

## Working Prototype Known Problems Report

Pinned

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1.
  - **Action/Input:** The event owner is given the option to join his/her own event and is not counted as one of the participants after creating an event.
  - **Location:** event.js
  - **Possible fix:** When a user creates an event automatically add them to the event. Another option could be to consider this a feature, since users may not be creating the event for themselves.
2.
  - **Action/Input:** Once a date is selected in the date filter the user is unable to return the filter to an empty state except by refreshing the page.
  - **Location:** map-filters.js
  - **Possible fix:** Add none option to the date filter or a button to empty it.
3.
  - **Action/Input:** The geolocation service occasionally fails unexpectedly, particularly with some versions of Firefox.
  - **Location:** utils.js
  - **Possible fix:** Not sure, still investigating the issue. Apparently could be related to cross-browser compatibility with geolocation
4.
  - **Action/Input:** 404 errors are not handled, showing a default Django error page
  - **Location:** every non-existing page
  - **Possible fix:** handling 404 errors through Django by providing a custom 404 page or redirecting to homepage
5.
  - **Action/Input:** refreshing after event creations leads to a duplicate event creation
  - **Location:** map.py
  - **Possible fix:** checking if an event with the same name as been recently (< 5 mins? Something like this) created, which would probably mean we have a duplicate creation
6.
  - **Action/Input:** Users can drop pins on map even when not logged in
  - **Location:** map.js
  - **Possible fix:** hiding drawer when not logged in. Although, even if the drawer is present users can't create events when not logged in

7.

- **Action/Input:** missing Login link in navbar when visiting homepage and not being authenticated
- **Location:** nav.html
- **Possible fix:** adding the link when the user is not authenticated. Was not added since the user can still login by clicking on Events, even though it's not too obvious to do so

8.

- **Action/Input:** When trying to join a full event, joining is prevented but no error or warning is being raised.
- **Location:** event\_member\_view.py
- **Possible fix:** Display an error message when trying to press the button, or even better remove the "Join" button for full events.

9.

- **Action/Input:** When filtering events, sending badly formatted/invalid data gives a backend error (the UI prevents this kind of events but it is still possible to send a custom request through the url)
- **Location:** /map/
- **Possible fix:** handle the errors in EventViewSet by catching the corresponding exceptions