* Welcome to website – Tee Time Hub, a website to bring golfers together to organise games, socialise and organise the finer details of events.
* Navigation bar – To provide easy access to common pages. The navigation bar changes depending on the users authenticated status. Currently on the public base home page, options in nav are, contact, log in and sign up:
  + Contact which takes you to bottom of page to the footer where copyright and contact information are.
* Clicking the logo on the home page takes you back to top of screen
* If an unauthorised user attempts to access a login required page, they will be redirected to the base page and a feedback message is provided. **My game chats** as example.
* Both the get started button and log in in the nav bar open the log in modal
* Validation checks are carried out client side first for a more restful approach, further checks are carried out server side for security.
* Log in checks,
  + Username: between 4 and 25 characters, only letters and or

numbers

**ggg**

too short

custom validity is set for custom messages to the user, validations are done with regular expressions

**add white spaces**

only letters and numbers

**gggg**

* + Password: minimum 8 characters, at least 1 uppercase letter, lowercase letter, digit and special character. Password must match confirmation password.

Show too short, wrong characters

Show user does not exist

Change user to Andy to show wrong password

* Link to sign up, or can be accessed from nav bar
  + Similar checks carried out here, Use ‘andy1’ (without d1 first)
  + Names and handicap index are optional fields
  + Try to enter, to show next required field is email
  + If try to enter a name, validation is carried out on the input.
  + Show with ‘#’
  + Complete with Andy
  + Handicap must be in the displayed format, but is also optional, so skip for now
  + We’ll enter a demo email
  + Passwords must match or this is again flagged. Passwords are hashed and salted before storing in the database.
* This is the logged in page, notice the options in the navigation bar have changed. Contact is still present and again takes the user to the bottom of the page and the logo still takes you back to the top of page on the home page.
* Account is a dropdown menu, which shows the current users username. Clicking on Manage subscriptions shows a list of all the clubs in the database and each has a toggle switch, at the top is select all for ease. A scroll bar is added when the contents overflows. Clicking cancel will close the model not make any changes, it also collapses the menu if on a smaller screen.
* Show no changes have been made.
* We can save some new subscriptions ‘kings ache’ and feedback is provided to the user with a bootstrap alert combined with a flash message. As we can see, the changes have now been saved.
* The available pages can be accessed through either the nav bar, or via clicking the images, click link find a game
* From these pages, clicking the logo returns us to the home page, click logo
* Click image to return to find a game
* As you can see, there are currently no events listed for our subscriptions.
* Also to note, is that if we do not have any subscriptions when we either visit the page or change our subscriptions, then the display is set to all clubs
* If we now choose some other clubs to subscribe to (Craigmiller park, Dalmahoy, Musselbough, Pumpherston), you can see that the display has now changed to subscribed clubs, and some events are listed. These are shown by soonest first. Only events which are currently open (ie the planned date has not past) and those which are not at full capacity are shown.
* These can be further filtered by selecting a date range. Initially the start date is set to today and as you can see we can’t select anything prior to today. The date inputs affect each other, so if we set a start date for say the 3rd dec, the end date cannot be set to anything prior to then. If we now select the 4th Jan, the last event that was there has disappeared. Also note the start date can now not be set further in the further than the 4th Jan.
* Go to All clubs
* Note some of these events have a handicap requirement, if we try to join one of those, we are notified that a handicap is required.
* We can set a handicap in the dropdown menu.
* Note the current handicap stored for the user is displayed and some information on the required format to enter. If we enter a handicap, we are given feedback to show it was successful note the alert is smaller for when modals are open. The new handicap is now displayed. This model is kept open to allow the user to verify their input.
* If we try to join a game where our handicap is not in the range, we are again notified about it.
* If we now join an event for which we are allowed, we are taken to the game chat page. The conversation for the event we just joined is also loaded.
* Normally if we visit the game chats page from the home page, we must first select a conversation to load. Go home and come back in
* If we also join another event, the list of events can be clearly seen, go back and join pumpherston. The loaded chat is given a grey background.
* When a chat is loaded, the input bar is brought into focus allowing the user to start typing without clicking
* Socket IO is utilised to allow real time chat. When the message is sent to the server and successfully added to the database, the message is emitted to all users in that room or event.
* Here I have another account logged in and with the same chat loaded. We can see that a message sent there is seen on the other account.
* Messages are displayed for each user with their own messages positioned on the right, and messages that they do not own on the left. Usernames are only displayed for messages they do not own.
* When the chat overflows, a scrollbar is added. Its possible to view chat history, and when we scroll up, the input bar remains in view.
* The user also has the ability to log out via account.
* If we log back in, we can see the messages are still there and have not been lost.
* That’s my website Tee Time Hub, thanks for listening.