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The most difficult part of designing how the Lobby Messages portion of the UI would work resulted from how we can store messages and items in a performant way to make adding reactions, edits, and deletions, performant.

Anyway, currently, where we see 8^ faces are to be substituted with the avatar illustrations Zach LaMarre is developing. These avatars would be configurable through the Settings page most likely, for simplicity.

Options notes

Depending on if we own the message (rendered on the right side of the screen in outline), determines whether we can edit or delete the message.

Due to the flexibility of how our LobbyItems are implemented, it was trivial to enable reactions to status items such as the "Unlocked group" status, or something like a "Has arrived" status. Further, it may be noted that any change in a group user's data like "What color clothes are they wearing" are stored as LobbyItems as well, and if we cared for it, we could trivially render these items and enable reactions to them as well.

