



Fleet Manager

Vincent Cammarata
in
LiftOff Group - Javan



Description

Fleet Manager is a functioning example of a real-world vehicle fleet management app.

A manager can create an account and view all of the cars in the fleet.

They can easily add new cars to the fleet.

They can view the details of the car and its driver.

Features

- 1) User Accounts
- 2) Authentication Layer Encrypts User Passwords (bcrypt hash algorithm)
- 3) All Data Saves In Persistent MySQL Database
- 4) User Profile Pictures
- 5) Viewable Details Of Individual Cars Sorted By Id Inside Database.
- 6) Mobile Responsive, Website Scales For Mobile Users

Planning User Stories

As a manager of a fleet of vehicles I can create an account so that I can start tracking my vehicles and drivers. This project is built on having managers and vehicles in the system. The database had to hold login details, profile pictures, and car details. As a user I can add a car to the fleet. It is important for a fleet manager to be able to add new cars to their fleet. It is also important for the managers to be aware of licenses expiring.

Planning Database

I have two tables in my database -- User and Car. Both have a primary key (id).

Table "User" holds the user's name, password, URL for profile picture, and Id.

Table "Car" holds the Car Expiration Date, Car Model, Car Manufacturer, Year, Driver name, mileage, plate, and vin.

car 1	
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Planning Database - User

[illegible]

Database Planning

We had to be able to sort the cars and users. So we made separate tables.

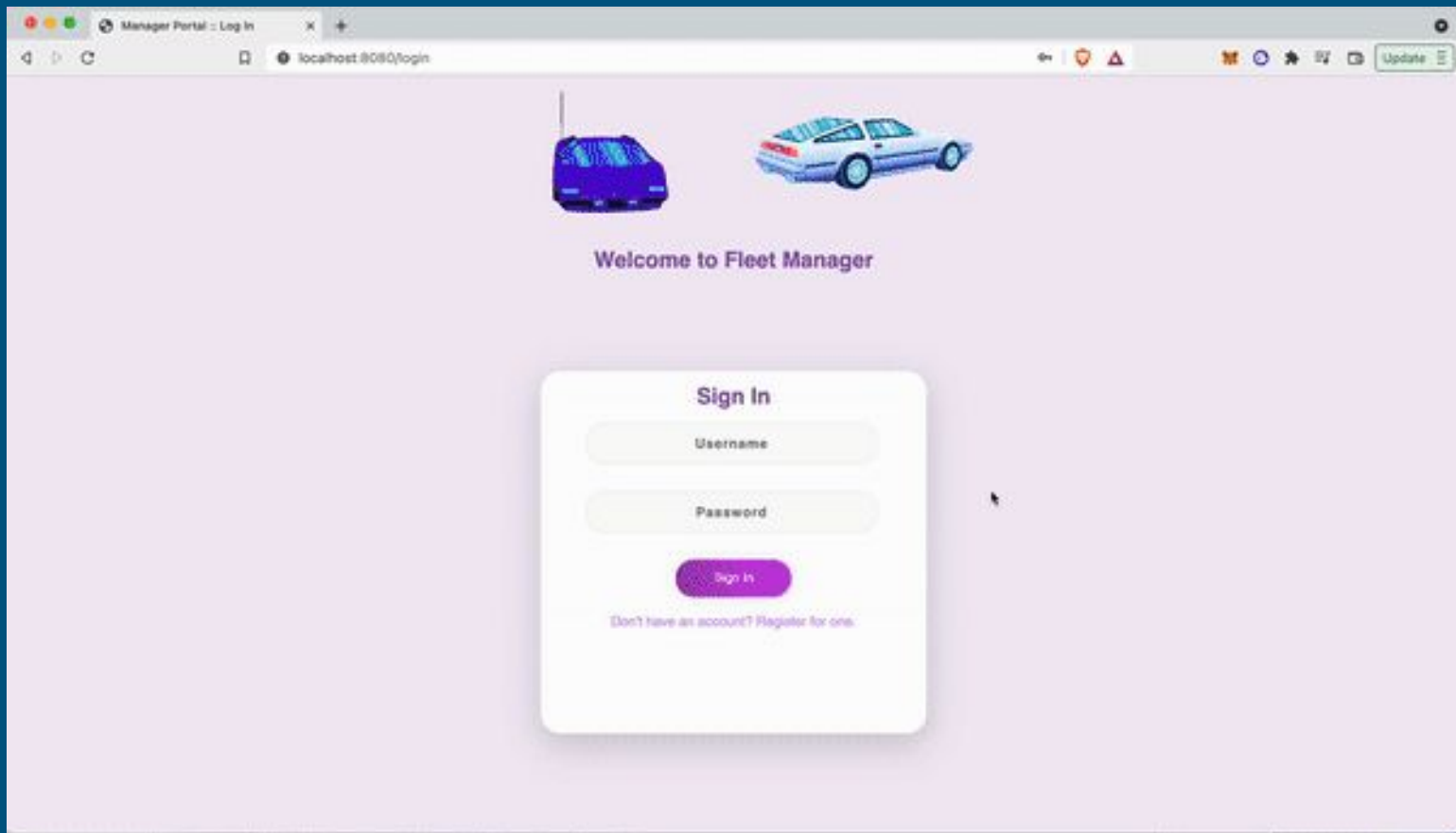
Work-In-Progress: Adding a “Fleet” table connected to individual users. This would allow each user to have their own fleet, instead of all managers sharing one fleet of cars.

