Outstanding Bugs and how we intend to fix them
- When a user joins a suggested game, that game is not then removed from that users suggested games list.
- The React Router portion provided many errors until we realized that the problems stemmed from an improper version of react tourer (v 4.0). We figured this out too late, so as of right the start up cannot go between pages as easily as we hoped for.
- A user is unable to create a league as a league acts much as a user does, and complications arise when an admin is introduced, so we felt it best that we only have default leagues already in the database for this startup.
- Find-a-game options button was not able to be added to dynamic functionality in time for submission deadline.
- Highlights page displayed and worked as intended on the highlights branch but I must've broken something when I tried to merge it with master, and I can't seem to figure out what it is. When highlights was working, however, (1) I was still struggling to make it show for all users rather than a specific user. (2) I couldn't get the comments to show.
- Currently, a user does not have a field in the database for recently played games. The recently played games component on the user profile pages pulls from a user's games to populate a table. Peter intends to create a function would place a game into a recently played games field after the date of the game has passed.
- The league information in the database is manually stored- but in the future we may consider changing it so that instead of populating whole game names (and other information) we can pass through the id of certain games and gather information that way. We were unable to currently implement this in time for the deadline.
- The right side bar for the game page is currently still static. It needs restructuring in order to make it dynamic. It is in deliberation whether it will be cut or implemented.
- Ideally, Create a Game will redirect the user to the new game's page after the user clicks "Submit". However, game pages are currently unable to connect to the server at all, so there is no way to see if this works. Once the game pages are working, we should be able to set up a game page to pull newly created data from the database.
- We would like to set up the main page to be the highlights page, but as we have problems with the dynamic aspects we felt it best to keep the index page as the main page.

Description of Key React Components and what parts of the UI they are responsible for
- UserHub contains the elements that will show up on every page on the right sidebar. These elements include the name and profile picture of the user, and the ability to access settings and the ability to logout.
- Template allows the developers to access a cookie cutter layout of the page that maps where the footer, left navigation bar, right sidebar, and middle content are placed.
- Footer sits at the bottom of every page and will give the user and easy way to communicate with the staff of Cherry Picker.
- LeftNavBar is the navigation component that will be seen on every page.

- SuggestedGamesItem creates the list items of the suggested games panel on the right sidebar.
- SuggestedGames is the suggested games panel on the right sidebar, and it contains the list of games that are suggested for the user.
- Schedule has an element that stores the schedule alone with the calendar.
- RightSideBar is on every page, and will contains the UserHub component along with the SuggestedGames component. This component used on every page, except the league page and the game page.
- CreateAGame renders the Create a Game page.
- CreateAGameBasic renders the form to create a game with default basic options.
- UserProfilePage renders to form a user page with basic profile information.
- GamePage renders to form a game page that displays basic information about a specific game.
- HighlightsPage renders to form a feed of highlights items posted by different leagues.
- FindaGame renders the search results when a user looks for a game based on specific criteria.
- LeaguePage renders a league page for different leagues based on their id.
- RightSidebarLeague renders the right sidebar for just the league page.

Startup Founder Contributions
- Adam Added functionality and dynamic adjustments to the component parts associated with the league page. Helped to find bugs on other group member pages and attempted to help fix them or troubleshoot the issue.
- Hisham attempted to add functionality to the Highlights page: adding an RSVP counter and a functioning comments section. All his work was done in the highlights branch to isolate bugs specific to the highlights page than general ones. Then merged with master.
- Jaeseong: created a calendar framework to store schedules in the database. The calendar always shows today's date, and you can always look up the schedule for the previous and next month. On each day, there is component that the administrator can delete / modify / save the schedule.
- Lily added functionality to the Create a Game page. Filling out the fields and hitting "Submit" will add a new game to the database. She also added some initial data to the database and updated the ER diagram.
- Peter set up the gamepage so that it pulls data from the database via a gameID. He also set up the user profile page to pull data from the database and fixed various small errors.
- Sanford implemented functionality to the FindAGame page, including querying and producing appropriate results from DB based on query conditionals provided by user. Assisted with debugging/error resolving for various pages.
- Thomas managed setting up the reset DB button on every page using the the left nav bar, and created a dynamic right sidebar on pages that have a suggested games panel. Attempted to work with react router, but found that there was a major bug with react

router version 4 that prevented him from making progress. Before the page becomes completely functional, the team needs to first revert react router to an older version.

Product Features that Have Been Cut
- Messages
- Location tracking
- A list of leagues that one is not part of
- Different types of user (Admin vs. Regular user)
- Functionality of button on league page (was designed for use by the admin to open or close a league- may serve a different functionality in the future)
- Multiple skill/difficulty levels for a game
- The additional league options for Create a Game
- Collapse/expand capabilities of results from the findagame search
- Additional search conditions for FindAgame, via the Options button.

Down the road these features could be implemented, but given the time and resources that the team has it is better to consolidate and focus on making the other parts of the application functional.

Updated ER diagram

Team Cherry

Key:

Entity
Attributes

Ind. Rel

Req. Rel

isA (embedded)

User
- Name
- ID
- Games
- Leagues
- Age
- Sports
- Schedule

Game
- Name
- League
- Sport
- Schedule
- Updates

n — Has — n

1 — Has

1 — Has — 1

n — Has — n

1 — Has — 1

Highlights
- Games
- Leagues

Schedule
- Dates
- Times
- Name

League
- Name
- ID
- Games
- Users
- Sports
- Updates

GameItem

isA

HighlightsItem

n — Has

1 — Has — 1

n — Has — n

LeagueItem

isA

Has