TaskMaster

TL:DR

Help me test the TaskMaster! Play around as much as you like. Try to break it and tell me what else you want in there.

There are a few test accounts you can use. All accounts have password 123456

- admin@email.com
- eventHost@email.com
- eventParticipant@email.com
- eventVolunteer@email.com
- eventReserve@email.com
- pendingMembership@email.com
- expiredMembership@email.com

At the time of writing i've prepped the database with accounts, events a.s.o to show off what the TaskMaster can do. Feel free to change things around. I can easily reset the database.

For payments, use the following test data:

- Swish: any phone number, e.g. +46 739000001
- Visa card number: 4761739001010416, expiry after the following month (today is 2025/08/25 so 09/25 for me), any 3-digit security code
- Mastercard: 5226612199533406, same as above

Keep in mind that this is a test version open to the internet and everyone i ask to help me test this. Don't input any data you don't want to share with random people.

Known bugs

- When you clone an event and is redirected to the new event clone, the event menu button (...) in the upper right corner does not work until the page is refreshed.

Contributions

To contribute to this project, go through the following steps to setup the environment on your computer:

- Create a GitHub account.
- Ask Kellen to add you to the TaskMaster project to give you access to the code and detailed plans for the project.

Download your tools:

- Git
- Node.js
- Visual Studio Code

Create an empty folder on your machine and open the folder in Visual Studio Code (hereafter: VS). Open a terminal and run the following commands:

```
git init
git add origin https://github.com/KellenSmith/TaskMaster.git
git fetch origin
```

Follow the steps to log in to GitHub when prompted.

You should now have a bunch of files in your previously empty folder. Install all the tools the project used by running the commands:

```
pnpm install
```

Start the application by running the command

```
pnpm dev
```

You should then be able to access the application at https://localhost:3000

Create a new file in the root folder called ".env" and ask Kellen for the contents. To begin working, go to GitHub and grab one of the "issues" tagged with the topic you prefer.