

## EE/CprE/SE 491 WEEKLY REPORT 4

02/20/24 - 02/27/24

Group number: 22

Project title: CyRide Visualization

Client: Mohammed Soliman

Advisor: Mohamed Selim

### Team Members & Role:

Bradon Buckalew: Programmer

Endi Odobasic: Programmer

Evan Schlarmann: Programmer

Andrew McMahon: Programmer

---

## Week Summary

Created a baseline project that has the full stack communicating with each other to display data to the user. Started a Figma wireframe that displays a draft of the user interface and some possible interactions. Lastly the team broke down the project into components that represent the project's requirements.

---

## Accomplishments

Created the project base that includes the stack decided upon from last week. This includes a Django project that communicates with a MySQL database and then sends that data to a React application when it sends a request. This project currently contains full communication between all the parts with functional code that displays data to the user from the database. The project was pushed to the codebase in our teams GitLab.

Our team started a Figma design of the user interface for the application. This design represents a draft of how the UI will look and users' interactions with buttons. It also serves as a basis for understanding different parts of the frontend that will have to be created.

Figma Design:

<https://www.figma.com/file/k6RZacA9mxGgHNQUEqrmGa/UI-Design?type=design&node-id=0%3A1&mode=design&t=zCN4nSa7rdhitcZS-1>

To make sure all requirements are met correctly and so we can plan on what is necessary for the project, the team made a components document. This document details components that represent different aspects of the application where they can be implemented separately from one another. This allows our team to split up tasks and understand the necessary technologies for implementing our design. It also allows us to eventually “check off” certain features, making our design path very clear.

Components Document:

<https://docs.google.com/document/d/1UFPCZxtmsMJcMKb4dEivYQ2p0L1dkSYzmNTL4RmNyoc/edit?usp=sharing>

## Pending Issues

None

## Individual Contributions

<u>NAME</u>	<u>Individual Contributions</u>	<u>Description</u>	<u>Week Hours</u>	<u>Cum. Hours</u>
Evan Schlarmann	1) Created Demo Project 2) Developed UI in Figma 3) Project Breakdown	1) The demo project uses the decided stack of MySQL, Django, and React. The project has all the dependencies installed and provides a demonstration of communication between all the components. It contains data from a temporary table in the database retrieved by Django and then displays using React to the user. 2) Developed multiple desktop screens for the Figma UI. These screens display the map along with multiple buttons for zooming and selecting what bus to track. 3) Added components to the project breakdown that will need to be implemented. These features	7	16

		combine to provide the overall service of our application and can be implemented separately from one another.		
Braden Buckalew			0	9
Endi Odobasic	1) UI figma interface 2) Project Breakdown	1) On top of some of the desktop screens, I added more and added descriptions to everything and how the user may interact with the map exactly. I added some of the visual functionality of when the UE (router) is out of range on the bus. Additionally, mentioned how there could be a similar functionality for when there might be traffic an accident/traffic on the map.  2) Worked on the frontend and backend project breakdown for the different functionalities each team will work on. We have different jobs for the frontend such as the map-interface, user interface, and API fetching from backend. Then the backend has the API creation, its data processing, and database management.	4	13
Andrew McMahon	1) Project breakdown	1) Added to frontend section of project breakdown, in specific all features displayed when looking at a certain bus. Used POWDER project (previous project based in Utah, mentioned in last week's report) to determine what a user may want to see.	2	10

### Plans For the Upcoming Week

- Continue to expand upon the Figma design - Team
  - Due: 2/7/2024
  - Continue to create possible screens the user may encounter within the UI and interactions that may be possible. This will create a deeper understanding of the requirements and ensure they are included in the design draft.
- Continue the Project Components - Team
  - Due: 2/7/2024
  - Continue to add more functionalities to the frontend and backend that each side might have. Moreover, if some functionalities seem too bulky, we will try to break them down further.

---

## **Weekly Client/Advisor Meeting Summary**

There was no meeting held for the week. We didn't have a full team this week so we decided to move it over to the following week.