




LOMAP

Pelayo Reguera García
David Martínez Castañón
Iván Menéndez Mosegui
Carlos Triana Fernández
Guillermo Dylan Carvajal Aza





LOMAP



WHAT IS LOMAP?

It consists of a web application where any user can share a place in a map with whoever he wants. The main difference with other apps about maps, is the high protection of users privacy. Thanks to the SOLID project, each place is stored independently from other places and application.

**You are the only one deciding what to share,
what to store and what to show!**



FUNCTIONALITY



Places

- Add (create)
- Filter by category
- Share them



Maps

- Create a map
- Share a map



Interactions

- Send comments, reviews
- Upload images
- Create groups

TECHNICAL FEATURES



HTTPS

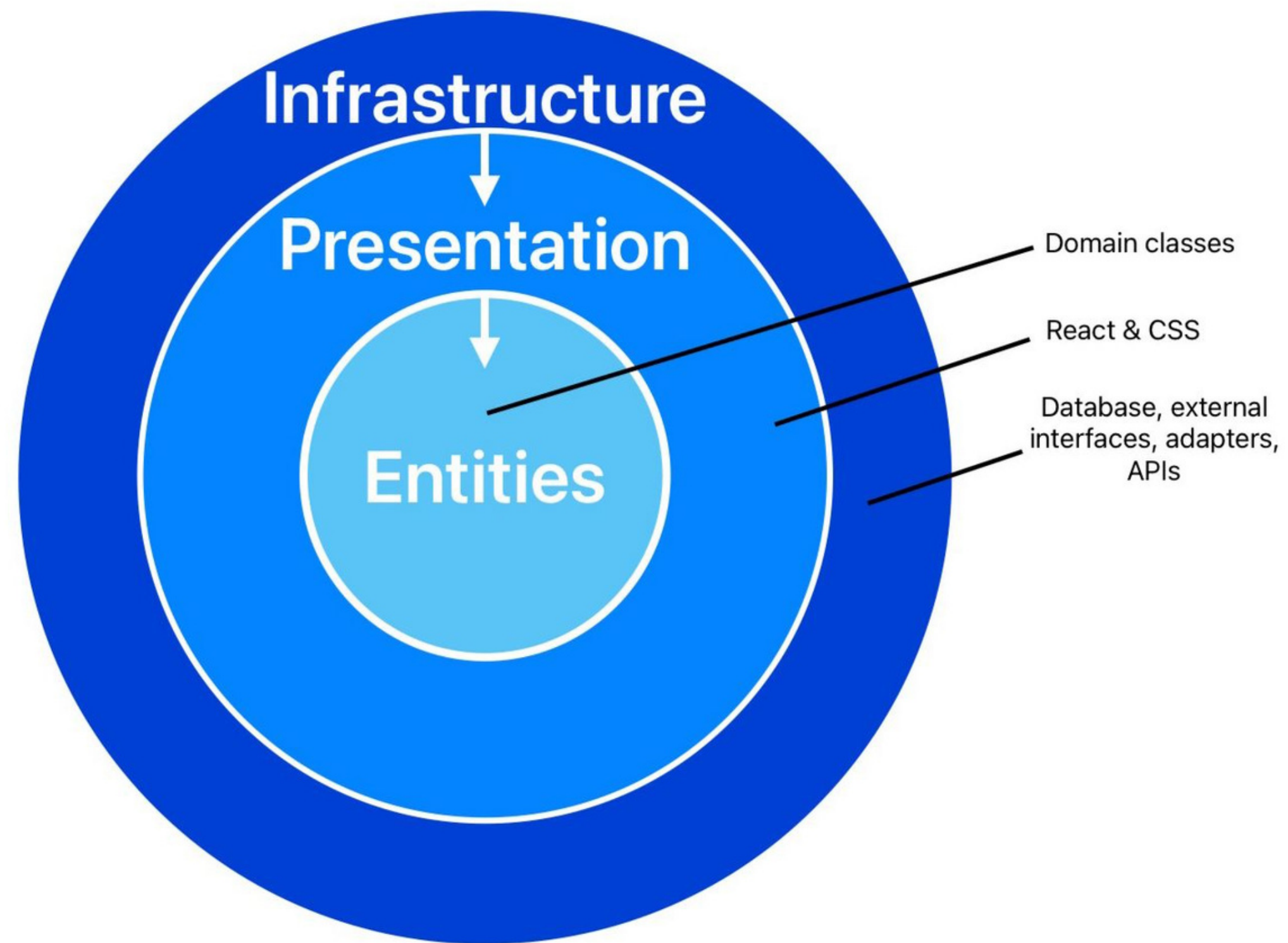
Safer communication for
the clients



Privacy-focused

Everything is stored on SOLID
pods, so the user has the control
over the access to the data

ARCHITECTURE



TEAM WORKFLOW

- Face to face discussions

TEAM COORDINATION



- Issues (tasks, problems)
- Trunk based development
 - Develop branch
 - Pull Requests
- Kanban
- Wikis (minutes)
- Discussions (brainstorming)

