**Working Prototype Known Problems Report**

**Product Name:** SquadUp

**Team Name:** The Big Ballers

**Date:** July 24, 2018

**Known Bugs/Issues**

* Google Maps api requests sometimes times out after 100 seconds. This Is used to get the user's current coordinate. After refreshing a few times, it updates.
* In the address field of Add Park, Google Geocode api is too accurate that its scale is the entire US, so there would be multiple results or some places that have the same name. However, there is a potential that the address that users put in is invalid even though it does exist, the issue is that geocode takes time to access data in its library and get it back, so the delay would cause the data not accepted in time. This issue could be significant when user is under poor internet connections. Location of fault: Possibly at the covertGeo().
* The field where users could select time in Add Event page supports only multiple browsers. So far Safari doesn’t support this feature, so it would only appear as text field.
* The page layout doesn’t adjust according to page size, so the layout will be out of place if users adjust their web windows.
* When adding event, we can select any sports, but the park may not have the sport field or court
* Right now we are only working with parkQueue data. In the future we plan on actually using parks data once we are finished testing
* May need to log out twice for proper effect the first time you log out
* Have to log out and log back in to update user session data
* We made the mistake of using gatsby to route between our dynamic web app. This causes reloading/redirecting issue. It is an unwanted effect.
* User can access certain pages if they type in corresponding url
* On the account page, if the event list is too long, it will overlap the followed park list