

Butterfly Longevity Tracker

Weekly Report 5 (10/11/24 - 10/17/24)

Project Information

- Project Title: Global Butterfly Longevity Tracker
- Group Number: sdmay25-03
- Client: Nathan Brockman
- Advisor: Maruf Ahamed
- Team Members:
 - Alex Herting - Full-stack Engineer
 - Andrew Ahrenkiel - Full-stack Engineer
 - Charles Dougherty - Frontend Developer
 - Jaret Van Zee - Backend Engineer
 - Carter Awbrey - Visionary

Summary

Throughout the week, as a team, we worked toward completing the User Needs and Requirements Lightning talk presentation, the Project Planning assignment, which consisted of task decomposition and creating a gantt chart, and the Design Documentation part one assignment. All of these were class assignments that were adjacent to our main project but added no real progress to our deliverable. A large portion of time was dedicated to converting each Figma board view to HTML code through the use of the PxCode tool. Thanks to Alex, this is now complete, and each view has been sorted into divs and containers to make the code more usable. From this point on we can go about altering style files to suit each view for both mobile and desktop, ensuring the best user experience. In addition to this, we tested the new Spring server and Mongo DB by creating some test requests. All test requests were successful with the use of Postman to test our repository and current butterfly object. We also did some work to update our team website to add all of our current reports as well as include a more indepth project overview.

Accomplishments

- Alex

- Worked on Design Doc Part 1: Introduction
- Worked to complete the Gantt chart portion of the Project Planning assignment
- Completed the conversion of most screens from figma board to code

- Andrew

- Worked to complete the User Needs and Requirements Presentation
- Worked to complete the Task Decomposition portion of the Project Planning assignment
- Worked to create test controllers for backend testing
- Worked to Update the Team Website to include a better project overview and pictures of each member

- Charles

- Completed Lightning talk 3: User needs and Requirements slides
- Collaborated to develop and improve the team website
- Assisted on Gantt chart for Project Planning assignment
- Continued working on frontend/backend interaction

- Jaret

- Created and worked on Design Document Part 1: Introduction
- Continued setting up the development environment
- Begun next week's lightning talk presentation

- Carter

- Helped create tasks to fill out the team's gantt chart to plan the progress of our project
- Helped create the design document for our project
- Worked with team to create project planning lightning talk

Pending Issues

- Last week's below ✓
- Update our team website
 - Add Project Description
 - Add Team Information
- Continue transferring over all of the Figma screens to code
 - Continue learning how to fully utilize PxCODE
 - Try to limit the amount of repeat code produced by the transfer
- Discuss how we would like to structure the data we're storing in our database.
- Discuss and form API specifications and broader project architecture.

Individual Contributions

<u>NAME</u>	<u>Individual Contributions</u>	<u>Hours Weekly</u>	<u>HOURS Total</u>
Alex Herting	<ul style="list-style-type: none">• Gantt chart• Design Doc• Convert figma to code	3	23
Andrew Ahrenkiel	<ul style="list-style-type: none">• User needs and requirements presentation• Task Decomposition• Team Website Updates• Backend Testing	3	23
Charles Dougherty	<ul style="list-style-type: none">• User needs and Requirements slides• Gantt Chart• Team Website Updates• Frontend/Backend interaction	4	21
Jaret Van Zee	<ul style="list-style-type: none">• Design Document Part 1• Lightning Talk 4 Presentation	2	18
Carter Awbrey	<ul style="list-style-type: none">• Gantt Chart• Lightning Talk Presentation	1	21

Future Plans

We plan on pushing the converted figma board to the frontend branch. We will have to make several changes to the code however because of tools limitations. This is also due to the fact that the figma board we were given was poorly made, but manageable with quite a few manual modifications. This will be an ongoing task for the next couple of weeks as we work to connect our front end and make sure it is responsive to different device sizes.