

## Working Prototype

**Product Name:** Qvinyl

**Team Name:** 5 Lost DJs

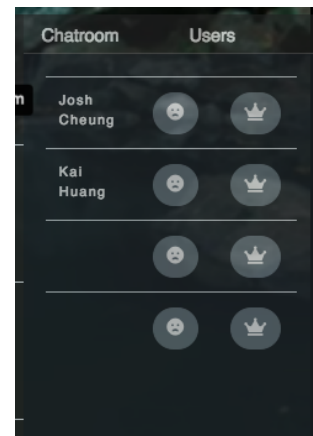
**Date:** 7/23/18

### **List of functions not working correctly:**

List all problems with your software that your team has identified. Include in the item entry the input/action that causes failure; location of fault (if known); possible action for removal of fault.

1. When in the main web app page on the right panel under "Users", some listed names of the users in that current room fail to be listed at all even if they registered with their full name. The same thing happens with every component that tries to grab the user's displayName, such as the: navigation bar, messages, user list, etc. This problem is due to the registration returning a "error: email already exists", so the displayName isn't set as the object of the user returns null, even though the email is created.

Solution: This is all within how we communicate with Firebase, and to fix the error, we can do a catch for the given error and still try to force the displayName to be set for user.



2. If the user is currently in a room with a song playing and joins a room with an empty queue then the video from the previous room will remain in the background. This can also be seen as a feature as the user can always have music playing in the background when switching to another room with no songs.

Solution: reset the currentSong state in Player.js whenever a room change is detected (dynamically updating the currentRoom value using firebase listeners)

3. User list may update multiple times, so multiple of the same entry of users may be shown. Clicking on chat and then going back to the userList will fix it. This is due to grabbing the list of user and not clearing old local data before new data is listened and grabbed from the database (when a new user joins the room).

Solution: To fix this just only listen for the user list of the room once, and have the switching of the tabs update the list of users whenever the user tab is selected.

4. Clicking on the same room you're in will remove you from user list. This is due to the how the navigation bar's links to the rooms are handled. Currently, whenever a new currentRoom is detected (even if the currentRoom replaced is the same room), the user is removed from the user list displayed.

Solution: only replace the currentRoom if the new room is different from the currentRoom

5. Console exceptions are still thrown, but only in console (so what the user sees won't be affected), because the page continuously checks for the current user (userID from firebase).

Solution: Only check for the userID from firebase when the user has logged in, catch exceptions to minimize console errors

6. When admin leaves the room, he will continue to be admin once he joins the join again. In the time that he leaves, there will be no admin in the room so no one will be able to kick users.

Note: when admin leaves a room that only he is apart of, the room will stay until he clicks delete room.

Solution: To fix this, have a catch to make it so that the admin has to first make someone else admin before he leaves the room.

7. Player sometimes doesn't synchronize with the current song playing by another user in the same room. The player sometimes won't start, but a lot of time that is due to grabbing the youtube's url before the api call actually calls. Refreshing the page will fix this issue. This is due to perhaps not grabbing userID faster than grabbing it from the database, so it will start at initial progress value 0, starting the video from the beginning

Solution: Only have progress linked to database value, so that the local user can't change the progress by refreshing the page constantly and forcing an initial value of 0, creating an error.

8. Player sometimes skips twice when a song finishes. Note: player will continue playing the song if the same songs are queued multiple times

Solution: check to skip only when the next song is different from the current song to prevent song skipping

9. Scrolling up to see chat history will have its scroll position reset to the newest message constantly. This is due to how we constantly pull data to the database.

Solution: Rewrite the scroll function to only scroll down when a new message is sent

10. Progress bar for youtube streams are in a set position. This is due to how YouTube processes progress values.

Solution: Check for if a youtube video is a stream (using duration from youtube API) and set progress to full when the video is a stream