

# Sprint 2: Capstone Design



**Cole Kelley**



**Gates Arnold**



**Jackson Burke**



**Thomas Hicks**



**Cole Munn**

**Repository:** <https://github.com/jmburke4/capstone-design-manager>

**Website:** <https://jmburke4.github.io/capstone-design-manager/>

# Project Focus Reminder

## Capstone Design Management:

- A full stack application for managing student projects, sponsor feedback, and coordination between the administrator and all those involved

**This sprint, we put more functionality based on our groundwork**

**But some functionality remains outstanding and requires fine tuning...**

# Prioritized Sprint Goals

01

Set up OAuth authentication for entering into the system

02

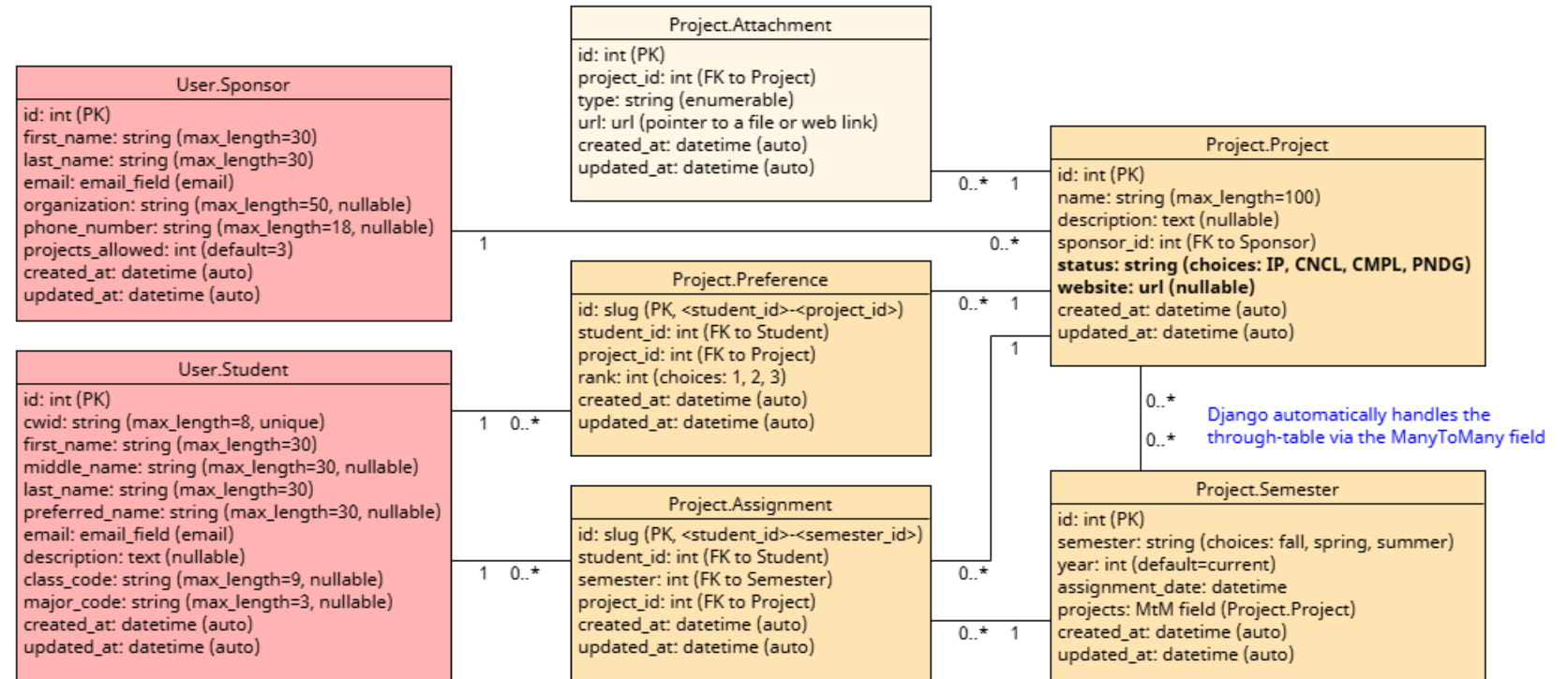
Implement an email client to send emails automatically based on templates

03

Set up sponsor and student workflows for signing up, submitting projects and for giving project rankings

