CSCI 3305 17-04: GoFish!

—

Caelus Kasparek, Spencer Jackson, John Rooney, Victoria Nawalany, Matthew Su, Yuhe Zou

What Exactly is GoFish?

GoFish is a social media platform for fish enthusiasts. Users can create profiles, display catches and post about fishing spots or other fish related topics, and make new friends.

Tools

GitHub 5/5

VSCode 5/5

Node.js 3/5

HTML/CSS 4/5

Javascript 5/5

PostgreSQL 5/5
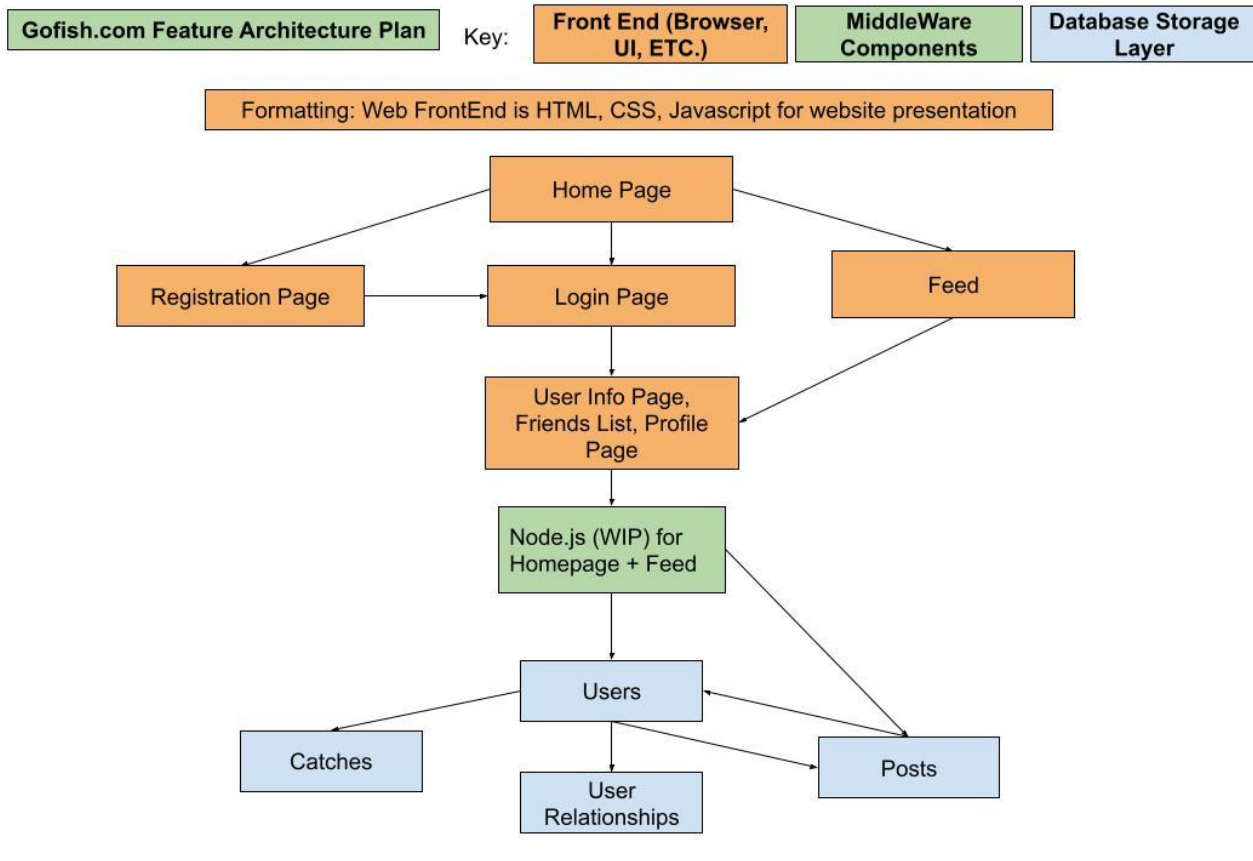
Heroku 5/5

Docker 4/5
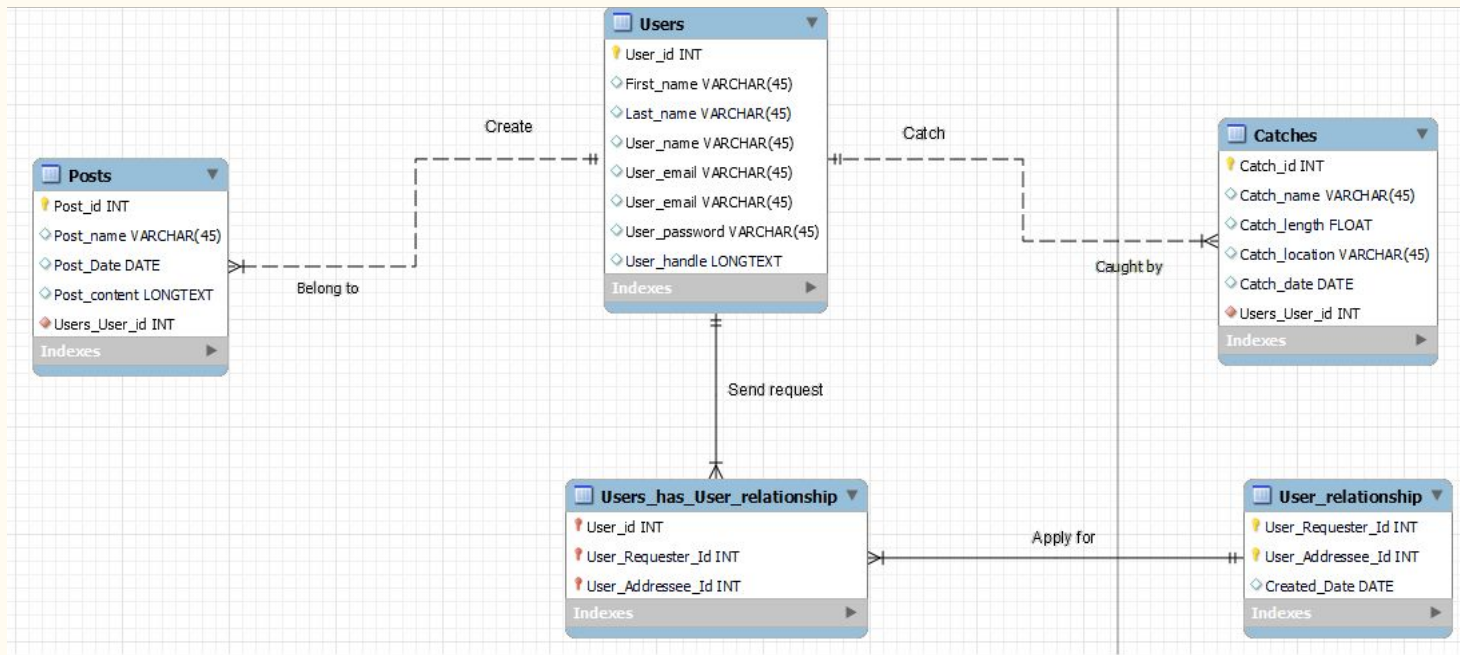
Jira 1/5

Google Drive 5/5

Discord 5/5

Methodology

Waterfall for the vast majority of the project (Not really preplaned, just how things worked out)

In the final weeks from Milestone 4 to the end, we transitioned to more of an agile methodology to implement and test the final features of GoFish that we had been co developing. This included working in pairs in order to get certain features done (creating posts and displaying them, registering and logging in, etc.)

Architecture Diagram

Gofish.com Feature Architecture Plan

Key:

Front End (Browser, UI, ETC.)

MiddleWare Components

Database Storage Layer

Formatting: Web FrontEnd is HTML, CSS, Javascript for website presentation

Home Page

Registration Page

Login Page

Feed

User Info Page, Friends List, Profile Page

Node.js (WIP) for Homepage + Feed

Users

Catches

User Relationships

Posts

Database Structures

Challenges We Encountered

- We were all new to these softwares, so it was challenging to apply them and learn as none of us had any previous experience.
- We were originally going to implement a heat map and have posts with location shown on the map; we decided against that later due to our lack of experience.

- Adding features that we just learned from labs took time, learning how to implement features outside of lab was even more challenging.
- Working as a team was new for many of the people on the team, learning how to work together was crucial in overcoming problems.