Cherry Picker

HTTP Requests / Routes:

Games: GET '/user/:userid'
Users: GET '/game/:gameid'
Leagues: GET '/league/:leagueid'
Reset: POST '/resetdb'
Create a Game: POST '/game'
Find a Game: GET '/findagame/:sportPassed/:locPassed/:skillPassed'
Highlights: GET '/user/:userid/highlights'

Special Server Setup Procedure:

There are no special instructions to view our web application. Simply run 'npm install' in the client and server folders then run 'node src/server.js' in the server folder and 'npm run watch' in the client folder.

Individual Contributions:

Peter: Fixed the hardcoded profile picture on the userpage. Added links to gamepage and userpage. Made a schema for users and leagues. Created a server function that pulls data from the server side for a user. Created a server function that pulls data from the server side for a game. Fixed userpage so that the state updates when another userpage is opened.

Adam: Fixed the hardcoded league picture on the leaguepage and other minor issues with leaguepage such as css styling. Implemented server function to pull data from server for a league. Implemented the server function for resetting the database. Added links to leaguepage.

Thomas: Reverted react-router to a working version 3.0.0. Implemented the react-router for error fixing from the previous startup. Set up the repository for implementing the server. Removed unnecessary html pages from client. Fixed league page routing error where the league page would not refresh.

Sanford: Fixed the routing error on the gamepage. Fixed the bugs for findagame options. Assisted in debugging/error resolving on server functionality. Fixed findagame functionality so that a user may search for games in the database. Fixed bugs involving state on the league and game pages.

Lily: Added profile picture to user entities in database, fixing the hardcoded profile picture in the right sidebar. Set up the ErrorBanner and error handling. Set up JSON token authentication. Made a schema for games. Implemented POST /game.

Hisham: Fixed the bugs in the highlights page (including the css formatting issue); now comments and the highlights update show up in highlights items. Added routing to user pages when clicking on an author in a highlights item. Added server functions for the highlights page.

Jaeseong: Fixed the bugs in the calendar page. The page was not displaying the calendar component because the 'window.onload = function()' doesn't render in the react component. Using the 'componentDidMount()' reloads the calendar page properly.

Lingering / Issues / Dropped Features:

Dropped Features:

Participant Right Side-Bar (gamepage): The right side-bar on the gamepage originally held a list of participants that had joined the game. It has been replaced by the the stock side-bar that can be seen on the template. This change was due to a time constraint and overall difficulty of implementing the component.

League Members List (leaguepage): The right side-bar on the leaguepage originally consisted of a list of group members in that league. It has been replaced by the stock side-bar. This change was due to a time constraint.

Lingering Issues / Bugs:

Suggested Game Key(rightsidebar): The Suggested Game Items in Suggest Game are assigned a key, but the console says that they do not.

Behavior After Creating a Game (Create a Game): After creating a new game through the Create a Game page, we were originally planning on having the page redirect to the newly created game's page. However, game pages do not work for newly created games. For the time being, creating a game instead results in a pop-up box that informs you that the game has been added to the database.

Calendar: The add, edit, and delete functions do not work on any of the dates in the calendar due to rendering issues. It is currently being worked on to provide this functionality.

Highlights Page: The RSVP button in the highlights page needs to be reactive, and commenting should be implemented.

LeagueID: We recently added an attribute to every game called leagueid that way the games could be linked to a certain league. This attribute was added late and is now being implemented across all functions and data related to games and leagues.

Joining a Game: Currently the join game button on the game page does not add a user to the game's participants list. The only way a user joins a game is if they create it. This functionality is currently being worked out.