



**Knight Foundation
School of Computing
and Information Sciences**

FIU – Knight Foundation School of Computing and Information Sciences

Spring 2024 Senior Design Project

BackLogger

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Why BackLogger?

Netflix provides a curated list of shows and movies for us to watch as do other streaming services, and yet we still scroll for 30-45 minutes filled with indecision. It's possible to have 200 video games in your library and not finding anything to play. BackLogger is a media tracking app that seeks to aid these issues by providing users a simple and easy way to keep track of media they've been thinking of consuming as well as discovering new titles via other user's lists.



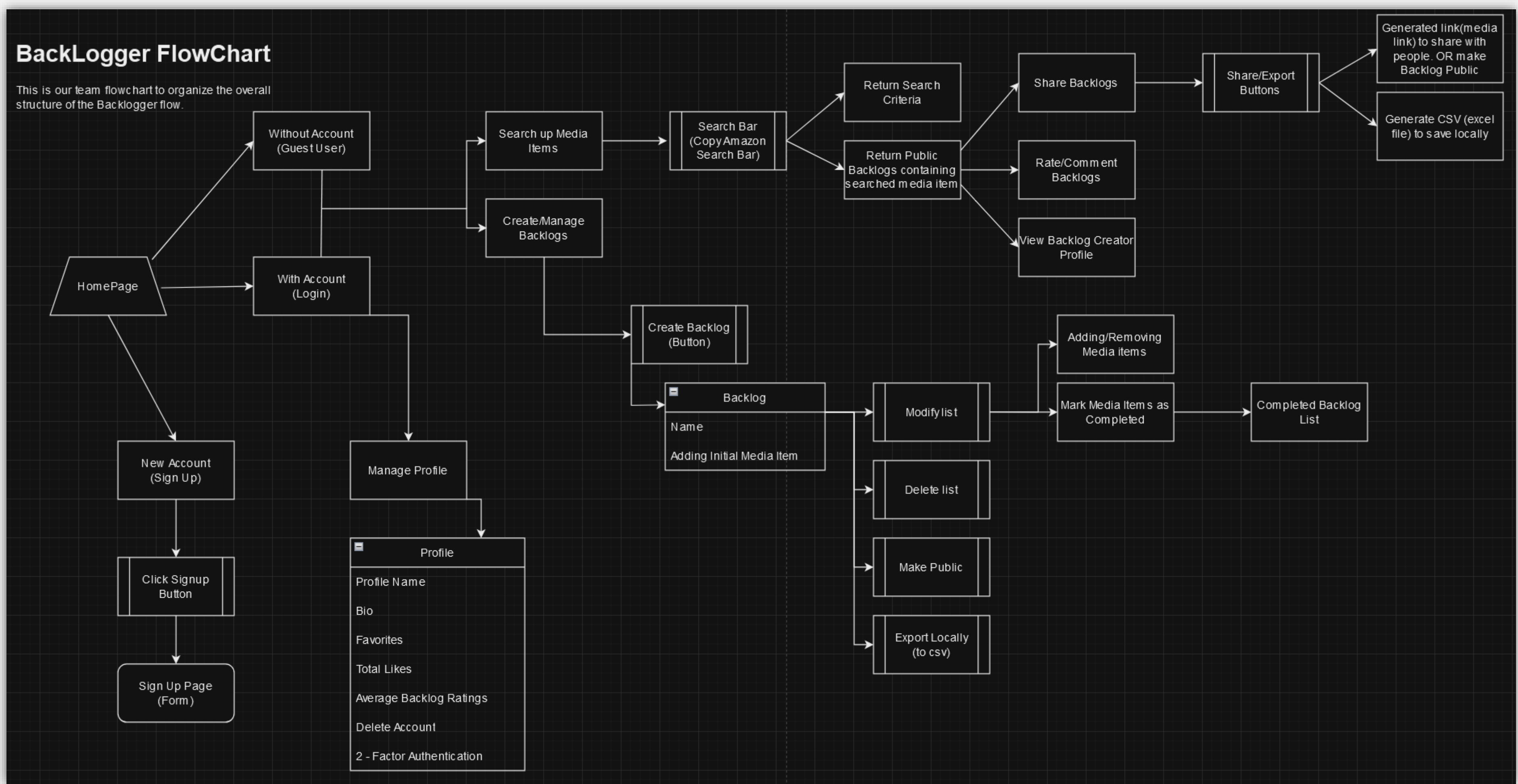
What's Available?

Most media trackers are specialized towards a certain genre or media type. BackLogger wants to be a central hub for ALL media types, from music to video games.

