University of Nevada, Reno

Department of Computer Science and Engineering

CS 425 Software Engineering

Project Part 4: Midpoint Progress Demo

Drift - Team 12

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1 - Use Cases/Requirements that will be demonstrated:

- Drift shall allow the user to create an account. (Jordan)
- Drift shall allow the user to login to their respective account with a username and password. (Jordan)
- Upon signup, a user's password will be encrypted for secure transit to and storage in Drift's database. (Jordan)
- Drift shall allow users the ability to logout. (Jordan)
- Users will be able to view all publicly posted items on the Discover page. (Fiorina)
- Drift shall allow for searching items up for sale based on keywords. (Fiorina)
- Users shall be able to post items with pictures, title, description, etc. (Christian)
- Users shall be able to proceed to the cart with the ability to add and remove items from the cart itself. (Christian)
- Drift will have an orders screen to display current and/or historical orders placed. (Jordan)
- Users will be able to view items in more depth from selecting them. (Fiorina)
- Users will be able to create folders to save items to. (Fiorina)
- Users will be able to edit their profile (Fiorina)
- Drift shall allow for users to view message threads and messages through the chat tab. (Jordan)

2 - Use Cases/Requirements that will NOT be demonstrated, but planned to be implemented by final presentations:

- Drift will encompass an Admin view where they will be able to delete posts, users, etc. for inappropriate behavior on the application. (Jordan)
- Users shall be able to chat with other users. (Jordan)
- Users shall be able to reset their password (via email) from the login screen (e.g., forgot password feature). (Jordan)
- Users shall see all the items they have posted up on their profile page. (Fiorina)
- Users shall be able to checkout from the cart with help from the Stripe API. (Christian)
- Users shall be able to earn credit usable for making in-app purchases (Christian)
- Users can save items that they would like to refer to later on, and these saved items will be displayed in the saved items page. (Fiorina)
- Drift users will be able to view Settings page UI and have the possibility to live chat, change app themes, and/or use other settings specific to the app. (Jordan)

3 - Summary of Current Project Status

The current status of Drift is shown through the components implemented thus far. These components are the authentication system, posting and item management development, saved items / folders, profile page, navigation, and chat UI. For the authentication flow of Drift, the signup, login, and logout functionalities have been implemented with password encryption, valid input checks, and database connection. In regards to item management, we have implemented the posting component and orders which are all connected to the backend. The Discover page, which is our main feed page of items for sale, renders all the items to the frontend that are for sale and has a search bar for filtering by keywords of items. Item and order selection are also working with pages redirecting to specific items or orders clicked on for a more in-depth view. Both the discover page and post page UI is implemented roughly with minor edits expected. The database architecture has been set up too with middleware routes implemented with updates only needed through development changes as seen necessary. Additionally, the orders page to fetch all the users orders from the database is implemented.

As stated above, the saved items / folders page has user interfaces and functionality implemented with test data packets currently; however, switches to pull data from backend to the client are in the development stage now. Drift's profile page has also been implemented with barebones UI and profile editing such as changing the user's profile picture. Moreover, the chat UI has been implemented with test data which is hoped to be trivial for connecting to the backend and having message thread persistence. The rest of the chat functionality and features are in development now as well. Overall, we have a good basis of development work for our thrifting application in which we only need to take things a step further for full functionality.

From the demo meeting, we were able to identify the last few tasks needed and other additional useful features to develop that will give us a great chance of doing well at our final demo. These tasks will be our main focus for the weeks coming up. Our team will be developing an Administrator view in which elevated tasks are available to provide surveillance and security throughout the application. The chat functionality will also be in development along with profile capabilities, application settings, and item management updates.

4 - Contributions of Team Members

Team Members	Time Worked on Project Part	Specific Activities Worked On
Jordan Rood	~55 hours	- Signup, Login, Logout Functionality - Authentication Flow with encryption - Main app Navigation bar and Drawer components - Orders page rendering - Chat pages UI - Users, saved items, orders API routes - Stored Procedures and DB Architecture
Fiorina Chau	35 hours	- Saved page UI and saving functionality - Item detail page UI - Discover page UI, search functionality - Profile Page UI and editing functionality - API Routes for profile and saved folders - Debugging
John Christian Jackson	30 hours	- Integrating item posting with database - Allowing for adding items to cart - Cart page UI - Payment intent / order creation with Stripe