

EE / CprE / SE 492 – sdmay21- 08

CowChips4Charity

Week 5 Report

March 15th- March 29th

Client: Boo Radley Foundation

Faculty Advisor: Lotfi Ben Othmane

Team Members:

Xander Apponi - Fullstack and Test

Swechha Ghimire - Backend

Jared Schuckman - Google Analytics / Fullstack

Helen Woldesenbet - Fullstack

Clint Lamar - Animation

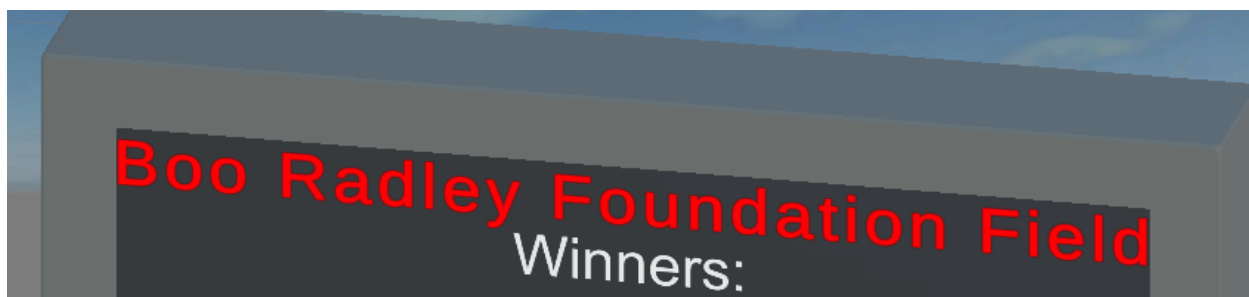
Chloe Sabado - Frontend + UI

Jacob Liebman - Animation

Past Week Accomplishments

Animation:

- Added new Stylistic effects to the stadium and introduced audio into the animation



- Added a loading screen

- Refactored the Unity component to offer more customization

Admin Panel: N/A

Google Analytics: N/A

Frontend:

- Most recent game will transition to animation page based on game to show the winning tile
- Scroll features and UI updates for both the countdown widget and the games list
- Added a countdown widget to homescreen displaying countdown to most recent games
- Fixed some UI bugs and formatting to be mobile friendly
- Finished UI component for forgot password widget
- Games list pulls from donation endpoint
- Fixed local storage issues
- Updated donation UI

Testing:

- Started beta testing with just our group and client
- Created google form for beta testers to get feedback/ bug reports

Backend:

- N/A

CI/CD:

- Setup AWS cloudFront for content delivery network

Project Management: N/A

Miscellaneous:

- Made demo video for MVP
- MVP pushed to production

Pending Issues

- Need to incorporate feedback from beta testing into the application.

Team Member	Contribution	Weekly Hours
Swechha Ghimire	Finalized games list and part of countdown widget. Added scroll and transition to animation page from games list. Helped fix some issues related to MVP design.	10
Jared Schuckman	Helped modify Games list to use donations endpoint . Fixed local storage issues . Updated donate screen UI . Helped merge MVP to master and push to PROD. Created sample email/google form for beta testers. Created demo video for MVP.	10
Jake Liebman	Implement audio and new stadium enhancements	10
Xander Apponi	Continued work on notification service -- request submitted to AWS for a phone number to enable SMS subscription to a pub/sub topic. Various UI bug fixes.	8
Clint Lamar	Added a loading screen to the animation, altered routing to work with the MVP, Began work on navigation bugs in the Animation	10
Chloe Sabado	Created countdown widget and started working on beta testing bug fixes	8
Helen Woldesenbet	Worked on Admin panel errors and setup AWS cloudFront for content delivery network	10

Plan For Next Week

Frontend:

- Work on testing games list and countdown and continue to make visual updates to the page. (Swechha)
- Working on getting Beta test announcement set up, and continue to work on fixing beta test bug reports/issues (Chloe)
- Work on hooking the UI to the backend for the forgot password widget(Helen)
- Fix format of pay button. Look through other existing bugs and fix them. Find more bugs. (Jared)

Animation:

- Get the rest of the audio in and smooth out cow animation path (Jake)
- Fix the navigation problems with the Animation and Stylize the Scoreboard to match the CowChips theme (Clint)

Backend

- Continue SMS pubsub notification service. (Xander)

Miscellaneous

- Create a google form for bugs (Jared)

CI/CD

- Upload the images for the AWS CloudFront we setup from previous sprint(Helen)