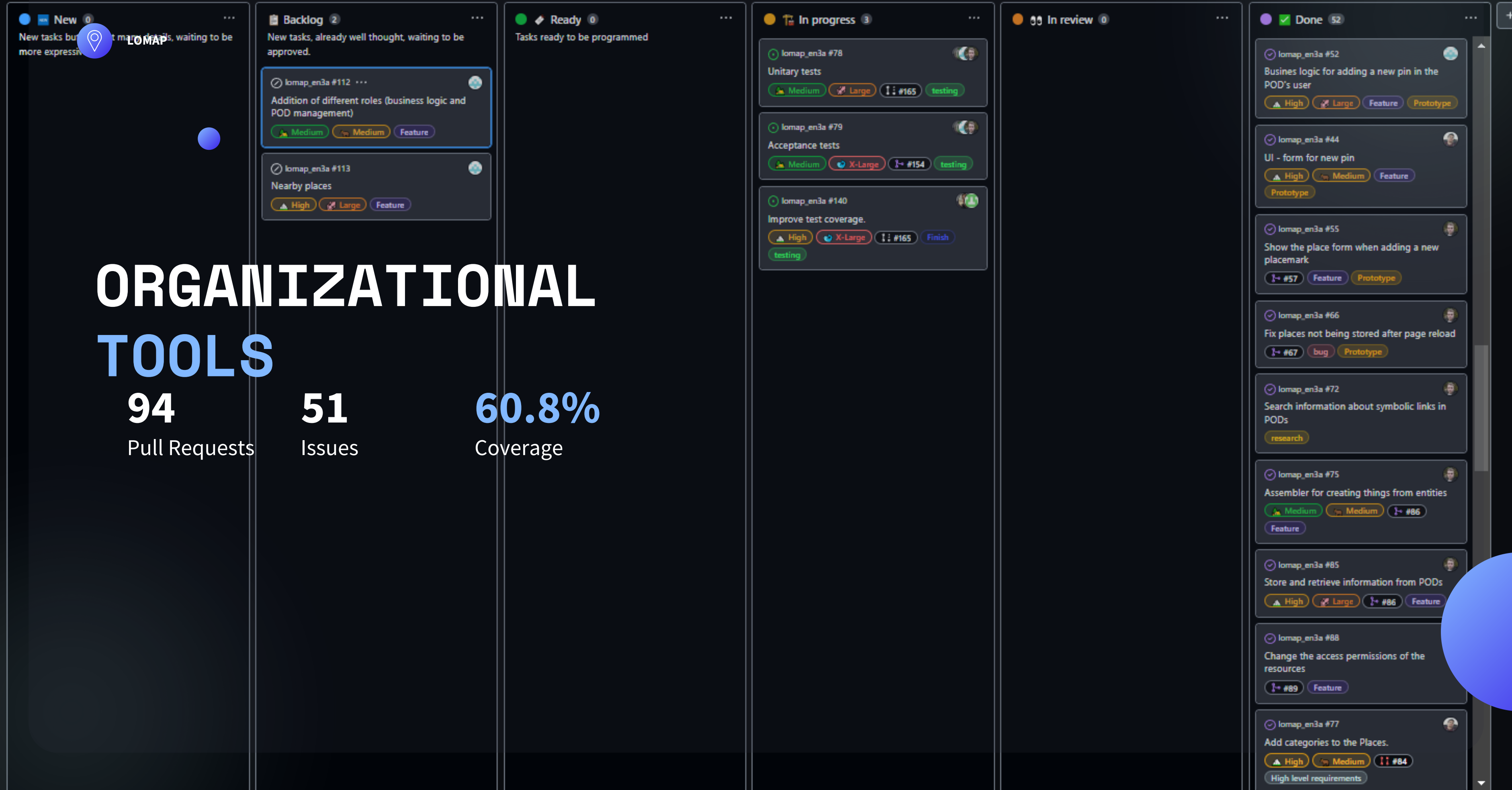


- Additional meetings (calls)
- Files/documents exchange



- Quick updates
- Meetings arrangement

Filter by keyword or by field



ORGANIZATIONAL TOOLS

94

Pull Requests

51

Issues

60.8%

Coverage

ARCHITECTURAL DECISION RECORDS



- **Prioritize tasks**

What to do and at what cost



- **Structure and format of the data stored**

Should we follow our own structure and data types or a standard?

- **Deployment structure**



LOMAP



So...
how to create such
a thing?

