Previous Week's Plan (2/09)

Last week's plan was to finish the setup required for the beta release to go smoothly in the implementation phase.

Back-end (Nick, Todd, Riley) The plan for this week is to continue working on the models and methods that each model will support for the beta release in 2 weeks.

Front-end (Aaron, Roee, Geoffrey) Continue working on the front-end and when the time is right, integrate into the back-end with the methods and modules that are provided (and ask for any additional requirements that may have been missed).

Full-stack (Sonja, Ryan) Integrate the crowdsourcing view into the back-end (which needs to be made for the crowdsourced form to be submitted to). Ask for any additional requirements from the back-end team.

Progress

During this week's progress we have made significant progress in finishing most of the features for the beta release, which is due at end of day this Friday.

Back-end (Nick, Todd, Riley) Finished implementing the database and interface to the frontend that connects all of the data needed to display the application views.

Front-end (Aaron, Roee, Geoffrey) Connected the frontend to the backend using the interface that was created by the backend team. Also polished the application views to have a better look to them. Changed the scale that users use to rank candidates to be a 5 point scale instead of a slider.

Full-stack (Sonja, Ryan) Completed the crowdsourcing view of the application. Data is first verified on the frontend before it is submitted to the backend when the user hits the submit button.

Current Week's Plan

For this week, our overall goal is to submit our feature complete release before the deadline.

Back-end (Nick, Todd, Riley) Making our app more open and connected by testing thoroughly / reporting any bugs to the appropriate people.

Front-end (Aaron, Roee, Geoffrey) Connecting Firebase to Facebook in order to store the user ids that each user will have when the sign up to use the application.

Full-stack (Sonja, Ryan) Validate that data is able to be submitted through the crowdsourcing part of the application. Once submitted, verify that the content can be approved through the application.