Tinder Clone: Client Meeting Notes

6/7/21 and 6/14/21

* Not web based
* Client- server based
* Server application with many clients application
* Client must be a separate executable, clients connect to server
* Simulate (fake GPS) GPS location, randomly generated, use coordinates to determine a location, show distance between cities.
* Track user choices (A, B, C, D, E) see if users are going to have higher probabilities in certain groups. Or wait for all groups to swipe and match when they both swipe right (Will match users when they both swipe right)
* Every time a user logins location will be randomized different location every login
* Will support multiple clients in a typical server and client configuration
* Focus mostly on User profile
* Emulate functionality of Tinder

6/21/21

* Contain more notes in client meetings
* All revisions of requirements document should be saved in GitHub
* Is using the MatchDB feasible for tracking user choices. Yes as long as the DB is not in sequel or some other program (will be in a text file).
* Have 3 modules Login Module, Match Module, DataStore Module. Login module will handle the username, password, and userID, along with the profile info. The match module will keep track of user swipes, and match if both users have swiped right. The datastore module will contain the data entries and keep a list of all the databases, (UserDB, MatchDB, and ProfileDB)
* Do we need to delete account/attributes/ profile pictures? Not needed can get complicated
* Keep track of all Revisions to Requirements Document. We have multiple versions 1.1, is our first then 2.1
* Include UML in Design Document if it helps clarify how the application works. We shall include a diagram of all of the classes and attributes and how they work with the different databases in our system.
* Use basic GUI to get a setup up and running, multi thread using servers to take in input, use interfaces in order to submit