*technical
debt*

Erosion

PROBLEMS

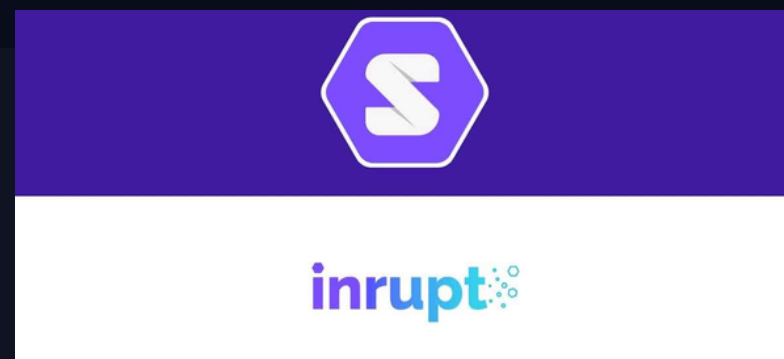
TESTING

PERFORMANCE

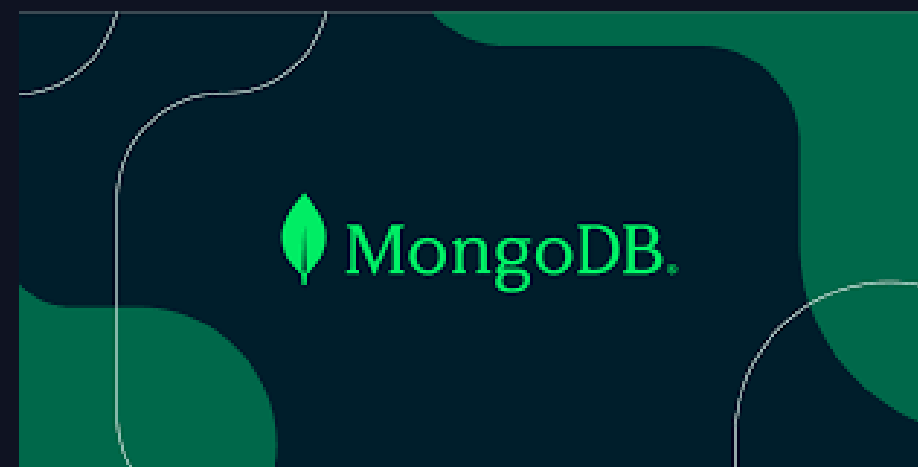




LOMAP



TECHNICAL DEBT



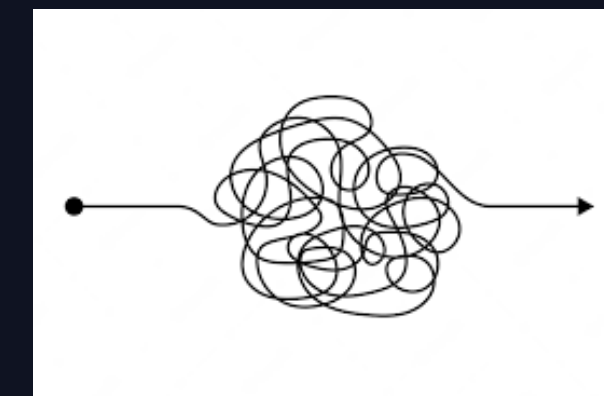
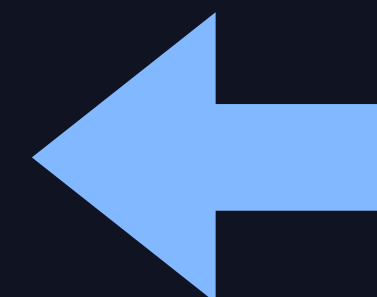
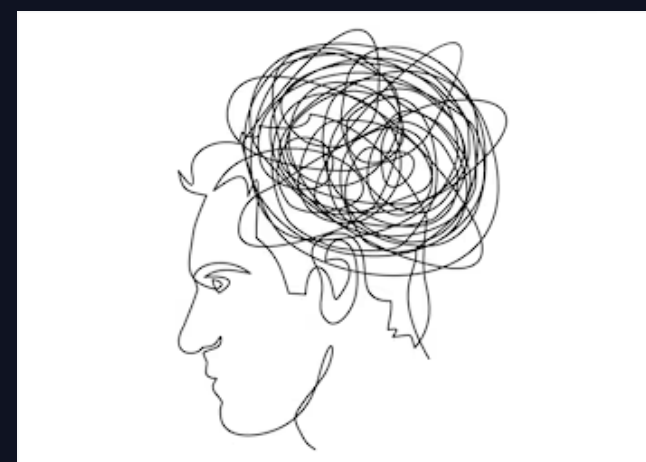
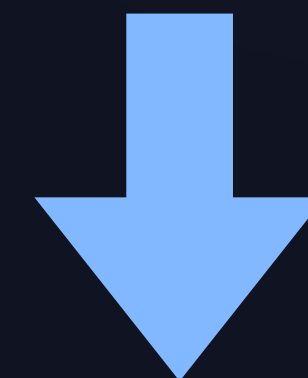
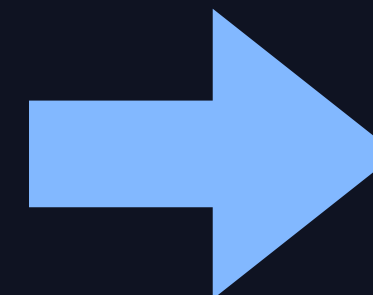
01. It penalized us throughout the whole development
02. Will we program again with these technologies in the future?
Yes, it could be... But not right now





EROSION

- 01.** For a start, everything was clear, the code was clean, small scripts
- 02.** Then, many files appeared, the number of lines of code were acceptable in each one more or less
- 03.** Finally, the number of scripts were much bigger in comparison with the first prototype, all files are interrelated among them. And unreadable, less maintainable and coupled code emerged.





