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
* Active listings aren’t showing up