Sprint 3 review:

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Done:

Leevi:

More work with WebSockets. Establishing real-time functions to work in the app. Drawing / cursor synchronization and history endpoints so that the users can see the drawings in real time.

Casper:

Set up websocket server frontend side. Draw event and client cursor broadcasting and real-time rendering on canvas for all connected clients, cursor components, user auth (register and login) and modal for login/register. Updated app to use context for auth and few other states to minimize prop drilling. Docker image and compose

Phong:

Redis integration

Pipeline Configuration

Jenkin integration

Board API endpoint integration

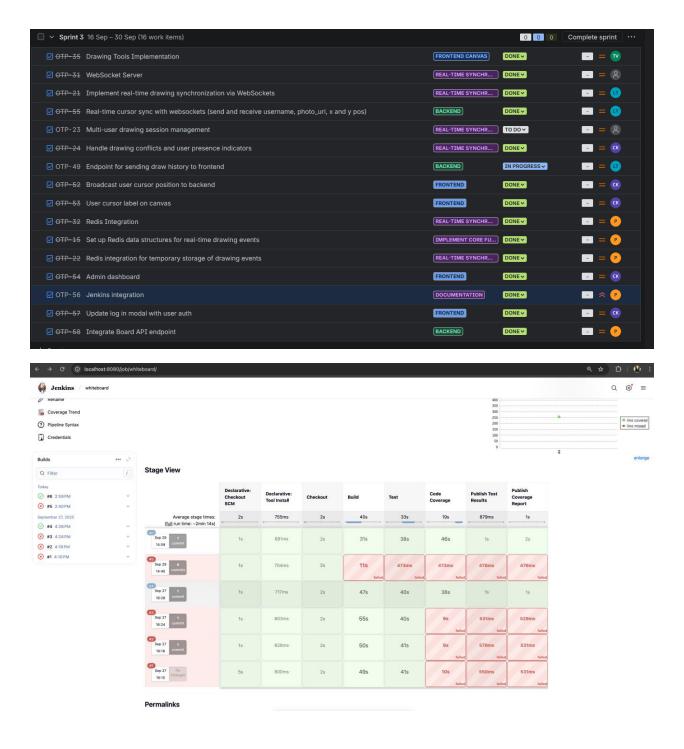
User authentication and API authorization

Implement Draw event publishing and persistence: publish draw event to Redis channel, store event to Redis list, store draw event to db.

Tino:

Implemented functional drawing tools (pen/eraser, color, brush size), added user info and log out button for the sidebar.

In progress:



Obstacles:

None so far



Jira:

https://metropolia-team-4.atlassian.net/jira/software/projects/OTP/boards/1/backlog

Github:

https://github.com/PhongLe7de/Software_Engineering_Project_1_Group_4/tree/main