Goal

Our team had a very wide array of useful skills which allowed us to tackle the project very effectively. Between the various members of the team we had at least one person skilled with databases, html, css, etc. The main technical skill that we were a bit lacking on was diagram creation, which we of course learned and improved on during the semester. Ultimately our goal for the project was to apply what we learned in class with our ability to make one functioning website that we could all be proud of. As such, that is why we utilized a variety of different tools and languages in the process of creating our project.

Joey

Prior to working with my team on this project, I've only have any real and applicable coding experience in Game Design, specifically in the Unity Engine with C#. But the classes I took at Miami provided me with enough technical and programming knowledge to quickly transfer my expertise from my hobbies and from academia to adapt to the completely new and forieng languages that this project used and undergone. Learning PHP, SQL and HTML was challenging but yet rewarding. I think that many of my previous experiences with programming quickly translate very well when it comes to PHP because of it's object oriented programming. SQL as a procedural language was new to me but when Jon drew the Entity Relations diagram, I got the hang of it real fast. HTML shared a similar story as well. Seeing the code look fairly simple and structured when Huy programmed it. Nonetheless, I learned all of the basics of these languages so I could help communicate with my teams about each other's languages in layman's terms.

Huy

Before this project started, I had already had some experience with HTML/CSS/Javascript, and some of their frameworks and libraries so I volunteered for the front-end developer position. At the time I was working on another project using React.js and I thought it would be very beneficial to also use it for this one. However, we ran into problems after the first few weeks because I knew nothing about the back-end language (PHP), and the others didn't understand React. To solve the problems, we decided to switch back to the old school HTML/CSS for the front-end, and I tried to learn about PHP/SQL to help with the back-end as well. After this project, my front-end skills have improved a lot, and I've learned many other valuable skills for my future career.

Eric

On this project, I volunteered as a back-end programmer since I am proficient in PHP, MySQL, and some HTML. At the beginning of our project, because I was completely unfamiliar with the front-end programming using react.js, it was difficult to progress. However, we figured it out after. During this project, I learned some JavaScript and found that some Interface interactions are more efficient using JavaScript than using HTML. For instance, we are using

JavaScript to auto-submit the form when the user selects the button, this feature is hard to implement when we are using HTML. After this project, I might still focus on back-end programming, but the JavaScript I've learned from this project will help me to build a simple and powerful sample and help me collaborate more easily with others.

Jon

My primary contribution to the project was through my knowledge of SQL and a bit of (incomplete) prior knowledge of how to make UML diagrams. This prior knowledge made me a good fit to be the primary developer for the database. It did still learn a bit more about how to hook up databases to html and other code as connecting different parts together has always been something I've struggled with a bit. The project also helped me get a lot better with understanding UML diagrams and I feel a lot more confident about my ability to create them now.

Harrison

At the beginning of the project my html, css and JavaScript was extremely rusty. But throughout the semester while working on the project I got much needed practice writing in those languages and restoring my memory. I also got a lot of practice in photoshop and illustrator this semester as a result of our project. I feel like my web development skills have improved significantly over the course of the semester.

Extra Credit

Our project met the bonus modifier requirements for using a database (using the FSB SQL database), functioning as a live website (on ceclnx01), and for being fully functional on mobile devices. I would also like to think that our website is reasonably intuitive and accessible enough to qualify for the usability bonus - the design is relatively simplistic and manages to get information across without being overly cluttered and interactive elements are reasonably clear as such. Customer satisfaction is obviously something only you may decide.