Game Version: Adding a “Money”, “Points”, and “Owned Cars” columns to the User Table. Creating a Shop Table, with Cars and Prices. Users can purchase cars to add to their fleet. Cars inside of your fleet earn you $X \text{ Money/Hour}$, based off of the delivery capacity and speed of the vehicle.

Technology Stack

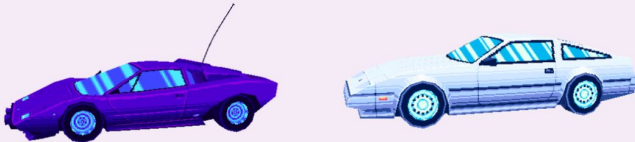
- Java, Spring
- HTML, CSS
- MySQL, Hibernate
- Gradle
- JavaScript (NOT USED IN FLEET MANAGER, but used for generating profile picture images)

Demo



Login

localhost:8080/login



Welcome to Fleet Manager

Sign In

Username

Password

Sign In

Don't have an account? [Register for one.](#)

Create An Account

Sign Up

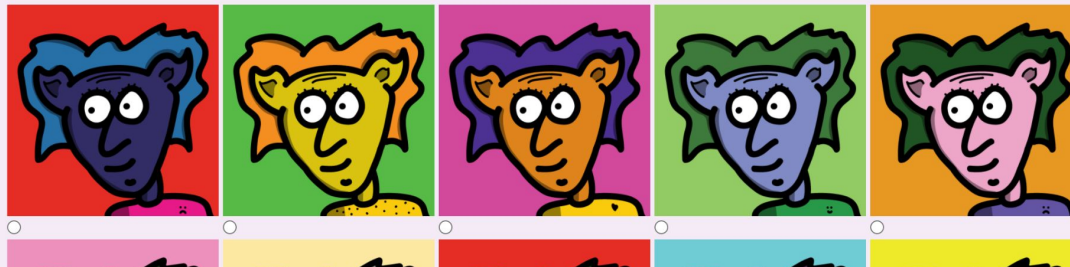
Username

Password

Verify Password

Choose an avatar below!

(these were generated with Vinny's art + [github](#))



Create An Account

Sign Up

Username

Invalid username. Must be between 3 and 20 characters.
must not be blank

Password

Invalid password. Must be between 5 and 30 characters.
must not be blank

Verify Password

Choose an avatar below!

Add A Car

[Dashboard](#) [Add Cars To Fleet](#) [View All Managers](#) [View All Cars](#) [Profile](#) [Logout](#)

Driver's First Name

Driver's Last Name

Car Make

Acura

Car Model

Year Made

VIN

Mileage

License Plate

Expiration Date

Month

January

Year

2022

Add Car

View All Cars

[Dashboard](#)[Add Cars To Fleet](#)[View All Managers](#)[View All Cars](#)[Profile](#)[Logout](#)

Car Pool

All of these cars are available!

- [Ford](#)

[Ranger](#)

[Driven By:](#)

[mary](#)

[johnson](#)

- [Nissan](#)

[350z](#)

[Driven By:](#)

[david](#)

[morris](#)



View a Car's Details

[Dashboard](#)

[Add Cars To Fleet](#)

[View All Managers](#)

[View All Cars](#)

[Profile](#)

[Logout](#)

