

# OSU Craft Center Capstone Project

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## Fall Term Retrospective

### Project Goal

Our project's goal is to replace the OSU Craft Center's paper card registration system with an online portal and database. Students and the public will be able to use a website interfaced with ONID systems to register for Craft Center membership, classes, and other services. Employees/admins at the center will utilize the database to help assist customers and get information out to users of the space.

### Fall Term Project Goal

Because this project had a previous year's team work on it, this term's main goal was to explore what progress they had made and assess our tools and approaches. We needed to analyze what parts of the project needed to be redone or reworked. After deciding on what technology to use, we also needed to verify that our choices would work with the requirements of the project partner.

### Fall Term Achievements

On the backend side, we decided not to move forward with the approach the previous team has used. Instead we have chosen to use a Node webserver interfaced with a MySQL database. Using Node will allow us to utilize its powerful package management software to implement solutions. We'll be using npm (node package manager) for things like user sessions and website security. For the database, we created a rough relational diagram of the data we need to store and have begun to implement it in MySQL. While on the frontend side, we have finalized the UI design for the student interface that was created using Figma. We were able to use the Figma presentation to showcase the flow of the functionality such as, which button will lead to a certain page, how students are to view the page, and more.

### Risks & Strategies

Risks	Strategies
Our project partners are administrators of the Craft Center, and not necessarily tech-oriented employees. Therefore there is a risk that their lack of technical experience will cause a disconnect in expectations vs. what is accomplishable.	Our weekly meetings with the project partners help ensure their ideas are communicated adequately.
The finished product may not be fully integrated into the OSU system.	To mitigate this, we will be contacting our project partners as well as our capstone instructors for more resources that can be utilized to help us connect with the OSU official system

The previous team's scope may not be the direction we want to take the project.	To mitigate this, review the previous team's work on the project and mark which parts we want to continue and which parts we want to scrap and start new.
Stakeholder requirements may cause lessened functionality or attractiveness to students using our project.	In order to ensure our user experience for all facets are well designed, we can bring in students and faculty to test out our prototypes and get feedback on their interactions.

## Set expectations for timelines and milestones for the future terms

During the winter term, we plan to have four 3-week sprints:

- The first sprint will be spent creating a number of testing web pages that pull information from the database to present to the user (Student/Employee/Admin). These test web pages will help verify if we correctly connected the frontend and backend meaning we configured our database correctly and delivered the correct data for the front-end development.
- The second sprint we will be fully developing the front-end web pages. While the front-end team is working on that, the back-end team will be researching SAML 2.0 to utilize it for the student login.
- The third sprint will focus on wrapping up the development of the webpages and implementing SAML 2.0.
- The fourth sprint will focus on bug squashing and refining the features of the website. During spring term, we plan on researching how to host the web pages and database on the OSU servers so it is available for public use.