# SW Engineering CSC 648/848 Section 01, Team 01 Spring 2018

## R-Earth

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## Milestone 5

Document Version	Notes	Submission Date
Version 1.0	First Draft	05/21/2018

### 1) Product Summary:

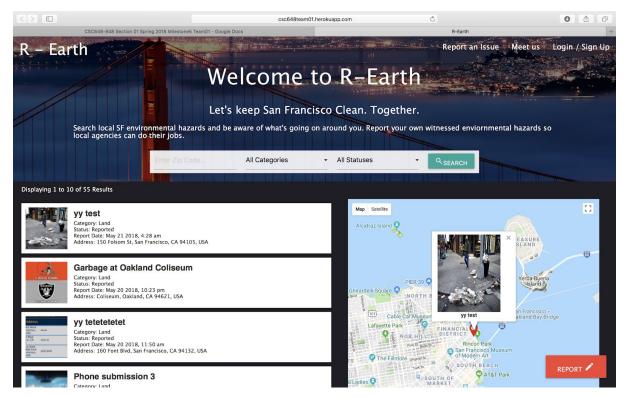
R-Earth is a web application that allows citizens of San Francisco to post their concerns about local environmental issues that need resolution. Environmental agents and officials can in turn access these listings in order to direct their day-to-day work. Below are a list of features made available by R-Earth.

### **Confirmed features:**

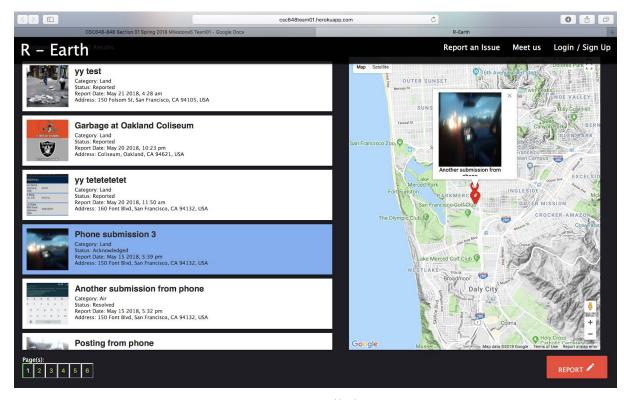
- Browse all posted listings, sorted by most recent date
- Search all listings by zip code with filtering options for category and status
- View the full details of an individual listing
- Google maps integration to allow users to easily visualize location and proximity of environmental issues
- Create and login to an account with R-Earth
- Submit a listing that describes a current local environmental issue
- Environmental agents are given an additional Dashboard tool to help them quickly review and update listings based on their work

R-Earth can be found at: <a href="https://csc648team01.herokuapp.com/">https://csc648team01.herokuapp.com/</a>

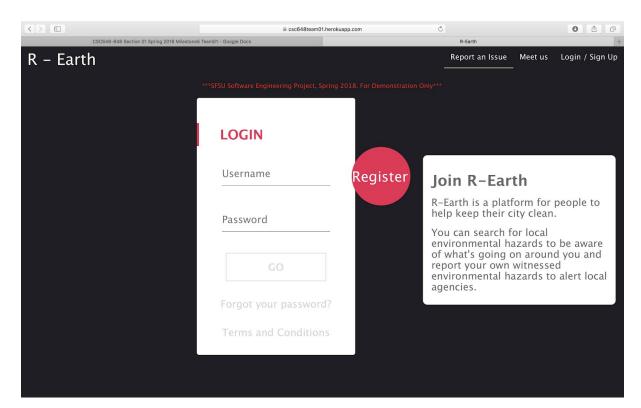
## 2) Final Product Screenshots:



