

Team 4 - MusicalAGE

Personal Objective

- Design and build a landing page for the platform iteratively
- Keep UI/UX consistent and clear throughout the whole site
- Build an explore page to showcase presets made by community

Things I worked on

- Front end of homepage and dashboard
- Explore section loading presets for unregistered users to view
- Added a demo engine for unregistered users to test
- Engine full screen controls

Links

- My code (commit history): [here](#)
- My artifacts: [here](#)
(`server:/courses/cs410/s2c/hdeblois/GROUP2/longproj01/t4-MA/ronis-artifacts/roni_artifacts.txt`)
- Deployed site: [here](#)
- nnnn.txt: [here](#)
(`server/home/ronidomi/cs410/nnn.txt`)



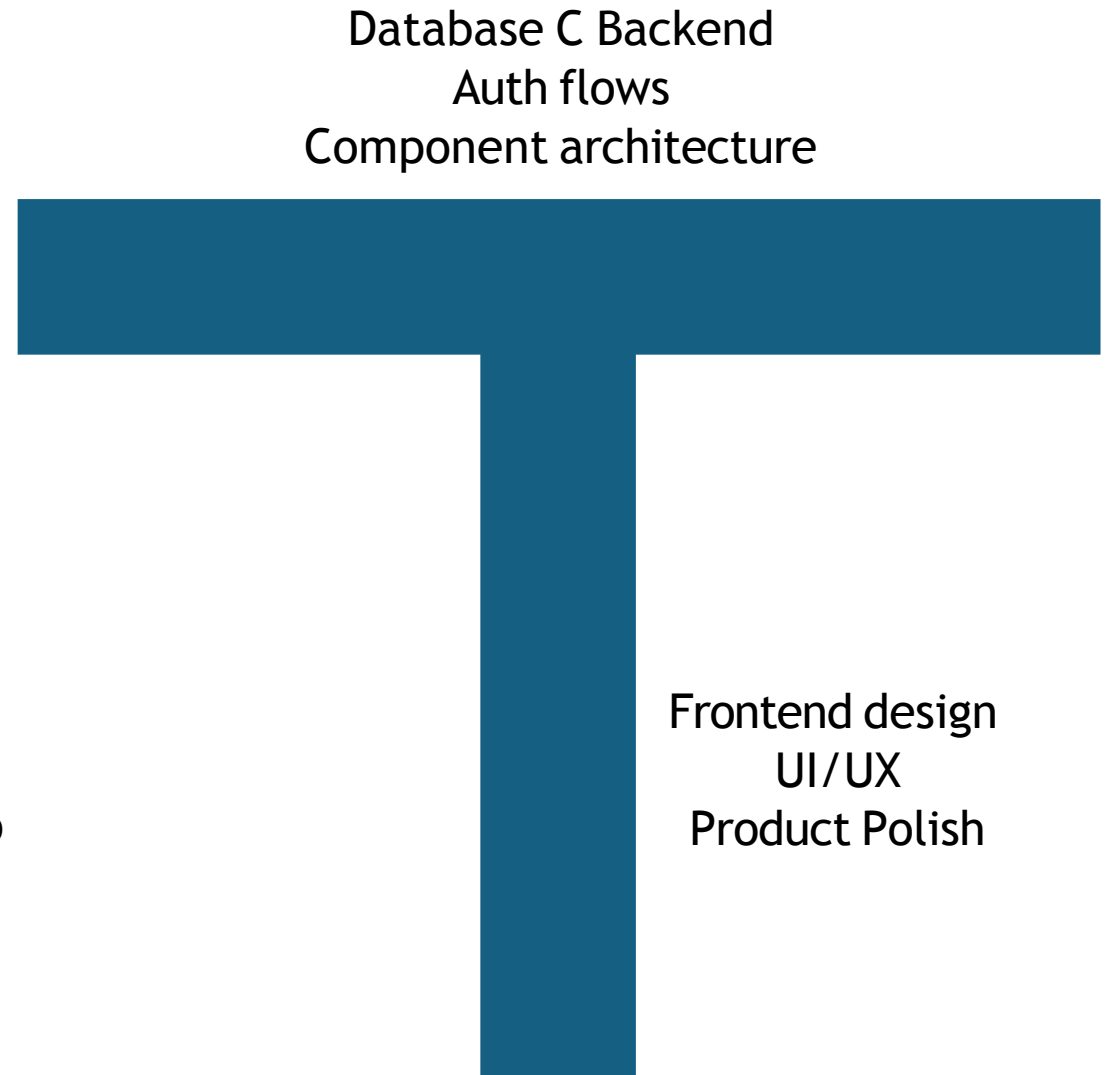
T-Shaped Skills

Breadth:

- Database C Backends from fetching presets, thumbnails, etc.
- Authentication flow between pages
- Component architecture for cleaner project structure

Depth:

- UI/UX Front end design and development focusing on visual consistency, readability, layout and user experience
- Product polish and thinking, adding finishing touches to iterate and improve and think beyond the requirements



Comments and Plans

Me and my team fulfilled most if not all the requirements listed by the client. For future plans, we'd need to discuss with the client to understand his vision for the future of the site.

Rpaper: [here](#)

In server directory: /home/ronidomi/cs410/rpaper.pdf