EE / CprE / SE 491 – sdmay19-28 CowChips4Charity

Week 5 Report

October 15th 2018 - October 23rd 2018
Client: CowChips4Charity
Faculty Advisor: Lotfi Ben Othmane

Weekly Summary:

Continued working on the actual product and user experience including the user interface portion of our project. We have explained the wire frames including all of the main functionalities to the client and got the initial design of our wireframes approved by our client. After having the wire frames approved our team has started making progress to build the initial infrastructure of the project and be able to do the main functionalities of our project. Alongside the initial development work we setup and finalized the CI/CD pipeline for the application. Ben also hosted a tutorial on how we will be utilizing github and other tools to test and share our code to continue our plan with 100% code coverage by using tools like Travis CI. Additionally the last thing we have continued to develop is documentation, especially having revised requirements from the ABET board that were given to us earlier this week.

Team Members:

- o Role
    - Backend Lead - Connor Rust
    - Backend / Scribe - Jack Boike
    - Frontend Lead - Ben Meeder
    - Frontend/UX/Meeting Scribe - Kenny Ho
    - Business Lead (PM) - Daniel Lev
    - Administrative/UI - Alex Lev

Past Week Accomplishments:

- Researched terms of use for different images for the web application - Kenneth Ho & Alex Lev

- - Website does not have terms and conditions page but specifies that images are available for free to use on websites http://clipart-library.com/cow-cliparts.html
  - Continued UI/UX research/planning - Kenneth Ho & Alex Lev
    - Received client feedback and suggestions for mobile web application wireframes (regular user screen changes that must be made by next meeting)
      - Change home screen layout
      - Need to randomize tiles
      - Add dates to "view tiles" screen
    - Logo placement and design
      - Reference existing cowchips4charity website: http://cowchips4charity.com/
      - Reference new web based game designed for cowships4charity: https://booradleygames.itch.io/pre-launch-demo-final?secret=wl657EJQhf0Erg5sv7OALj0
  - Completed setup of backend CI/CD pipeline - Jack Boike & Connor Rust
  - Created directory structure for backend - Connor Rust & Jack Boike
  - Updated Documentation for the project in regards to trello, github, and google docs - Daniel
  - Built Login page that has the function of logging in from Twitter and have synced the Twitter API in the frontend- Daniel
  - Completed scaffolding, unit test setup, env setup, CI setup, CD setup for backend. - Ben

Pending Issues:

- None during this period

Individual Contributions

Team Member	Contribution	Weekly Hours	Total Hrs
Daniel Lev	- Updated and got all of the infrastructure to start developing - Created basic Login page with Twitter API built in for logging in - Updated documentation to account for the new ABET qualifications - Researched HTTPS and the best practices for this to apply for our application	10	50

Connor Rust	• Completed CI/CD pipeline for backend • Setup directory structure for backend • Defined user API	10	50
Jack Boike	• Completed CI/CD pipeline for backend • Setup directory structure for backend	10	50
Alex Lev	• Research different branding and trademark policies • Continued development of wireframes (Browser based) • Communicated with client's partner to conduct due diligence on branding guidelines • Supported planning to create modular front end features	10	50
Kenneth Ho	• Researched cow clipart terms of use • Supported HTTP planning and setup discussion • Continued development of wireframes (Browser based) • Project website maintenance	10	50
Ben Meeder	• Setup backend CD/CI • Setup backend Jest testing • Setup backend scaffolding • Setup backend env vars	10	50

Plans for Coming Week:

- Development of the front - Ben Meeder & Kenneth Ho
  - Login page
  - Axios wire up
  - Get application running locally on all team members computers
  - Admin wire up CI/CD
  - Admin use history routing instead of hash
- Development of backend - Connor Rust & Jack Boike
  - Get application running locally on all team members computers
  - Express setup
  - Example API level integration test
- Implement client suggestions for the web application wireframes and continue to draft wireframes for standard web browser layout - Kenneth Ho & Alex Lev
  - Leverage client input and existing mobile app (game) developed for client's organization to develop color schemes, themes, and branding
- Edit the regular user screens for the mobile web application wireframes based on client feedback - Kenneth Ho & Alex Lev
  - Switch play button and tile button on the home screen
  - Add Dates to the "view tiles" screen
  - Randomize tiles on the bingo board
- Start configuration for HTTPS on our servers while collaborating with backend lead - Daniel
- Connect API for logging in (Facebook) - Daniel
- Continue to develop Login page by making sure the non functional requirements of security are met and our Users information is being encrypted - Daniel
- Meet with Faculty Advisor to make a plan of action to implement the new ABET standards to our project - All