HipsterTrek

An Implementation Based DSA Final Project

Tolulope Oshinowo (he/him/his)

Project Website:
https://hipstertrek.herokuapp.com/console

So far, I would say that my project, HipsterTrek, has been coming along pretty well. Mush progress has already been made and there is still a little more to come that I am very excited for. Thanks to the long Patriots' Day weekend I was able to put in a sizable amount of work towards my project. In terms of what has been accomplished, most of the highlighted objectives from the initial proposal have been achieved. Over the past few weeks, I have been able to settle upon the Dijkstra graph traversal algorithm as the core functionality for my project, develop a NodeJS webapp that uses the graphical capabilities of D3js to its advantage, and host the project on Heroku.

Although for the most part I have stayed true to my initial proposal with my deliverables, I did make one design decision that is worth bringing up. As I was sketching out how I wanted this webapp to work I decided to pivot away from storing individual user data on a database due to it making the project webapp unnecessarily cumbersome (user logins, http requests, setting up a database). This is all to say that HipsterTrek still works the same way as it was described in the proposal but now plots out the user's journey all at once as opposed to revealing incremental parts of the journey over time.

Since I am working on this project alone, I do not have a partner or group that I can elaborate on about a teaming situation, but for what it's worth the HispterTrek Team's morale is higher than ever! Most of what remains now to be completed is to make a few algorithmic tweaks (i.e., better diversifying weights between varying music genres based on additional research) and create a complementary synopsis video. Apart from that I would say that I am in a comfortable position as of now but will make sure to reach out if things get stressful.