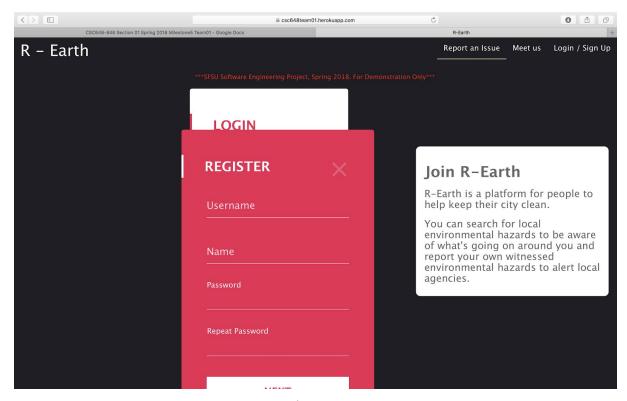
Home Page



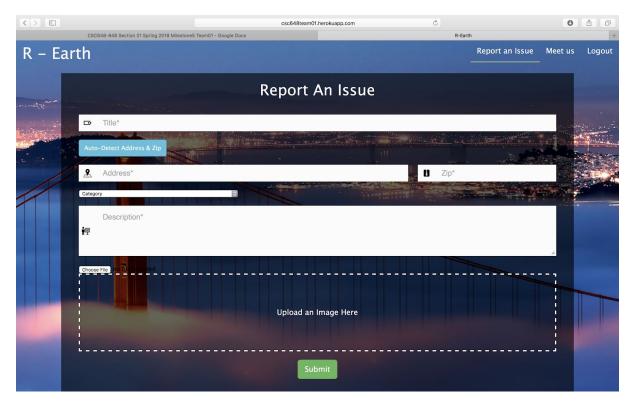
Home Page Scrolled Down



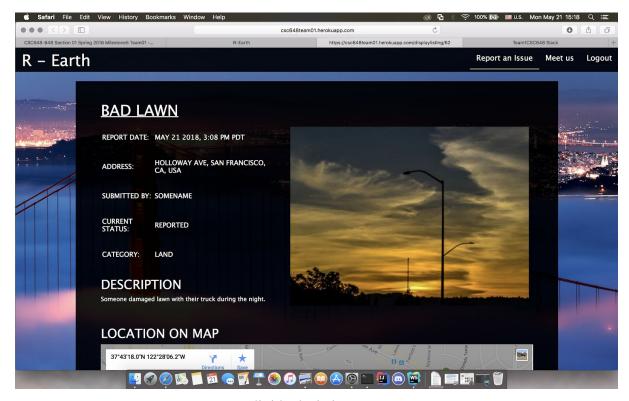
Login



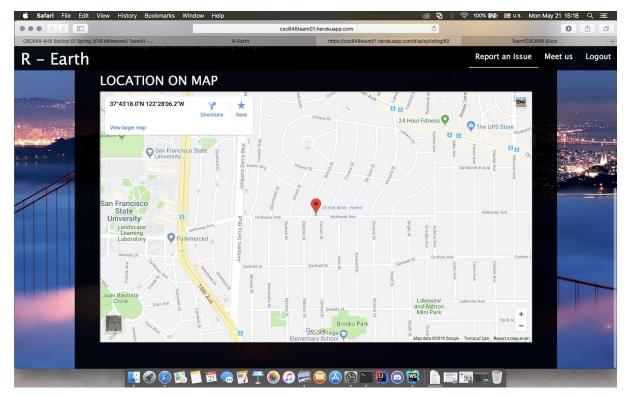
Sign Up



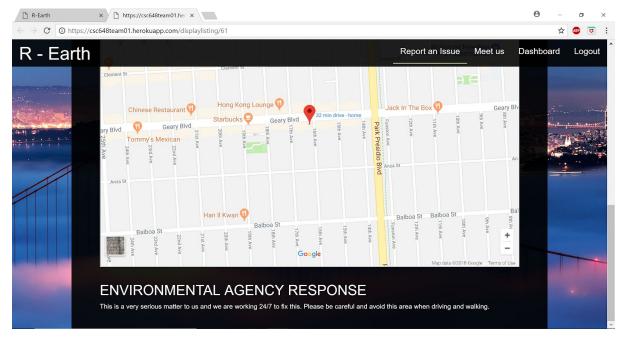
Submit a Listing



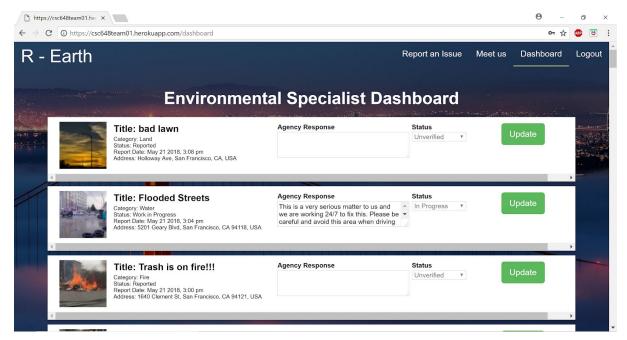
Individual Listing part 1



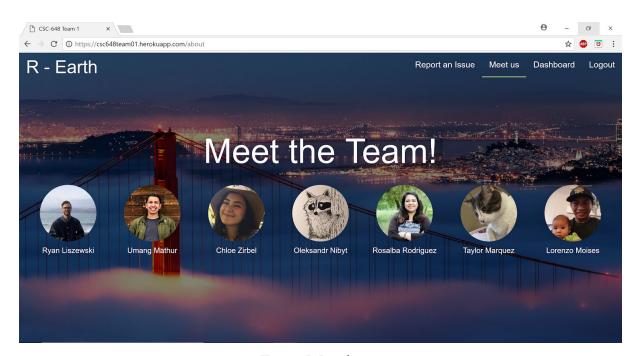
Individual Listing part 2



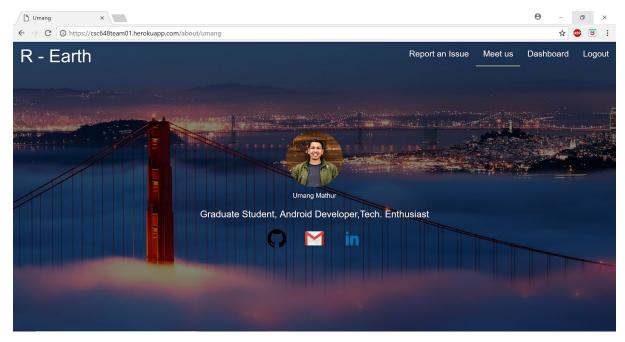
**Environmental Agent Response** 



Environmental Agent Dashboard

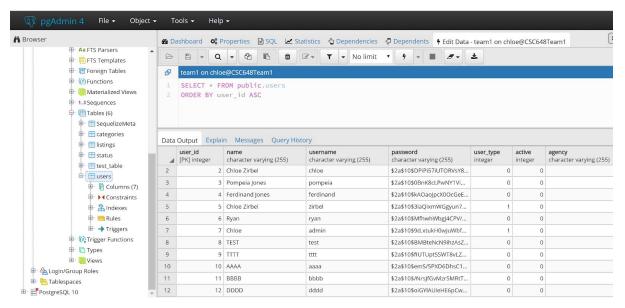


**Team Members** 

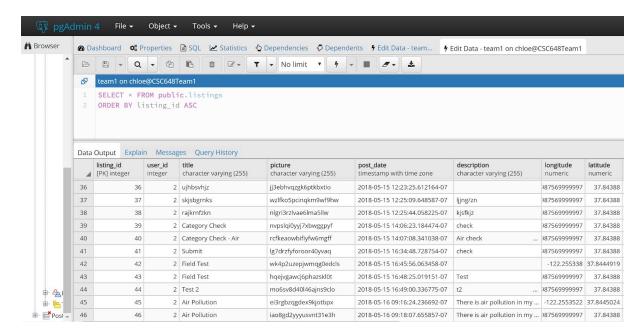


Individual Team Member

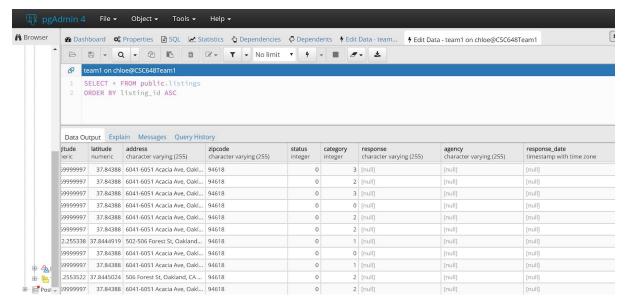
## 3) Database Screenshots:



Screenshot of the users table

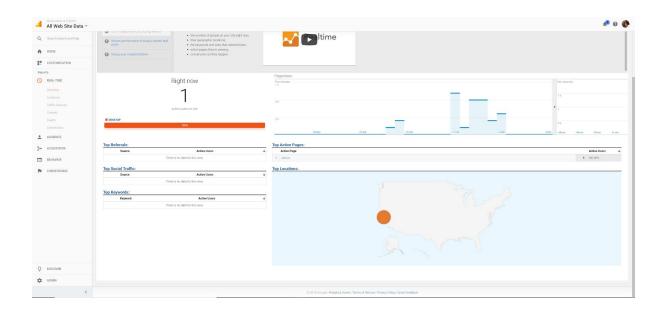


Screenshot of the listings table (first half)



Screenshot of the listings table (second half)

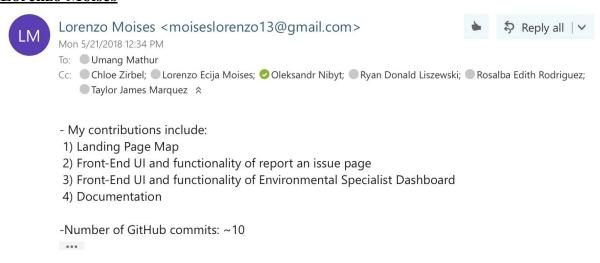