Driver First Name: david

Driver Last Name: morris

ID: 47

Model: 350z

Make: Nissan

Year: 2009

VIN: 134765dgh890731

Mileage: 47299






Expiration Date: June, 2023

License Plate: shf472

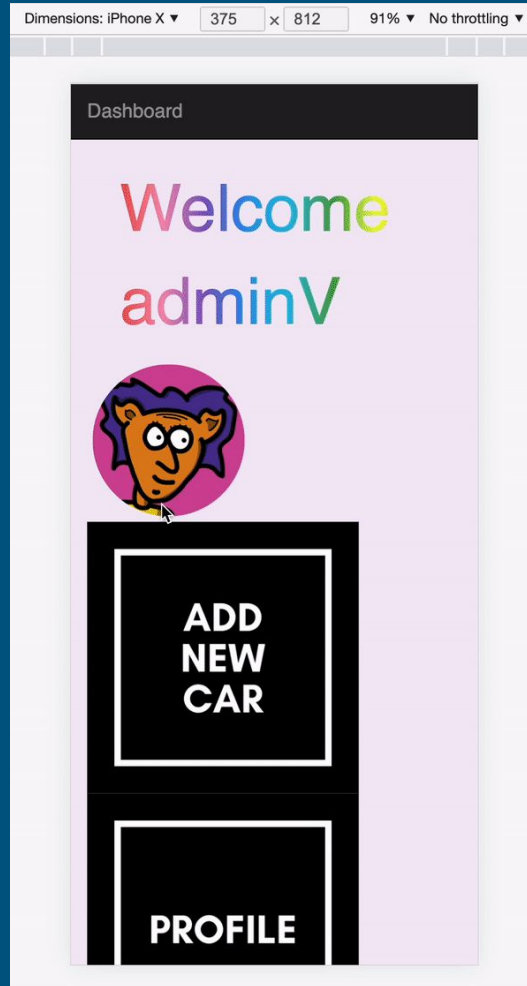
View All Users

Dashboard Add Cars To Fleet View All Managers View All Cars Profile Logout

All Managers

- [vinny](#)

- [jon808](#)

- [jon8089](#)

- [jonjon](#)

- [hansolo](#)


Mobile



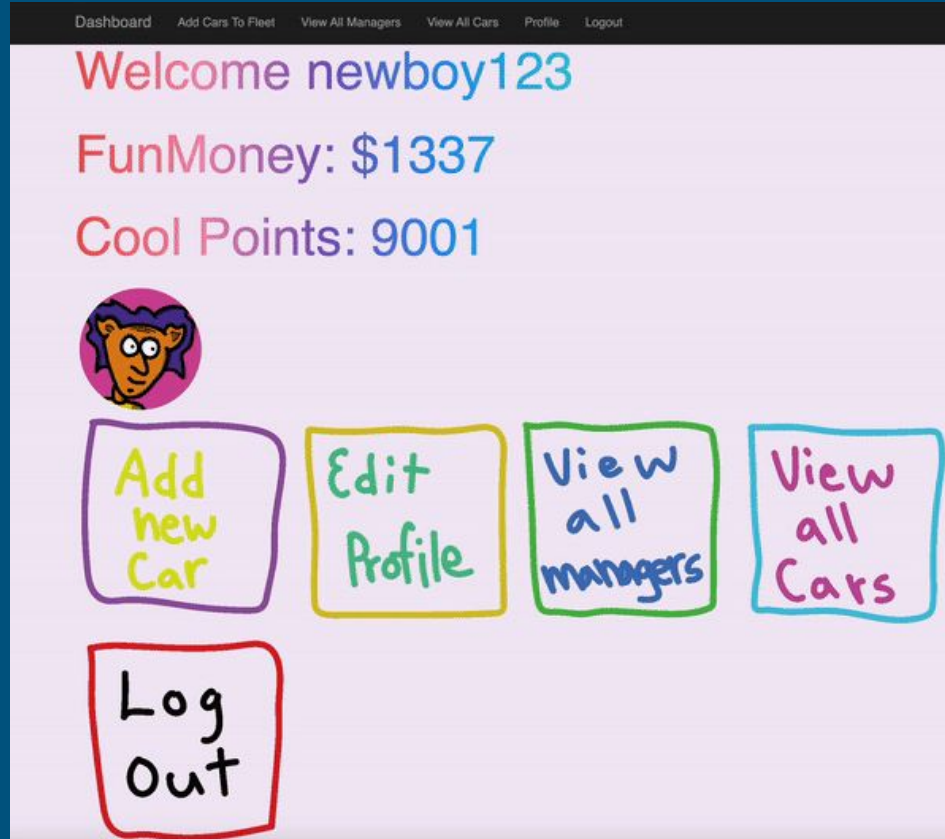
What I learned

I learned how to get the current logged in user's data using session id. This opens the doors to lots of things! Any app or game uses the current logged in User's information.

I also learned that, while there may be lots of free API's out there, the data they contain may not be clean enough to viably use.

What's Next?

I want to make a game out of this concept of “Fleet Management”








What's Next?





Adding Cars, Currency, and
Player inventory.

Buying, Selling, Trading between
Players and computers.

Choose an avatar below!

Everyone starts with 1000 \$FunMoney and 0 Cool Points
Choose Your Starting Car!


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