BackLogger's Functions

BackLogger's functional requirements are:

- User account creation/management
- List interface for creation, editing and deletion
- Features to mark progress of media items
- Search functionalities
- Import/Export list



Technological Stack

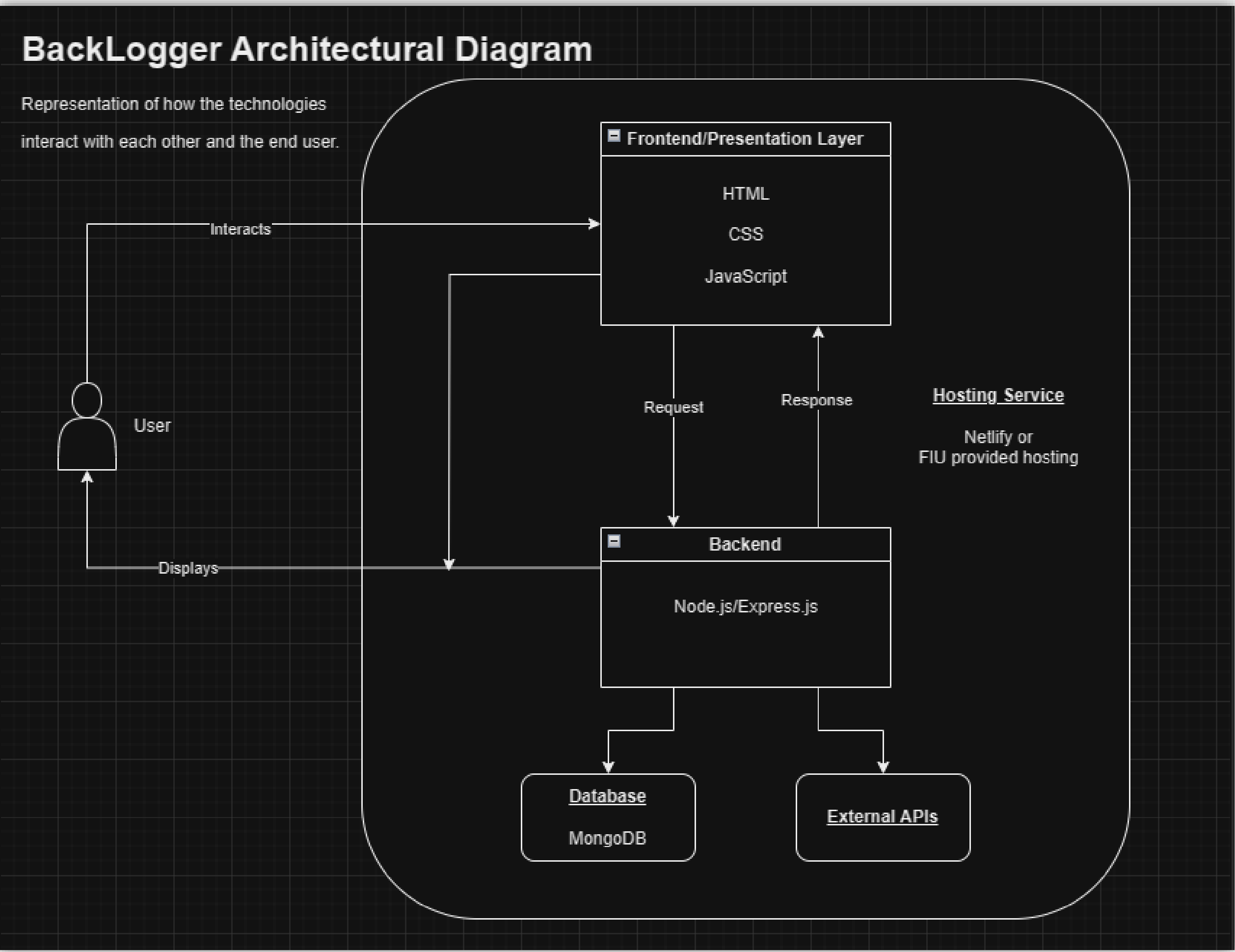
Front-end



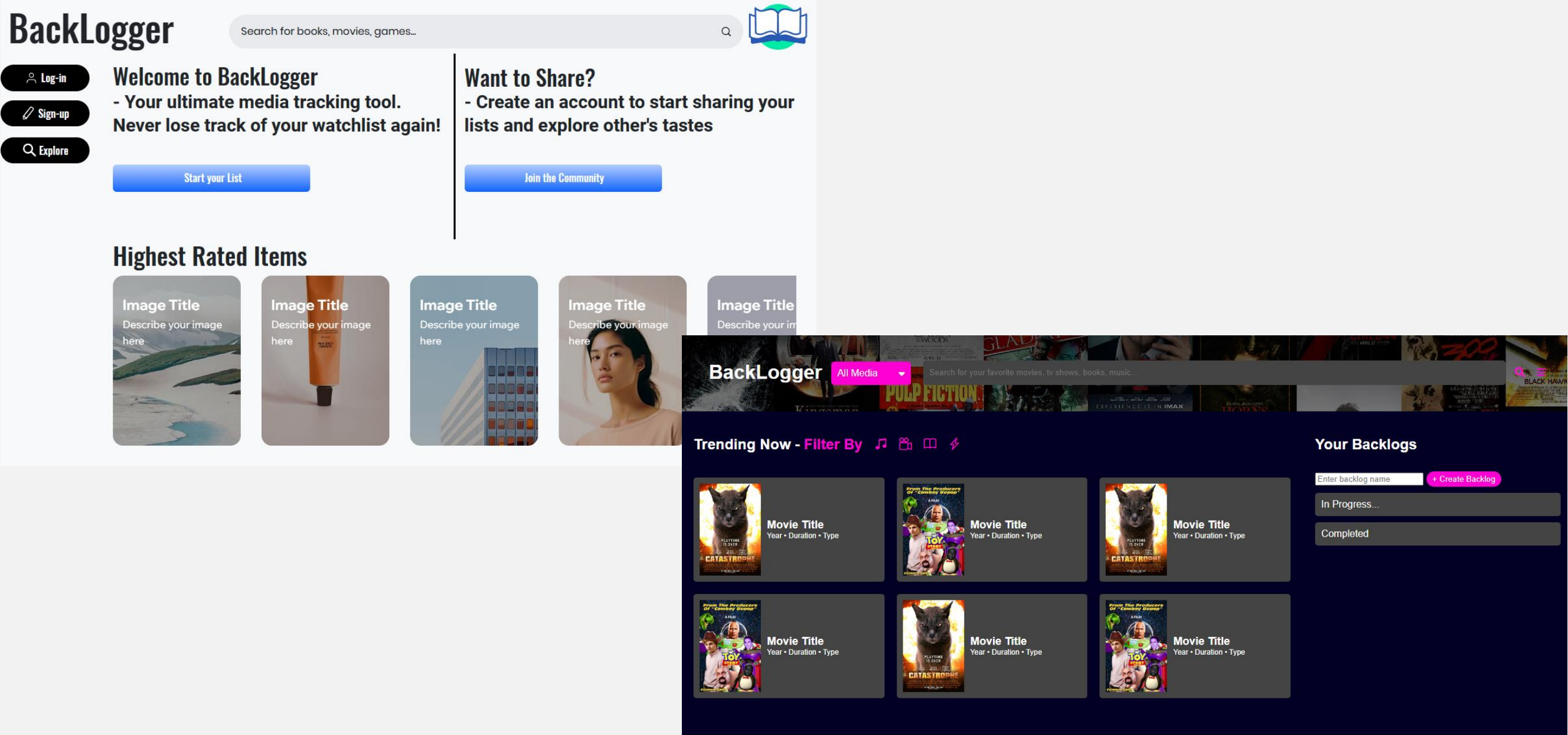
Back-end



In pursuit of streamlining the development process we had to choose our technologies based on the teams experience and opted out of using a framework and instead went for a direct implementation of HTML, CSS and JavaScript for the frontend. Our choice of Node.js and Express.js was motivated by desire of having some overlap in coding language between the frontend and backend, while MongoDB was selected due to the team's prior experience with it. This intentional simplicity lays the groundwork for easy future enhancements and contributions.



Initial Design vs Finished Design



My Role as Product Owner/Team Lead

As product owner, team lead and a member of the front-end team for BackLogger I guided our initial design efforts, ensuring that the mock-ups on Wix and Adobe Photoshop would set a strong foundation for the development cycle. My focus was particularly on the front page, where I worked to establish a design that would set the tone for the rest of the application.

After finalizing a design that captured our collective vision, I distributed the web app sections among the team, aligning tasks with individual strengths to optimize productivity.

