Preparation:
Nicholas: prepares screen share in order to display the slides
Tyler: prepares with project loaded up ready to demo during demo slides

Slide 1:
Introductions
Nicholas: "Hey I'm Nick"
Tyler: "Hey, I'm Tyler and our project is Indesyn"

Slide 2:
Tyler: "If any of you remember, our project deals with the process of connecting designers with consumers. The problem at hand is that finding an interior designer is not streamlined, making it hard for people to get the help they need. Furthermore, not many platforms exist where connecting the two is a smooth experience that also brings together a variety of interior designers from all over the world.

Nicholas: "As far as what we see this app accomplishing, we envision our application being a platform for users to find an interior designer, while on the other hand, establishing a hub for designers to connect with users and display their work.

Tyler: "Now moving on to our product definition, ultimately, the sole purpose of this app was so people could revitalize the spaces that they live in. Many people do not have this design eye we have talked about so much and allowing designers to step in and utilize their trained eye on part of the user makes this app unique. We put in this piece of clip art to display how the designer comes along with the guidance someone may need.

Nicholas: "Our platform will accomplish this by allowing the designer to display their past work while also allowing efficient communication between user and designer. And now Tyler will load up the demo.

Slide 3, Demo:
Tyler: *Launches app*
Nicholas: "So this is our sign-in screen. You can see a Google sign-in button at the middle of the screen but I had some issues in implementing it so for now, upon clicking it, we navigate to the profile set up screen.

If it was working, a modal would pop up allowing the user to sign in via their Google credentials and then from that we would autofill the name and email portions of the set

up page. For now, Tyler will click sign in and he will enter a name into the name field and an email into the email field. For this demo, we will demonstrate two example cases: first, a user signing up and then a designer signing up. In both cases, they would click continue, upon field completion, which will navigate to the correct screen and also call the backend in which they will be saved in our database as their respective role. So, now Tyler will choose 'user' and click continue.

* Tyler clicks continue as a User*

Tyler:
"As you can see, whenever a **user** signs up for the app successfully they will be brought to the page that contains all the active designers on the app. Designers are pulled randomly from a sample through a backend call to our Mongo database. From that call we can grab all the associated data pertaining to each designer, such as their names, and profile pictures. The logic for that has already been implemented, however, for the purposes of the demo we have hard coded these values to better demonstrate more important features. An addition to this page that can be made is grabbing designers who are active and located nearest to where the user is. I will talk more on this later but it is a stretch goal.

Nicholas talks about styling

Nicholas: "As Tyler was getting into, this is an MVP demo, so functionality outweighed aesthetic, and thus some of the styling is not where we want it to be. Part of the next steps, on my end, in completing the app would be to account for all screen sizes (i.e. IOS and SafeArea Views (mention what SafeArea view is after completing sentence)) and to work closely with flexbox layouts to ensure consistent spacing among nested views and components. So, now Tyler will randomly choose a designer."

Tyler randomly selects a designer to choose from

Nicholas: "We are now brought to the designer page which displays the designer chosen profile image, their name, a button which, on press, allows the user to chat with the designer, and 4 images of the designer's choice. The button and 'Upload photo' option is conditionally rendered depending on who is currently viewing the screen so this is why we see the connect button but not an upload photo clickable. Another feature we are looking at implementing is upon clicking the image, a modal would pop up showing a brief description. Now, Tyler will demonstrate the connect button in order to show the process of a user connecting with a designer "

Tyler: So, in the previous page if you saw, Nick's name was at the top as he is one of the random designers pulled. So, let's pretend I just signed up to the app and immediately wanted to connect with the first designer. So, I click on his name and am brought to his page. I'm impressed with his portfolio and click connect. I'm brought to this chat and can upload photos of whatever room or part of interior space I want livened up and then write a little description about it. *Tyler types something and uploads one of the stock photos, then clicks send* "So as you can see the photo gets attached to the description and sent off to Nick's inbox where he can process the incoming request and respond appropriately. *Nick sees the message and writes out his advice* "And as you can see now the user and designer were able to connect with each other in a quick and efficient manner."

Nicholas: "So, now Tyler will reload the app and we will do a test run of someone trying to sign up as a designer. *Tyler goes back the profile setup page*. We input the name and email then we continue as a designer. We are then brought immediately to the designers profile. As touched upon earlier, by conditional rendering the connect button is not available for the designer and instead there is an upload photo option. As far as the designer page, they would have the ability to edit the descriptions of their images, and have the ability to change their profile image. In the near future, there will be a button at the bottom which will allow them to view their reviews and they would also be able to view their chat inbox.

So, that wraps up the demo portion of the presentation.
Tyler transitions back to the slides, pausing briefly for any questions

Slide 4:
Tyler: Talking about remaining work
1. Individual chats
   a. "As you saw in the demo we were able to chat along with Nick and get that trained eye help fairly quickly. Now we want to do that for all users. The way the logic is set up right now doesnt allow for this inbox that is our ultimate end goal where a user can get help from multiple designers if need be and be able to refer back to. This is the number one task on our list.
2. Connecting firebase with MongoDB and factoring in the averages
   a. " Next, we have connecting firebase with mongo and factoring in averages. Right now on the backend there is no logic that allows for the calculation of averages and having it update in real time. This shouldn't be

that hard as it is only a simple function that would calculate a new average everytime a new review comes in. Moving on, we decided to use Firebase halfway through our project because we ran into some trouble on the MongoDB side with uploading images and setup with Firebase was a lot smoother and easier to control. However, we now need to sync up the images that belong to each designer by connecting their uids.

3. Implement system to connect with a designer
   a. " With that, we're still thinking about whether we create a queue that only designers will be able to see on their page and limit it to 10 so if a designer is popular, they don't get bombarded with requests or messages.
4. Caching for image control:
   a. "This is partially done for us already on the backend as we can limit the amount of calls to the database and simply call methods that store the most recent 20 images or store a set amount on the user's device and then load more if necessary."

Nicholas: "As mentioned during the demo, I had some issues with doing the Google Authentication, so part of the next step in completing the app would be to implement the Google authentication using FireBase. Furthermore, we envisioned a reviews page where users can leave feedback on designers they have interacted with. That screen will need the requisite styling and navigation. Another important task is making the necessary backend calls on the front end. So like Tyler touched upon earlier, as of right now, we want the user to see a randomly pulled set of designers when they come to the 'Find a designer page'. That would require the use of calling our backend in the front end code. Some other examples would be obvious things like pulling the necessary names and associated images on each screen as well as maintaining the role of user or designer across the app. Also, as I mentioned earlier, I need to go in after our functionality is complete and implement uniform styling across the app via accounting for IOS devices and varying screen sizes; this will be done by applying general flexbox layouts to as many components and nested views as I can.

Slide 5:

Tyler: "As you see our tech stack is pretty much the same with the addition of a couple of libraries that allowed us to implement the chat (i.e. GiftedChat etc.) The biggest addition was FireBase and using it to store the messaging system for us and in the near future, the implementation of Google Authentication"

Slide 6:

Nicholas: "As Tyler mentioned in the demo, one potential feature that could be integrated is the addition of geolocation. We would use this as a secondary option, enabling users to connect with designers that are closest to them in proximity. This could include designers who are not active as well and the users can leave a "request" with the designer and wait for them to see the message in their inbox

Tyler: "And finally, we were thinking of maybe adding the ability to search for a designer. A clear use case of this would be if a user really enjoyed a designer's advice and the overall interaction, then they would be able to connect again."

Slide 7:
Ending slides and prompt others for questions
Tyler: "And that wraps up our presentation, are there any questions?