## 4) Google Analytics Plot:



### 5) Team Member Contributions:

Please note that the number of submissions for each member is approximate, as submissions were made up until the demo deadline. All individual contributions listed below have been emailed to all team members.

#### **Lorenzo Moises**



#### Rosalba Rodriguez



#### Rosalba Edith Rodriguez

to Umang, Chloe, Lorenzo, Ryan, Oleksandr, Taylor 🕞

office, Esterize, regard, elektrari, raylor

- I was a member of the Front End team for the project

- I set up a template for the detailed listings page
- I later helped clean up the CSS for the page
- I contributed to Milestones 1 and 2

Number of commits to Github: 16

#### **Chloe Zirbel**



5:36 PM (16 hours ago) 🦙

- I was the back end lead for this project
  I implemented the majority of the code that interfaced with the database (Postgres). This included searching the database and sorting results,
- Inhomography of the code that infraced with the database (in sugarant formation), etc.
   I worked on all routes, often in collaboration with others. This included general behavior for all routes (like session management) and specific behaviors (authenticating login information, photo upload/download, password encryption, etc.)
- I managed and organized much of the overall database structure and content with regards to migrations/seeding/etc.
   In very few cases, I worked on front end java scripts to help connect the back end to the front end
- I contributed to all Milestone documents (except M3)
- I supported team lead with task assignment/management

Number of commits made to GitHub: 68

#### **Umang Mathur**



#### **Umang Mathur**

to Chloe, Lorenzo, Oleksandr, Ryan, Rosalba, Taylor

- I worked as the team lead
- · My tasks included:
  - Project management (Task assignment and management)
  - o Documentation (Contributed in most milestone documents)
  - o Coded significant parts of the front-end and some parts of the backend
- Number of commits made to Github: 73

