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 or POST) '/findagame/'

Special Server Setup Procedure:

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.

Adam: Fixed the hardcoded league picture on the leaguepage and other minor issues with leaguepage such as css issues. 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.

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, now comments and the highlights update show up in highlights items.

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

Lingering / Issues / 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 It has been replaced by the the stock side-bar that can be seen on the template.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 It has been replaced by the stock side-bar.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.

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.

Server/Client functionality of FindAGame (Find A Game): Unable/unsure of what server function (GET or POST) to use when handling findagame page. Need to understand/figure out how/in what way to get the information from the findagame page provided by user, then search the database for the corresponding games, then return them through the server functions.

Calendar: add/edit/delete functions on each dates doesn't work after routing the component. I'm currently working on this.

Highlights Page: Highlights Items are a different size than what they used to be, I presume it's a css problem and will try to fix that soon. The buttons in the highlights need to be reactive, and I am also working on that now.

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.