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Phase 0 - Progress Report

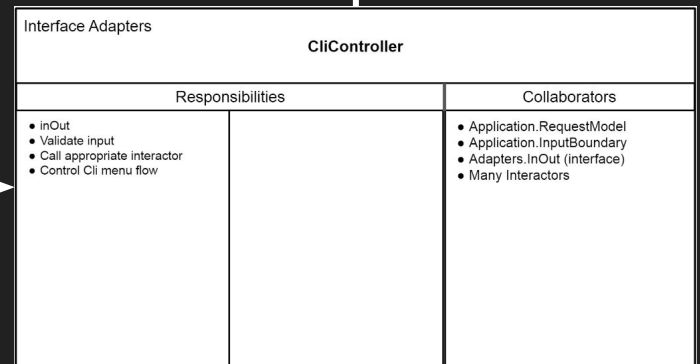
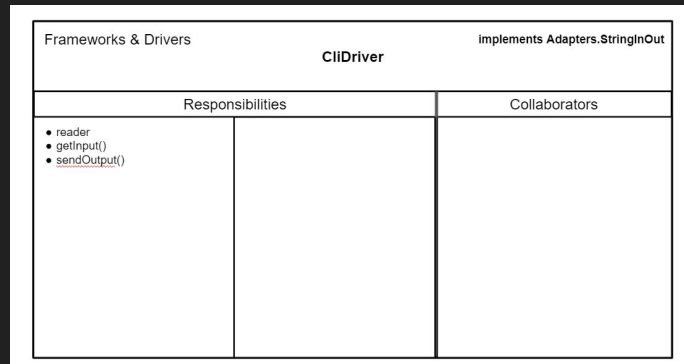
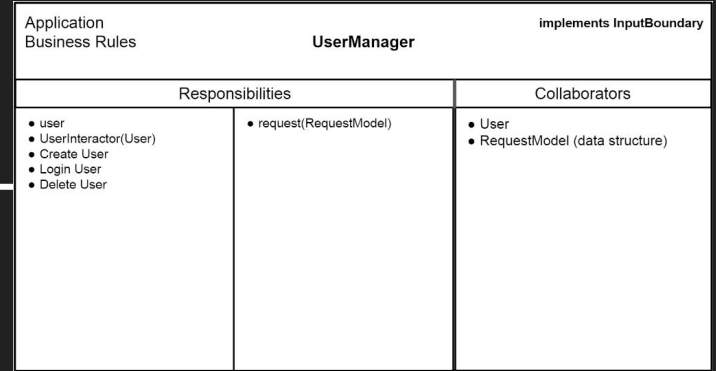
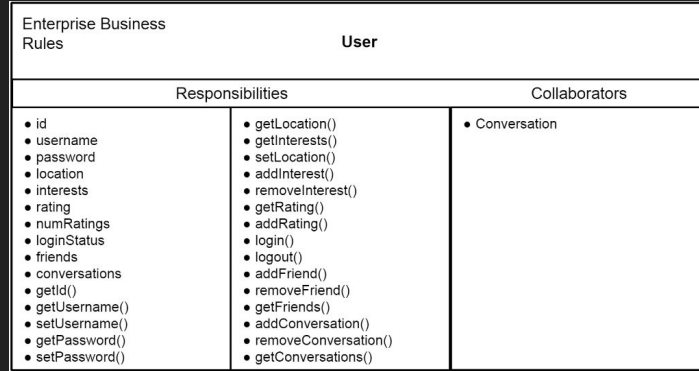
Optimistic Newts

Specification

We chose to write our specification using Agile User Stories in and effort to design our program with the User as our main priority.