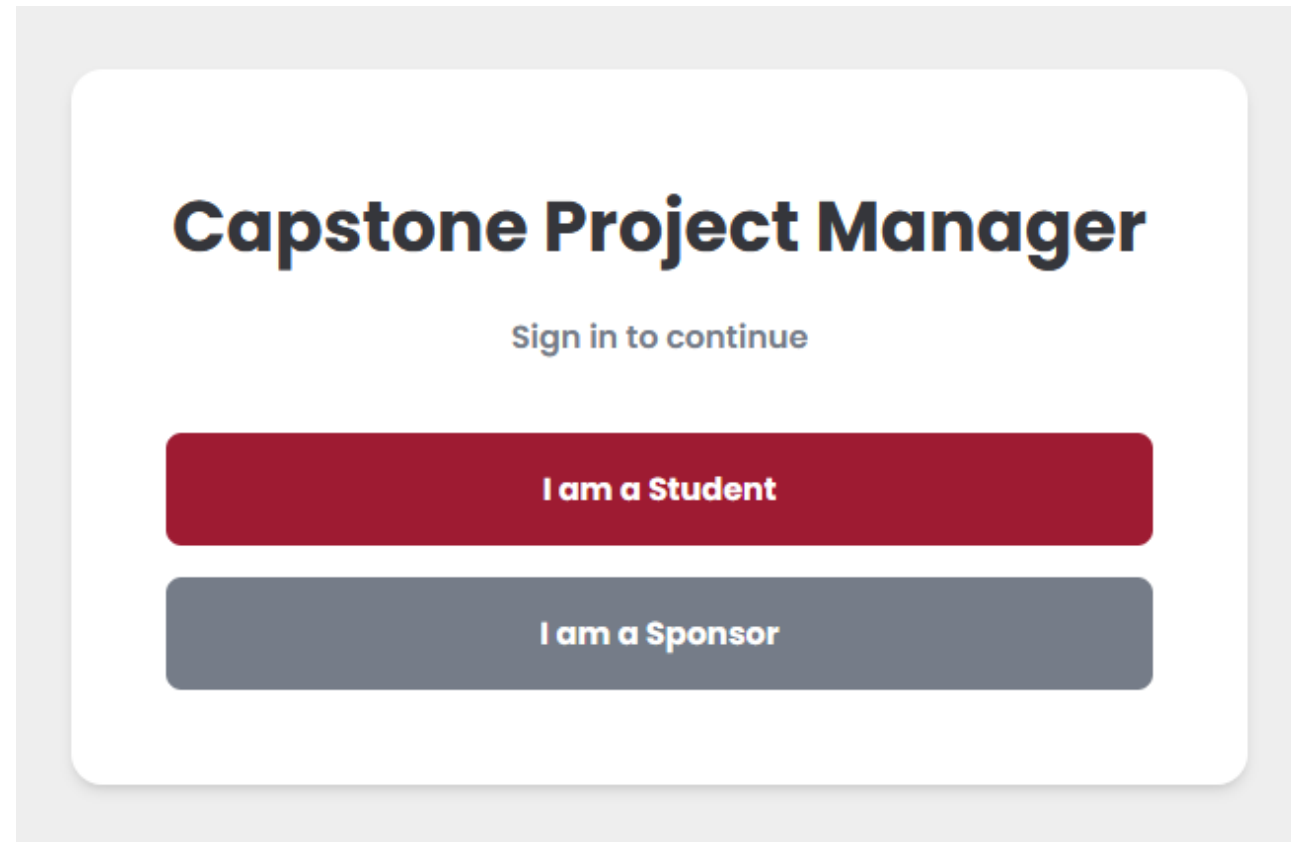
# Major Sprint Achievements: Backend

- Model Refactoring
  - Semester model
- Unit Testing
  - Models
  - Serializers
  - Views



# Major Sprint Achievements: Frontend

- Login page with Auth0
- Most functionality for student workflow
  - Viewing projects
  - Creating/editing preferences
- Interface Design



