

Break week 1 meeting notes

- Front-end team created a logo and added it to the internet tab, as well as a new homepage for users not signed in

I was AFK 😞

- The way we get any user info via the jobs is via userID
- Complete a merge of frontend and backend branches.
- Investigate a function with react that refreshes the page each time a function is called
- Apply for job not registering
- Limit each user to 5 skills
- Button to delete the jobs
- For deleting a job, we could have a 5th job status for the deleted job (frontend heavy approach), or have a specific fetch call that deletes the job from the model
 - Issues with both backend heavy approach:
 - No record of the job ever existing; a person could list the job, have someone complete the job, and delete it before payment is completed
- Difference between active listing and current jobs
 - Active listing has a confirmation, when you confirm the job it becomes a current job that a user has pledged to complete
- Add these definitions to the home page!!!
- Display all jobs where userID for the job isn't the same as the user id of the user logged in.
- UI changes:
 - Incorporating a boot strap theme

Requests for backend team

- Favours earned this month needs to be fixed
- Favours spent this month needs to be fixed
- Change the skill painting in the database by removing the comma
- Need to accept post request so for change personal information changes made by user
- Need to add userID to all the jobs
- Need to change profile images from a blank id to a person
- Need to eliminate the manual refresh when we can't view jobs on the dashboard
- Capability to delete jobs
- Backend encryption

Action items:

- Check if we've covered every field for jobs
 - E.g. how postcode wasn't implemented
 - Lmao get rid of postcode
- Add fresh new jobs that haven't been tampered with.
 - Make 2-3 on each account from the frontend

- Look into rating and balance with Josh
- Implement delete function with Josh