

# AnyCast

## Randomized Weather Forecast

Developed by: Walker Narog, Colin Carlson,  
Calvin Kim, Layne Hunt, Regan Wilson



# Vision Statement

AnyCast is a novel new weather app that seeks to streamline the user experience of looking up the weather by simplifying user input while enabling a perspective widening exploration of weather all over the world.

# Description

Many preexisting weather apps allow the user to check the weather either at their current location or by searching for a town or locality near them. AnyCast boldly breaks from this tradition by limiting user input and reducing decision anxiety. The two ways of interacting with AnyCast are either a randomizer button that transports the user to some spot on the Earth's surface or by entering the latitude and longitude of their desired location. This allows the user to interact with and get a taste of weather all around the globe in places they would not necessarily think or be able to visit.



# 02

# Tools

# Tools (1)



## Vscode (5 ★)

Vscode was our primary IDE throughout this project.



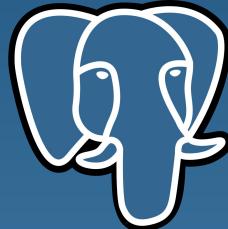
## Github (4 ★)

Github was our primary VCS and Project tracker throughout this project.



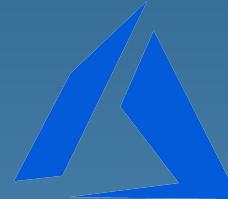
## Geoapify

We used Geoapify to geocode our coordinates.



## PostgreSQL (4 ★)

We used PostgreSQL for our database.



## Azure (4 ★)

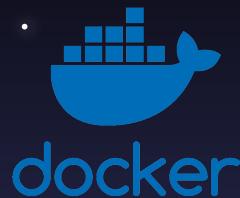
We used Azure as a deployment environment for our project.



## HTML, CSS, Javascript (5 ★)

We used HTML, CSS, and JS to build our UI.

# Tools (2)



## Docker (2★)

Docker was used to deploy portable containers.



## Mocha (3★)

Mocha was used to test our API endpoints.



## Weather api (4★)

Weatherapi was used to pull current forecast data.



## Node.js (4★)

We used Node.js to run the local environment.



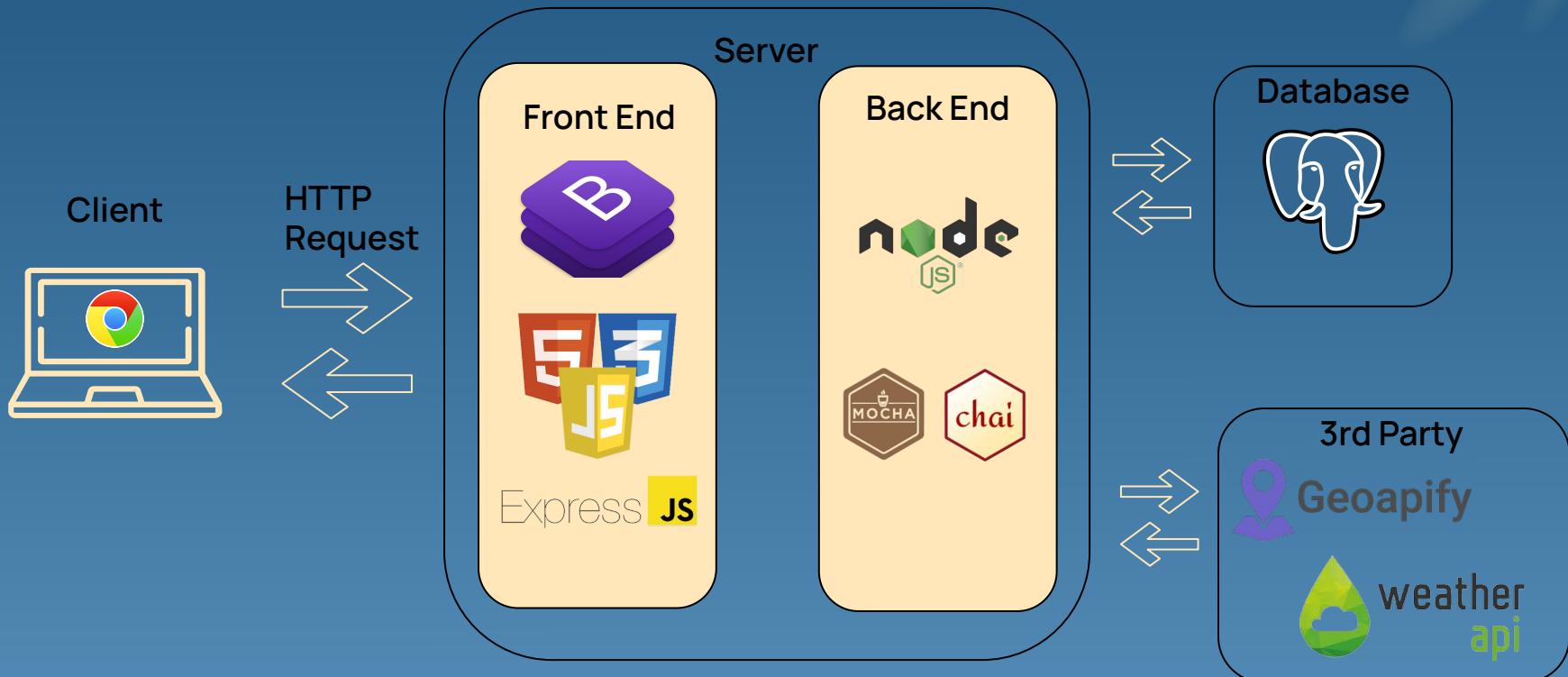
## Chai (3★)

Chai was used to test our API endpoints.

# Architecture Diagram



# Architecture





# Challenges

## **Github Collaboration:**

Throughout the project, we had merge conflicts and issues with pull requests that took us some time to get used to.

## **Debugging:**

Multiple bugs occurred when we tried to merge different branches and they did not work seamlessly. The team would work together to find and fix these bugs.

## **Communication:**

Communication was an obstacle that we tackled early on, but it definitely caused a lot of miscommunication during the first week of the project.

## **Timing:**

Timing was pretty awkward for our group. We struggled to find decent times to meet and work on the project together. We eventually found a good time for weekly meetings.

The image features a large, bold, red word "DEMO" centered against a backdrop of a bright blue sky filled with scattered white clouds. The word is enclosed within a thick, rounded rectangular border that has a distressed, weathered texture. The perspective of the border is tilted diagonally, creating a sense of depth as if the sign is floating in the air. The overall composition is clean and minimalist, with the vibrant red and blue colors providing a strong visual contrast.