**Notes on the Project**

Stage 1 – Associations and Mappings

* Struggled with drawing out the associations
  + Tried typing things like “how do I draw out join tables for mapping of has and belongs to many in Rails?” etc
  + Looked at images and text.
  + <http://stackoverflow.com/questions/15597594/rails-mix-up-join-table-name-in-has-many-belongs-to-many>
  + <http://guides.rubyonrails.org/association_basics.html>
    - the immediate above is extremely useful.
* Methodology
  + Write it out on paper loosely.
  + Then consolidate in excel. (Active Record source very useful for this).
  + Then use Draw.io to make it neat and do it online.
    - Click advanced, then entity relationship and you can draw it out.
* Question:
  + Join tables
    - If it is a story has and belongs to many categories
    - And a category has and belongs to many stories
  + Should it be one table?
    - Or two separate ones
      * Ie category\_stories
      * And story\_categories
* Emily on Slack:
  + *once you’ve created those tables with those columns you need to:*
    - create join table for categories\_stories
    - create join table for locations\_stories
* The only time you need a join table is for a many to many relationship. So if a story can belong to many categories, and a category can have many stories associated with it.
* Question:
  + If you name something in the server side is that what the front end will see or does it not necessarily correspond to that?
  + I.e. in the database it will be user\_id for stories. But I would prefer the user\_name and tag\_line to come up on the client end.

**Websites/ apps to take inspiration from**

* Yik yak
* Instagram
  + (For Profile Part)
    - Could do it by time/ location / jointjokers (JJ’s)
  + Search
    - Jokers/ Locations/ Vibes/ Time
* Twitter
* Facebook

Go onto notes and just do devise (notes are from instagram example) for users (so that they can log in and log out). Then go back and see Alex to create the database.

Gem to search things

* <https://github.com/activerecord-hackery/ransack>

Emojis

* Just realised that there are better images if you click on them which are bigger and a higher resolution. Should I change this for the future? Guess should just wait until see how it turns out.
* Got from this website
  + <http://emojipedia.org/>
* quite jokes to have fun different things with the emoji’s in terms of adjectives
  + eg peach could mean peachy etc.
  + so therefore semiotic as well as material.
  + Play on this binary.
  + Or w⚓ = wanker
    - So could do some fun puns.
  + Or helicopter icon could mean chopper
    - Could suddenly develop a whole new trending syntax/ associative meaning to the English language.
      * Anecists could bring chaos to the English language and disrupt it with its very own lingo/ slang/ language.
        + The language of jokes.
  + This is a social media company.
    - Why me?
      * Self professed social media addict.
      * Completely hooked
      * And I think this is a problem.
        + “Fuck Facebook”

join the anecist revolution.

<https://github.com/HenrikJoreteg/emoji-images>

* could potentially fork this and then git pull it and you get loads of emoji’s instantly.
* Storify

<https://storify.com/>

* Buzzfeed
* Medium.com

*Rather than being able to add a location or a category I would prefer them to be only be available to do that through a story.*

* *This would encourage user engagement because they had to actually do post material.*

The command “Rails Routes” is pretty good in that it helps show you all the commands for things.

<https://haml2erb.org/>

* A useful thing to use to convert haml into erb.

For liking feature

* Rather than thumbs up could use applauds (quite Sinatra-esque)

***An aim of this app is to mirror real life as much as possible in a tech/ app world.***

***ie when you hear a good story your human response is to laugh or applaud etc.***

***therefore, laughter or applauds as indicators of likes would be cool.***

***In same way as facebook does thumbs up***

***And instagram does a heart.***

Rake db: seed to run to enact the data you have hardcoded in the seed file.

Add carrierwave for users to select images.

downloaded lesson notes.

Can’t get image and tag\_line to come up.

This is still on carrier wave

Got very confused with graffiti (as to whether that is something you can change or not).

Have got to the bit where you bundle rma­­gick

What’s the crack on Foundation? I thought “if we fight it we lose”…what exactly do you mean by it?

Really want to do it Mobile First.

To DO next

* loop through categories and locations son stories.show (stories/id)
* create log out on menu (just like the instagram example)
* create seed data for emoji’s
  + add some default locations to begin with
    - could do this a different way later using “Google input” but for now
* and then look at adding comments to a story
  + see lesson plan in notes (from Slack)
  + In the directory “acts-as-commentable”
  + Also “acts-as-votable” (to give something likes)
    - Rather than thumbs up could use applauds
    - Gus has slacked it to me.
    - https://github.com/ryanto/acts\_as\_votable
    - [https://masteruby.github.io/weekly-rails/2014/0 8/05/how-to-add-voting-to-rails-app.html#.Vjh6Mq7hA0R](https://masteruby.github.io/weekly-rails/2014/08/05/how-to-add-voting-to-rails-app.html#.Vjh6Mq7hA0R)
      * do this one first as it is easier
* add images for anecjokers.

Questions

* When doing data in the seed file there must be a quicker way to do the numbers in ascending order (eg cat1, cat2, cat3 etc.) like in excel.

Tonight

* Seed users and stories etc
* Create a home controller
  + Make a static home page (instead of index it will be something)
    - Where you explain what the app does.
* Finish users index page with other stuff you want to relate to user.