#### Rvan Liszewski



Ryan Liszewski <ryanliszewski@gmail.com>

to Umang, me, Imoises, rrodri10 🖃

Here were my contributions for our project R-Earth:

- I was the front end lead for this project.
- I templated the entire front-end of the site using EJS, and Bootstrap.
- · Created the front-end signup/login UI, validation and routing.
- Designed the listings screen along with the help of my teammates.
- Designed and templated the meet us UI for my teammates.
- I supported the front end team with showing them how to use CSS flexbox and AJAX requests.
- Delegated tasks to team members.

Number of commits: 83.

#### **Oleksandr Nibyt**





- To: Umang Mathur; Chloe Zirbel; Ryan Liszewski <ryanliszewski@gmail.com>; Lorenzo Ecija Moises; Rosalba Edith Rodriguez; Taylor James Marquez
- I was part of frontend and backend teams.
- I contributed to Milestone 1, Milestone 2, Milestone 3, Milestone 5
- I did a few UI mockups
- I worked on a submit page and input validation.

Number of GitHub commits: 3

#### **Taylor Marquez**



#### Taylor James Marquez

to Umang, Chloe, Lorenzo, Ryan, Oleksandr, Rosalba 🕞



- I was member of both back-end and front-end teams for the project.
- I added filters to the search function.
- I added features to the navbar (dashboard button, logout button, highlight active page).
- I created and linked the error page.
- I contributed to the Milestone 1 and 2 documents.

Number of commits to GitHub: 9

#### 6) Post Analysis:

These are various issues that came up in a team discussion on 05/17/18 when our team lead, Umang, asked about any lessons we learned or particular problems we faced in developing the application. These challenges and issues have been shared with all members.

Initially, during the time of Milestone 0, the setting up of the back end framework (node.js) was quite challenging for those without any previous experience. This seemed to be a common theme with students throughout the class. Any delay in learning these basic tools propagated throughout the rest of the course. Therefore, in hindsight more time would have been spent in the earlier part of the class discussing these tools and laying groundwork for the later development.

Although the milestones were helpful in establishing the overall architecture and requirements for the application, the implementation of the application was much more time consuming and presented unforeseeable challenges. Thus, it would have been advantageous to begin coding earlier in the course, even if the full specifications were not known. Having a basic structure and navigation system in place would have given us more time to focus on the more complicated and detailed aspects of the application that would make it stand out against others in terms of aesthetics and functionality.

Because we were working in a larger group than we are accustomed to, developing effective communication strategies took some time. Initially, we attempted to meet once a week outside of class. However, everyone has very different schedules and we could not all attend each meeting. Thus, there was always one person who needed to be informed of what was discussed. Additionally, there would be many individual developments throughout the week that needed to be communicated to the team and could not wait until the next class or outside meeting. Thus, we eventually phased out the in-person meetings and began to rely more heavily on Slack. This ultimately, proved equally effective in terms of group and individual communication as the in-person meetings.

Additionally, at the outset of the course we were not using any sort of task management tool. Instead, we would agree on tasks verbally or over Slack messages. However, as time went on and the implementation process became more involved, this strategy suffered from certain weaknesses. First, we would often forget what tasks we had already discussed and what we had decided to do with them. So at each meeting we would be repeating ourselves about how to solve a problem and who would be assigned to do it. Secondly, we couldn't really be sure about the status of other members' tasks because we would only really check in during class or occasionally on Slack. Finally, we started to use Trello to list and assign tasks, which ultimately proved to be a better solution and improved overall efficiency of work and communication.

Ultimately, this project was the largest teamwork effort any of us has engaged in and therefore presented a number of new and unfamiliar challenges. Most of these challenges arose from interacting with and managing such a large number of people, rather than any impossibly difficult coding issues. However, we were able to adapt and grow as necessary.