UX Assignment 3

**PART A – Documentation**

**1. Associate a README.TXT with the app outlining technical implementation matters**

The README.md is within the root of the directory which is also in the GitHub Repository.

**2. Write HTML help document and associated? icon covering common user interface elements in the UI**

HTML Help Document is in the application found in the "FAQ" modal within the navigation side bar.

**3. Write a Roadmap going forward of the developments to the interface, include in development repository where code is stored**

In future developments I will plan to make the application display notifications that will alert the user should they choose to set reminders about the events. The ability to upload a user profile image will also need to be implemented in the future updates of the application.

**4. Prepare (build) project for production environment**

The command to launch the project into production mode is:

*npm run build*

You can then follow it with *npm start*

A copy of the project is also stored on malloriecini.com

The deploy script is also at the root of the project folder named “deployScript.sh”

**5. Why is it important to implement the above (1-4)**

It is important because it will help other developers to make sense of the code written as everyone’s style will have its differences. The documentation will have to be straightforward and brief for the users that are interacting with the application. The roadmap is important because it is in a developer’s best interest to plan ahead for continuous improvement.

**6. What other types of documentation may be necessary for this project?**

When the project is completed it is expected that a final document will need to be created which will detail what has been completed from the original project plan vs what has changed or been removed.

[Web App Changes Documentation](Web%20App%20Changes%20Documentation.docx)

**PART B – Continuous Improvement**

**7. What portions of the development went particularly well**

* The portions that went well was converting the wireframes from the project plan into code, using JavaScript to program certain functions that handled the overall layout.
* Creating the UI with HTML and CSS went very smoothly.
* From the previous project I had a solid foundation for what each function should comprise of.

**8. What was the most difficult to implement**

The most difficult feature to implement for me was to get the code to communicate with the server effectively. I found that sometimes I didn’t get any feedback from the server to say what part of my code was disrupting it. At times Materialize proved to be incompatible with certain functions and ideas which had to be abandoned. Another difficult part was the base case as it was a different way of coding for me along with learning the JavaScript library as I feel that I would have liked to have more time to properly understand it.

**9. If you had the chance to do this again, what would you do differently**

Research more about the React JavaScript library so that I am better prepared to implement it and to also implement the server side api files and get them working at an earlier date. Set aside some clear questions to ask if I cannot get a specific function working.

**10. What parts of the implementation incomplete at this stage of delivery?**

* The map must have colour coded filters to show what event categories are near the user’s location
* The application needs to have alert notifications with the option to set reminders for the events the user signed up for
* Ability for user to select preferences so that they receive event recommendations
* Users will be directed to the website of the event if they need to book tickets
* Featured events on the home screen
* Ability to update and display profile picture

**11. Write and reflect on “Quality Assurance” how are you practicing this?**

Quality Assurance (QA) guarantees that end-clients get a utilitarian UI and the best client experience when utilizing a web application or website. I’m am including quality assurance by making sure that I have been referring to the proposal plan created previously every time something is changed. If I have made changes to the scope of the project or to one of the required features I added it into a log document, and it has notes as to why it can't be implemented.

**12. How much of the prototype UX1 remains in the final project.**

Some of the features from UX1 consists of:

* UI design for login, register and navigation has remained untouched
* Small toast modals that belonged with the materialize framework have remained in the final
* Localstorage is still operating well which was seen in the edit profile and user theme in UX1 that remains in the final

**13. Where has your project Object-Oriented programming implemented**

My Object-Oriented programming was implemented with PHP and JavaScript that followed the terminology of focusing on the objects to manipulate them. Which can be seen in the class objects in each PHP file along with the mention of them in the JavaScript main script file which makes it useful so that the developer doesn’t repeat the functions multiple times. By using React as a constructor for the application backend can also be considered an OOP case.

**PART C – Presentation**

**14. Student to present three measurable criteria from project plan (PROJ1)**

1. Register (CREATE)
2. Display Events (READ)
3. Update Events (UPDATE)
4. Delete Events (DELETE)

**15. Present Web App (solution) to class**

Presentation completed

**16. Seek feedback from your peers on level of quality, based on project plan**

Feedback collected and completed

**17. Rectify any failings as a result of this activity**

Rectified any failings brought up