**Fist-to-Five**

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Thank you for checking out Fist-to-Five! If this document does not satisfy your curiosity about this project, please visit the website <https://nameless-woodland-10898.herokuapp.com/>, the source code, or contact a member of the project team.

**Description:** Fist-of-Five Voting is a deceivingly simple process used in Agile Software Development that instructors often rely on to check-in, learn, gain consensus, and/or vote to understand where people stand on an issue or idea. It is done by actively asking the audience to hold up a hand with 0, 1, 2, 3, 4, or 5 fingers to gauge how comfortable the group is with the material before moving on. We have rebranded the term by calling it Fist-to-Five and putting a Full Stack Web Development twist on it. The instructor submits a question and/or topic in our application. Then by the use of a rating scale, everyone can let the teacher know where they stand in their understanding of the topic without feeling like the dumb one in the room. This unanimity will lead to a better learning experience for both the pupils and instructor.

 This README will cover:

1. IDEATION

2. PROBLEM STATEMENT

3. PROJECT SCOPE

4. TEAM ORGANIZATION

5. TECHNICAL OVERVIEW

6. PRODUCT RESULT

7. LESSONS LEARNED

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**Background:** This project was assigned to our team on a quick turn-around deadline (10 days). We were newly formed team that were picked at random with very little prior experience working together. We were tasked with creating a user-input-based application, but we were given total freedom in terms of direction and purpose.

The assignment required that we meet the following specifications:

* Must use a Node and Express Web Server
* Must be backed by a MySQL Database with a Sequelize ORM
* Must have both GET and POST routes for retrieving and adding new data
* Must be deployed using Heroku (with Data)
* Must utilize at least one new library, package, or technology that we haven’t discussed
* Must have a polished frontend / UI
* Must have folder structure that meets MVC Paradigm
* Must meet good quality coding standards (indentation, scoping, naming)

**1. Purpose**

Our team wanted to create something that was relatable. Something that could help improve efficiency and serve a purpose to everyone around us. We also wanted something that would not only challenge our newly acquired coding skills, but something that would make a positive impact in our future portfolio. Thusly, Fist-to-Five was born.

**2. PROBLEM STATEMENT**

"Fist-of-Five is not at all technical in a computer science driven world. Once a question has been proposed and voted on, there is no way to track which question received the lowest grade and revisit that topic. Furthermore, sometimes people don’t share their true opinions when they are needed most in order to constitute a constructive learning experience. How could we help improve the process?"

**3. PROJECT SCOPE**

Once the problem statement was complete, we needed to begin scoping out the work. We did this in the following steps:

a. We agreed what features we wanted at a high-level

b. We separated to research the plausibility of each of those features

c. We reunited to compare the findings from our individual research

d. We did some group research on more complex topics or feature decisions

e. We refreshed our scope - removing and adding features

Aaaand we pulled the trigger....

**4. TEAM ORGANIZATION**

We segmented our work into two phases. The first was planning and mockup. We scoured the internet for examples of front end designs that fit our overall vision and an MVS layout with Dynamic DOM rendering. In the background we needed to figure out which database would warehouse our data and how we should align our data set models.

The second phase involved functionality and front-end polishing. We needed to create a sleek interface and make sure that our routes responded correctly when the end-user inputted questions and results were displayed as topics were voted on.

**5. TECHNICAL OVERVIEW**

Fist-to-Five is primarily written in JavaScript using Node.js, Express, MySql, Sequelize, and Handlebars for server-side functionality and rendering dynamic elements which are all hosted on Heroku.

**6. PRODUCT RESULT**

See for yourself:  <https://nameless-woodland-10898.herokuapp.com/>

**7. LESSONS LEARNED**

Taking a step back to reflect on the final product, we concluded a few things to try on our next project:

DO MORE

* Sequelize Homework
* Understanding MVC framework is absolutely key to building an app quickly
* Assign work in full-stacks so that every member has ownership of a specific part

DO LESS

* Duplication of work – working on the same things at the same time
* Separating front-end and back-end concerns completely
* **8. Next Steps**
* Privileges added
  + Only instructors can add new topics
  + Users can only vote once per topic
* Export
  + API or excel version of history

The End