

Milestone 5 Evaluation

1. FIT History Tours App
 - Cameron Miskell, cmiskell2020@my.fit.edu
 - Grant Butler, gbutler2020@my.fit.edu
 - Matthew Tokarski, mtokarski2018@my.fit.edu
 - Tyler Zars, tzars2019@my.fit.edu
2. Faculty Advisor: Fitroy Nembhard, fnembhard@fit.edu
3. Client: Ryan Stansifer, ryan@fit.edu , Florida Tech Computer Science Department
4. Progress of current Milestone (progress matrix)

| Task | Completion | Grant | Cam | Matt | Tyler | To Do |
|--|------------|-------|-----|------|-------|---|
| Collect Coordinates for Building/Locations | 100% | 0% | 0% | 70% | 30% | |
| Build Geofences for Buildings | 100% | 0% | 0% | 100% | 0% | |
| Build Out Historical Database | 65% | 0% | 5% | 55% | 5% | Continue gathering content Digitize Photos |
| Trivia UI Implementation | 80% | 40% | 50% | 0% | 10% | Implement Upstream Changes |
| Game Question Generation | 50% | 5% | 10% | 15% | 20% | Generate more trivia questions |
| Begin Other Game Implementation | 40% | 40% | 0% | 0% | 0% | Implement Concepts to Geolocation Data |
| Add Map Layovers | 90% | 0% | 85% | 5% | 0% | Add more waypoints if necessary |
| Implement Settings/Sharing Menu | 85% | 0% | 85% | 0% | 0% | Link to Games once implemented |
| Create Campus Tours | 100% | 0% | 0% | 0% | 100% | |

| | | | | | | |
|-------------------------------------|------|----|-----|----|-----|--|
| Create Showcase Poster / Ebook Page | 100% | 5% | 20% | 5% | 70% | |
|-------------------------------------|------|----|-----|----|-----|--|

5. Discussion (at least a few sentences, ie a paragraph) of each accomplished task (and obstacles) for the current Milestone:
 - **Add Tour Routing Presets:** The application presents the user with the option to load into multiple different tour routes in their current directions. This feature allows for users to choose a tour and follow the provided directions within the application. These tours are loaded into the navbar at the top of the screen and the user has the ability to select between them and and change to whichever tour they want. The tours haven't been named for but each tour enables new directions that the user can follow.
 - **Implement Sharing/Settings Menu:** The menu bar required multiple iterations to achieve the reactivity and functionality desired, as the use of ReactJS handles much of the HTML through injection. The final implementation of the menu was achieved through manipulation of CSS with hard-coded HTML to provide a dynamic interface that will activate tours, allow for social media sharing, and provide buttons to start the games, once implemented to the live page.
 - **Finalize Other Game Implementation:** With the geolocation markers collected from the last milestone, we were able to implement a scavenger hunt feature that asks for the user to look at a nearby point of interest in order to answer a question related to it. Generation of a bigger list of questions is underway to give a decent amount of content for users to interact with.
 - **Create Showcase Poster / Ebook Page:** We followed the guides for formatting and working with the Showcase Poster format and the Ebook page format to fill out these items accordingly for sharing during the projects showcase.
6. Discussion (at least a few sentences, ie a paragraph) of contribution of each team member to the current Milestone:
 - **Grant Butler:** For this milestone, I worked on the implementation of the scavenger hunt and trivia games into the deployment of the app. I also am working to digitize a large sum of pictures from the Archive and building out the database of that so that the app contains images to accompany the facts that we have been able to gather. Continued work on the list of questions in the scavenger hunt and trivia games and getting as many pieces of content done is my top priority as we wrap up the project.
 - **Tyler Zars:** I worked with the "mapbox-gl-directions" library to implement the different tours and build out the documentation for how to add tours to the codebase. Each tour lives in its own function and upon changing tours the previous directions object is deconstructed and a new directions object is built for the corresponding tour. I worked with some of the original map implementation to clean up some excess junk that had been included from previous testing but was

still deployed to our main web application. I was working on how to get the directions to allow interactive but this feature is still buggy unless the map is manually reloaded via the browsers console.

- **Cameron Miskell:** My contribution for this milestone involved implementing the new menu bar. I struggled with finding a good implementation method at first because React modifies the HTML of the webpage to load the application, limiting the use of template literals and other basic JS functions external to the framework itself. After brainstorming and trial and error, I discovered an effective solution that reacts to the user's input and maintains the single-load behavior that provides all the functionality of the web app after the first load from URL.
- **Matthew Tokarski:** For this milestone, I focused on gathering as much research as I can before the end of the project. I also created many trivia questions that relate to the content found within the app. I had previously mentioned that contact with the archivist was not ideal and therefore I found other sources to allow us to have content for the app. Between physical books as well as a plethora of online archives and news articles, there is plenty of content.

