sddec22-01 | Jack-o-Lantern Tracker

Week 2 Report

2/6/2023 - 2/12/2023

Client
Nathan Brockman

Advisor
Judith Islam

Team Members
Kyle Goben – *Team Lead, Frontend*
Kiara Sta. Maria – *Frontend*
Omar Muhammetkulyyev – *Backend*
Phuoc (Johnny) Nguyen – *Backend*

Weekly Summary

The team met with the client, Nathan, in Parks Library on February 7th (Tue) to clarify some more information about the Jack-o-lantern event and his expectation. Afterward, we met in the Parks Library on February 10th to discuss as a team and split the jobs: Kyle and Kiara will work on the front end (create a prototype), while Omar and Johnny will work on the back end (create a database). We will work in a group of two during the weekend to brainstorm ideas and prepare for the next team meeting on February 14th (Tue). The next advisor meeting will be on February 15th (Wed) at 1:00 PM. The next client meeting will be on February 21st (Tue) at 4:15 PM.
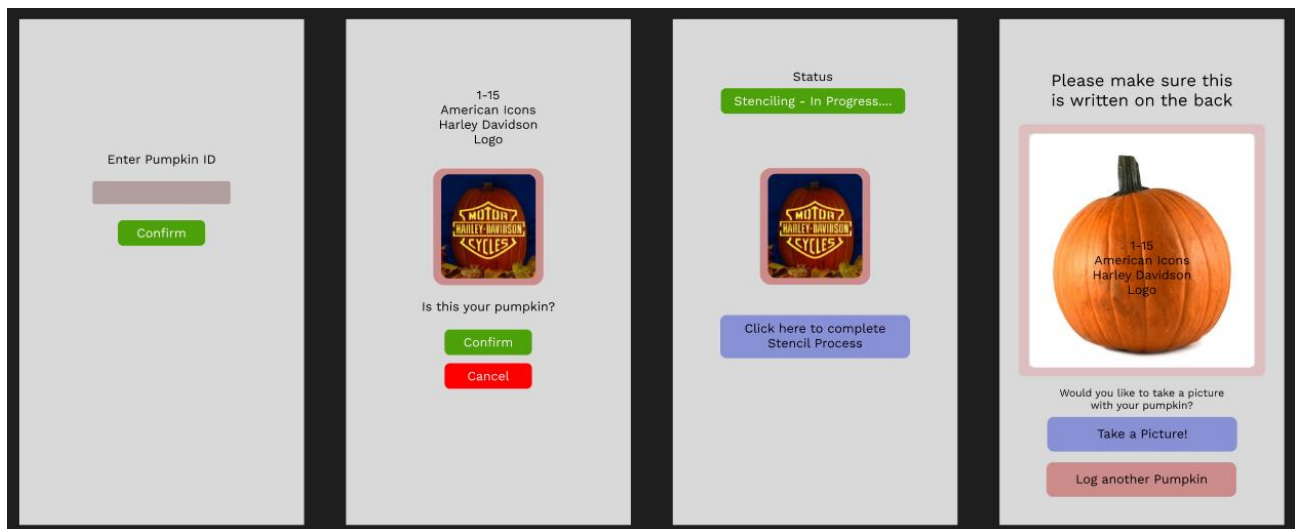

Figure 1. *The initial UI design. This design will be improved in the upcoming weeks based on feedback from the team, client, and advisor.*

Pending Issues

Questions for the advisor meeting on February 15th (Wednesday, 1 PM)

- Show progress based on the reports done.
- Ask for advice or recommendations about the usability of the app.

Questions for the next client meeting on February 21st (Tuesday)

- Ask about feasibility/other advice about account creation or some way to keep track of the volunteer accessing the website.

Action items

- Create a prototype for the volunteer web application.
- Create a sample database.

Individual Contributions

	Tasks Accomplished	**Hours this week**	**Hours cumulative**
Kyle Goben	Sent emails to Client and Advisor. Compiled team availability and set up team meetings. Worked with Kiara to create a prototype. Generated the Report 2.	12	12
Omar	Meeting with the team and client. Discussed with Johnny creating a sample database. Weekly report summary (Report 2).	12	12
Kiara Sta. Maria	Meeting with the team and client. Worked with Kyle to create a prototype. Re-organized report layout and proofread.	12	12
Phuoc Nguyen (Johnny)	Meeting with the team and client. Discussed with Omar to create the sample database. Compile notes from the client meeting (Report 2).	12	12

Plans for Next Week

Next team meeting on Feb. 14th (Tues) – *Everyone*

- Discuss the work that has been completed since our meeting on the 10th.
- Review the front-end prototype and give feedback/analysis on the design.

○ Take notes and find ways to make improvements to further develop the design
- Review the backend prototype
  ○ Discuss and find ways to improve and make a well-functioning prototype
  ○ Review the tables and relationships between objects.

Next advisor meeting on Feb. 15th (Tues) – *Everyone*
- Show progress based on the reports done.
- Ask for advice or recommendations about the usability of the app.

Front End – *Kyle and Kiara*
- Have a list of all possible use cases and features associated with the app. From here, try to have screen sketches set up even for the admin side.

Back End – *Omar and Johnny*
- Create a sample database with the relationship between different tables.
- Set up some tech stuff for the back-end side.

Individual TODOs
- Create a quickly developed test spreadsheet to compare with the baseline in the client meeting – *Kyle*

Summary of Client Meeting
February 07, 2023 (2nd client meeting)

During this meeting, Nathan explained more about the project requirements, which will help him and his volunteer spend less time working on the excel spreadsheet and avoid the bottleneck problem when volunteers have to get in a long line at the entrance of the event. Our app must provide more efficiency to the process instead of being another source of a bottleneck.

What happens in the event?
- The stencil will be printed and cut during the year. Stencils will be placed in an envelope according to each category. Each envelope will contain 4 to 6 stencils.
- At the event, volunteers will sit at five or more tables with the envelope of the category they love. They will choose the stencil, pick the pumpkin and start tracing them. The tracing will happen in one weekend, while carving will last for one or two weeks, depending on the football event.

Problem
- We want to keep track of the people who carved the pumpkin and the time takes them to finish it. However, the volunteer wants to finish carving all the pumpkins, take a picture and then return. This makes carving time tracking inaccurate.
- The admin will manage the printing and cutting of stencils, and the admin needs a menu to choose which stencils they want to appear in Jack-o-Lantern each year.
- Some volunteers do not use smartphones, so admins will have to update information on the system on their behalf.
- The carving pumpkin will last a week or two, depending on the year. There needs to be a way to control which week the stencil will be carved.
- Some of the popular stencils need to be duplicated for two weeks. So one stencil can be carved on many pumpkins. The web application needs to control this.
- Volunteers can customize their stencil and create their category. The system needs

some way to show which stencil is not created by the admin.
- There may be a vote button on the visitor/public site to vote for the pumpkin they like the most (it takes longer when they visit - bottleneck problem).
- Security issue: what if the people not joining the event update the wrong information on the web? (limit the time to access the website only during the event; limit the GPS location)