PROBLEMS

01. Tests did not work

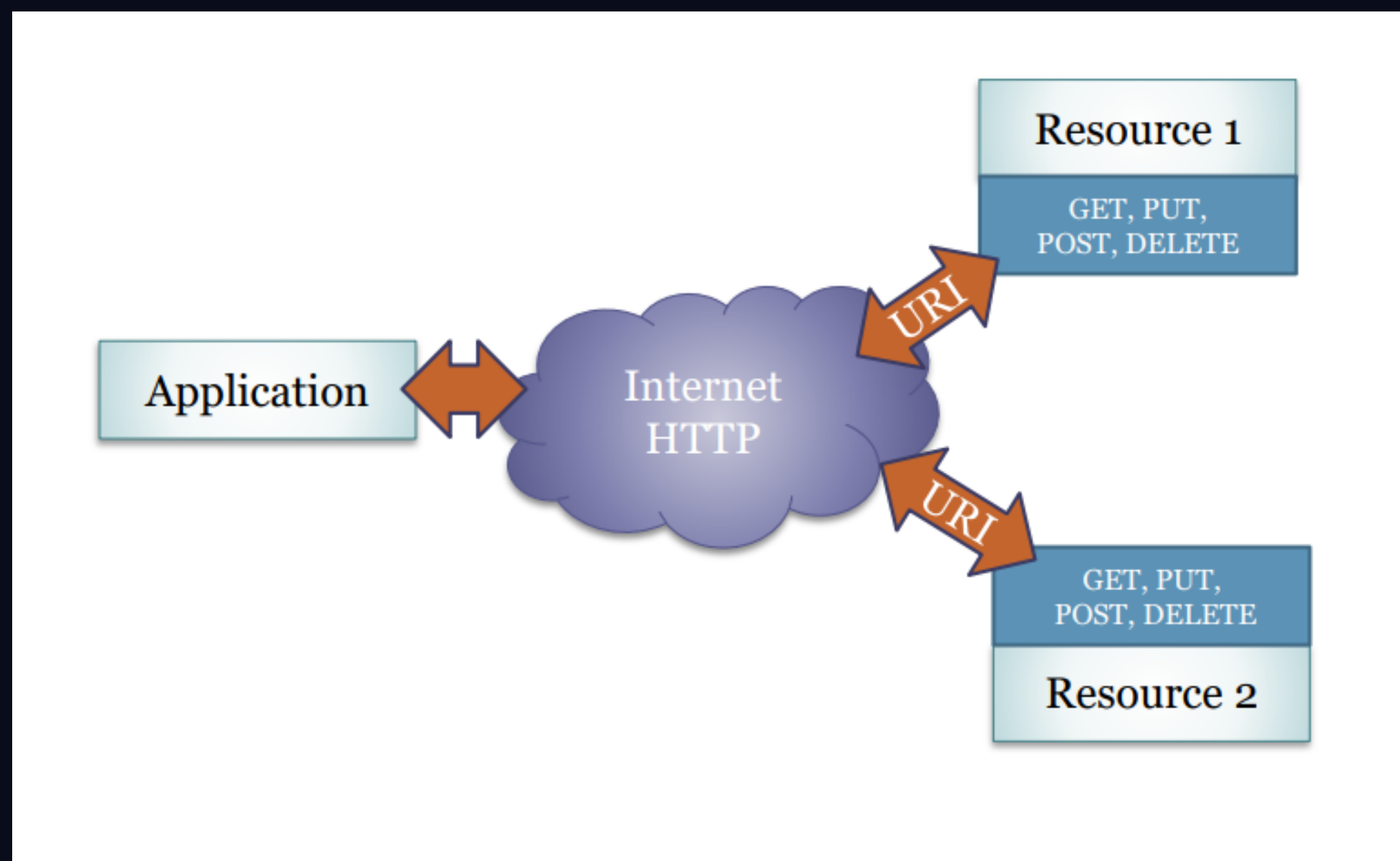
02. UI design difficulties

03. Inrupt libraries did not work

04. Inrupt documentation being wrong



DEPLOYMENT STRUCTURE



THE END!!!