# Tasks Planned for Sprint 3

## Students

- Project assignment viewing

## Sponsors

- File attachments for projects
- Project + Feedback submission

## Admins

- Migrate email functionality
- Due dates for submissions

## Additional Unit Testing

## Production environment configuration

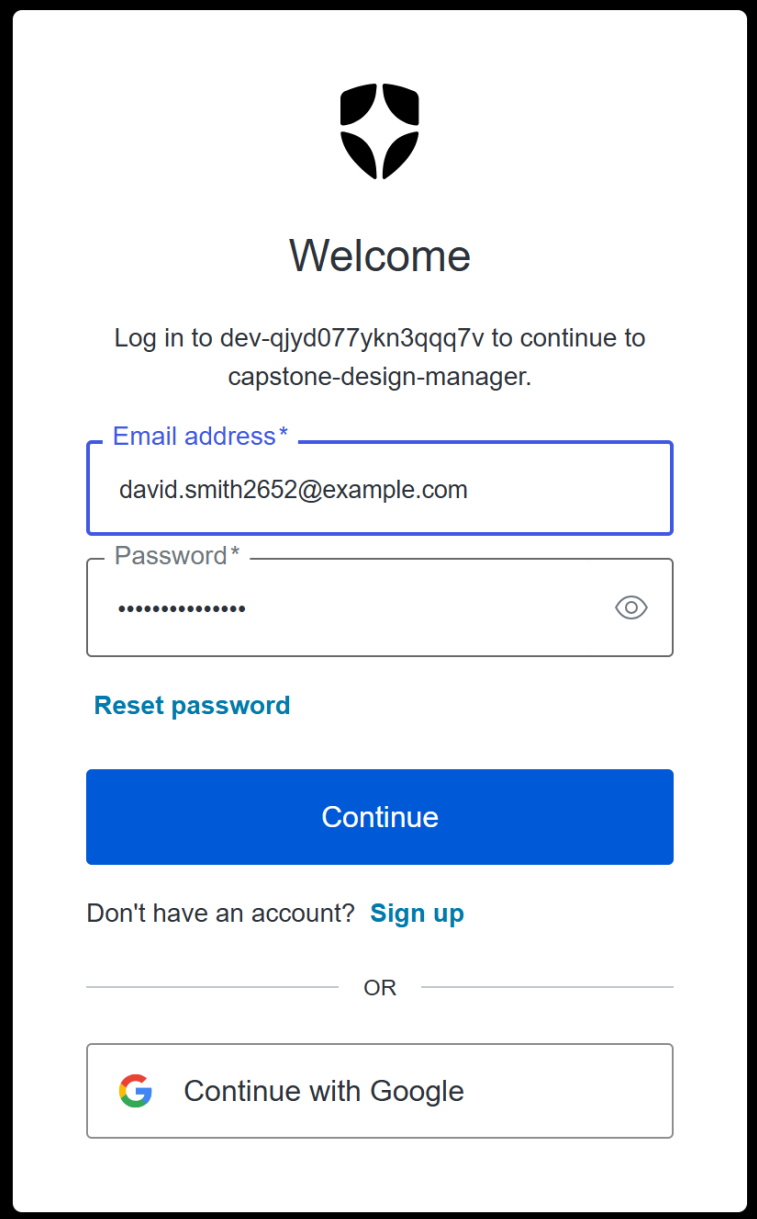
# Project/Sprint Backlog

- GUI Design
- Edit/add project functionality (frontend)
- Sponsor workflow functionality
  - Including 2FA
- Student Email Verification
- File Attachment uploading/editing



# Cyber Security

- Authentication
  - Cyber team pointed us to some resources to look into
- Testing of Views
  - Unit tests to verify functionality of destructive actions (DELETE, PATCH)



The screenshot shows a login interface with a logo at the top, a 'Welcome' heading, and a message: 'Log in to dev-qjyd077ykn3qqq7v to continue to capstone-design-manager.' Below this are two input fields: 'Email address\*' containing 'david.smith2652@example.com' and 'Password\*' with masked characters and an eye icon. A 'Reset password' link is present. A large blue 'Continue' button is centered. At the bottom, there is a 'Don't have an account? Sign up' link and a 'Continue with Google' button.

# Sponsor Feedback

- Functionality to pick and choose which projects are presented to students was requested.
- Feedback on our progress was positive.
  - Feedback on our rate of progression was also positive.



# Technologies Used

01

OAuth:

Auth0, a free, flexible authentication service for up to 20,000 users

02

Cloud Deployment:

Google cloud compute engine, virtual machine instance

03

Django/Email Client:

Web framework based in Python with built-in capabilities to send emails using SMTP

04

Vue/Frontend:

Framework based in JS using React for pages to do objectives on the frontend

So far, our experiences with using all of these technologies for our project has been **good**.

# Contributions

Form Filling Structure: Cole M, Gates

Sponsor/Student Workflows: Thomas, Cole M

Email Client: Gates

OAuth: Cole K

Interface Design: Cole M, Gates

Cloud Deployment: Cole K

Backend Unit Testing: Jackson

Model and API Refactoring: Jackson