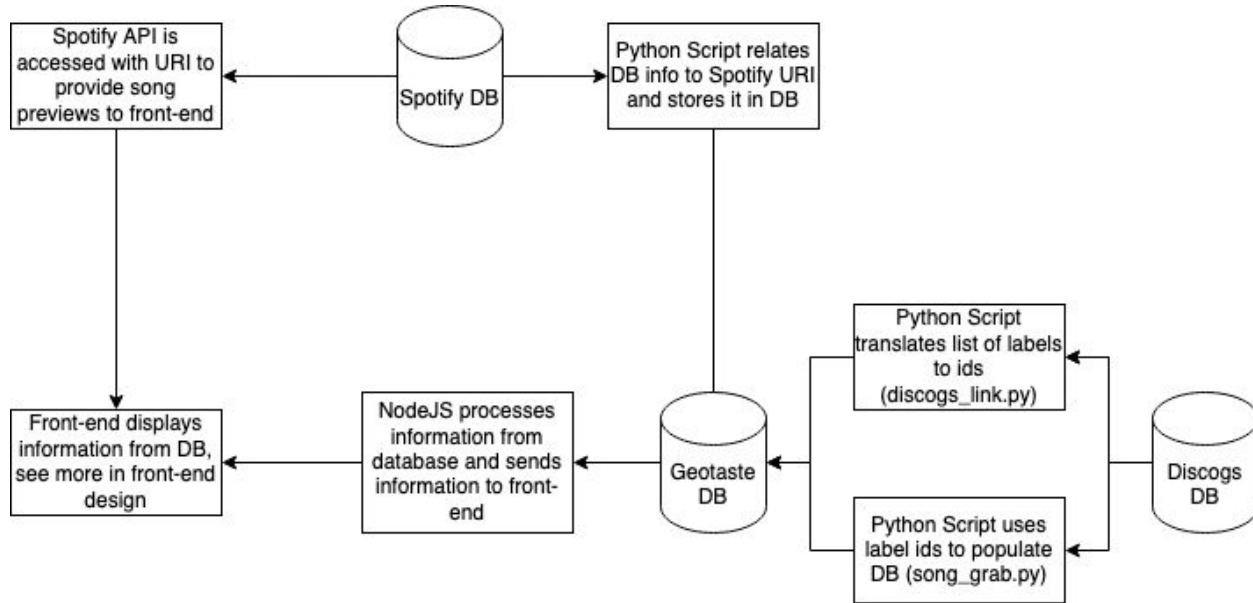
Simple Maps: Provides an interactive and customizable world map to be used on web pages ★★★★★

Strengths:

- Allows for aesthetic and functional customization
- Allows for information to be passed to get requests via URL



Architecture Diagram



01

02

03

04





Challenges



01

02

03

04



Heroku places a limit on the number of entries in databases they host.

Final database had to have less project entries, so we chose to only include projects with a Spotify id and limit it to 500 projects per country. Some countries have no music projects.



Could not implement wants (popularity) or individual tracks.

Instead, we focused on projects from different countries and the project selection is random, as opposed to ranked.



Getting merge conflicts when using git. We overcame this challenge by learning how resolve the conflicts through git and communicating with the team. This affected the timeline of the project due to us having to solve conflicts often.

Demo