In collaboration with the back-end team, I helped to shape a clear and coherent outline of BackLogger's functionalities, which resulted in a detailed flowchart guiding our development path.

I maintained a hands-on approach throughout, leading from the front in design decisions and strategy, ensuring that we built a product that was not only intuitive and user-centric but also strong and flexible enough to adapt to future needs.

Implementation: Agile Development Methodology

• **Sprint Execution:** Over 7 sprints, the team and I advanced BackLogger's capabilities, each cycle introducing new, robust features.

• **Daily Scrum Meetings:** Led our team in daily scrums to swiftly address challenges and maintain momentum towards our collective goals.

• **Backlog Management:** Ensured our backlog accurately represented the project's evolving needs, keeping tasks targeted and efficient.

• **Sprint Reviews & Learning:** I facilitated sprint reviews and retrospectives, fostering a culture of continuous improvement and teamwork.

• **Integration & User Experience:** Worked closely with the team to integrate front and back-end modules, focusing on a responsive design for a better user experience.

• **User Feedback Implementation:** After development, we collaboratively fine-tuned UI/UX, implementing user feedback to improve media tracking.

• **Launch Readiness:** Together, we prepared for the final sprint, focusing on thorough documentation and a polished presentation of BackLogger.



**Engineering
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ACKNOWLEDGEMENT

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