1. As a User, I want to be able to create an account so that I can use the application.
2. As a User, I want to be able to log in to my account so that I don't have to create an account each time I use the application.
3. As a User, I want to be able to log out to ensure my profile is secure when accessed on a public device.
4. As a User, I want to be able to have my account password protected to ensure that my profile is secure.
5. As a User, I want to be able to personalize my profile so that the new people I meet get to know me.
6. As a User, I want to be able to change the information on my profile in case I change my mind or make a mistake in my profile.
7. As a User, I want to be able to visit other people's profiles so that I get to know them.
8. As a User, I want to be able to initiate conversations that interest me so that I can discuss different topics with people interested in these topics.
9. As a User, I want to be able to find conversations that interest me so that I can share ideas and meet people with similar interests.
10. As a User, I want to be able to participate in conversations so that I can bring something to the discussions and share my opinions.
11. As a User, I want to be able to edit my messages in case I don't express myself the right way in a discussion.
12. As a User, I want to be able to find conversations in my city so that I can meet my new friends in person.
13. As a User, I want to be able to find conversations happening elsewhere in the world so that I can meet people internationally.
14. As a User, I want to be able to leave conversation in case I am not interested in participating in them anymore.
15. As a User, I want to be able to add people as friends so that I can stay in touch with them outside of a conversation.
16. As a User, I want to be able to remove people as friends so that I am not forced to stay in contact with someone who I am not interested in communicating with.
17. As a User, I want to be able to discover new topics which may interest me, so that I am not limited to a certain range of topics.
18. As a User, I want to be able to filter-out topics that I am not interested in, so that I am not repeatedly presented with topics which I am not interested in.

CRC Model



Scenario WalkThrough and Skeleton Program

- CLI
- Login Menu
- Create User Menu
- User Menu
- Future Menus
- Logout

```
Create User Menu
Enter new username:
spencer
Enter a password:
password
Enter your location:
Toronto
Enter something you're interested in:
Coffee
spencer successfully created!
```

```
-----
Enter 'exit' to stop the program.
Login Menu
To create a new account enter 'create'. To login to an existing account, enter your username:
spencer
Password:
password
spencer logged in
-----
Hi spencer!
User Menu options: conversations, friends, userinfo, logout:
█
```

Open Question & What Has Worked Well

- So far, our team has been very productive and have worked very efficiently together! We were effective in implementing our skeleton program and dividing the work among ourselves.

We've found implementing Clean Architecture from scratch has provided us with a better understanding of the design benefits of separating functionality into different components, and despite being in the early stages of our program, we've already experienced some of the advantages of clean architecture, such as being able to alter small implementation details, without having to completely rewrite outer layers of code.

- One open design question our group is considering is:
 - How will we deal with storing objects to be accessed later? Since our project is intended to be a social network, we need our entities to persist past a single execution of the program.

Work-Allocation

First, we all met in person, where we engaged in open discussions to organize our ideas and to establish the purpose and aim of our project.

Following this, we met online where we all contributed to an initial rough CRC model, and divided implementing a skeleton program.

Implementing Skeleton Program		/	Preparing for the Phase 0 Meeting
Yukthi	User/UserTest	/	Specification
Will	Message/MessageTest	/	Specification
Zachary	Conversation/ConversationTest	/	CRC edits and Walkthrough
Alex	CreateUser/LoginUser	/	Progress Report
Ted	CreateConversation/GetRelevantConversations	/	Interactor Refactoring
Spencer	ConversationQueue/Contoller/Presenter/Main	/	Finishing up Skeleton Code

Looking Forward

Improvements

- Reworking the interactors/request model.
- Implementing remaining interactions between users: conversations, messages, friends, profile customization.
- Rethinking the interface adapter layer

In particular, we plan to focus on:

- Implementing remaining interactions between users - Yukthi
- Reworking our temporary database for conversations and users / Data Access Interface - Alex
- Reworking the interactors/request model - Ted
- Rethinking the interface adapter layer as it currently violates Clean Architecture - Spencer
- Implement Message Interactors - Will
- Implement Conversation Interactors - Zach

Looking Forward

Next Steps

- Transferring our work to a web app → Design / UI choices.
- Deciding what kind of database we want to use.
- The design differences between the frontend of the app and the backend.
- Considering how we will deal with user privacy/security.