7. Plan for the next Milestone (task matrix)

| Task | Grant | Cam | Matt | Tyler |
|-----------------------------|-------|-----|------|-------|
| Clean Up the User Interface | 15% | 15% | 55% | 15% |
| Add Debug Options | 5% | 85% | 5% | 5% |
| Conduct System Test | 25% | 25% | 25% | 25% |
| Create User/Dev Manuals | 85% | 5% | 5% | 5% |
| Create Demo Video | 5% | 5% | 5% | 85% |

8. Discussion (at least a few sentences, ie a paragraph) of each planned task for the next Milestone.

- **Clean Up the UI:** We will work on cleaning up the CSS and overall website feel and color scheme to make sure it is both easily readable and any accessibility options such as text size can be adjusted for users. The UI also has some miscellaneous pieces from previous milestones that don't need to be present for the user, these will be removed and the content that was there will be shuffled around accordingly.

- **Add in debug options for location and other resources:** Some of the pieces getting cleaned up from the UI will be moved to the browsers console or put in a debug menu. These pieces are still important for troubleshooting as things like zoom, latitude and longitude, and centering of the map can all play a role in narrowing down issues. The user doesn't need to see this information but allowing them to provide a bug report with such information is quite helpful if needed.
 - **Conduct full system test for evaluation and analysis of success:** We will work on testing the system for accuracy, reliability and speed while gathering feedback from users to get meaningful insights to the usefulness of the application and places that can be improved. These metrics will be gathered from our previous laid out requirements in the Spring 2023 plan for our project.
 - **Create user/developer manual:** We will create the manuals for both developers and users so that the application can be used and updated effectively by both. The developers manual will go over the information that is important to the applications build process, internal functions, and debugging options. The user manual will ensure that someone opening the application can find useful resources to utilize the application to its fullest potential.
 - **Create demo video:** The demo video we create will show off the full functionality of our application by demonstrating the dynamic timeline and the different games and sharing features of our application. The demo will be recorded for both mobile devices and on a laptop or similar desktop PC. This will show the flexibility of the application and the use cases on both sets of machines.
9. Date(s) of meeting(s) with Client during the current milestone: 03/20/2023
10. Client feedback on the current milestone
- Timeline should start with a focus on "today" instead of earliest fact
 - Allow users to hide/show different components of the web app, like the map, timeline, etc.
 - Add some status indicator that tells the users what component they are currently interacting with.
 - Add a method to clear the map or exit a current tour.
 - Consider different screen sizes, like mobile vs laptop/desktop screen differences.
11. Date(s) of meeting(s) with Faculty Advisor during the current milestone: 03/20/2023
12. Faculty Advisor feedback on each task for the current Milestone
- When the user has selected a tour, the current tour option should show up in the menu bar at the top. There should be an "X" or close symbol to allow the user to remove all the directions of the current tour.
 - Due to the UI constraints on mobile, the directions pane should be collapsible to allow for the user to see the map. If possible to do a single current direction, that would also be useful on mobile.
 - Bring back the interactive mode so users can choose places they would like to navigate to.

13. Faculty Advisor Signature: _____ Date: _____

14. Evaluation by Faculty Advisor

- Faculty Advisor: detach and return this page to Dr. Chan (HC 214) or email the scores to pkc@cs.fit.edu
- Score (0-10) for each member: circle a score (or circle two adjacent scores for .25 or write down a real number between 0 and 10)

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|-----------------|---|---|---|---|---|---|-----|---|-----|---|-----|---|-----|---|-----|----|
| Grant Butler | 0 | 1 | 2 | 3 | 4 | 5 | 5.5 | 6 | 6.5 | 7 | 7.5 | 8 | 8.5 | 9 | 9.5 | 10 |
| Matt Tokarski | 0 | 1 | 2 | 3 | 4 | 5 | 5.5 | 6 | 6.5 | 7 | 7.5 | 8 | 8.5 | 9 | 9.5 | 10 |
| Cameron Miskell | 0 | 1 | 2 | 3 | 4 | 5 | 5.5 | 6 | 6.5 | 7 | 7.5 | 8 | 8.5 | 9 | 9.5 | 10 |
| Tyler Zars | 0 | 1 | 2 | 3 | 4 | 5 | 5.5 | 6 | 6.5 | 7 | 7.5 | 8 | 8.5 | 9 | 9.5 | 10 |

- Faculty Advisor Signature: _____
- Date: _____