

M4 Reflections

Development Information

Server IP: 52.160.40.146

Complexity: The main complexity of our project comes from matchmaking, which is used in the 'Find Group' use case. It uses Redis to manage a matchmaking queue, storing user requests in a sorted set and processing them to form groups. The service includes functions to add matchmaking requests, check user status, and process the queue to create groups. TypeORM is used to interact with a database, retrieving user and game information and saving group data.

Commit Hash: b5d22492579bb508af0fb402970f7b2b369ae987

AI Reflections

1. AI Technologies used: Github Copilot, Deepseek.
2. Goal in using these technologies: Gain insight on how to work with unfamiliar tech stacks, save time writing repetitive code and documentation.
3. Positives: Adding endpoints once the project was set up was really easy. You could just describe what an endpoint does and Copilot could generate it for you.
4. Negatives: It is annoying using AI tools to generate markdown documentation, as most models do not properly escape the characters for copy/pasting unless coerced. We found it ended up being a waste of time.
5. About 50% of our code was generated in part using AI. A similar fraction of the design was refined with AI tools.

Contribution of Each Group Member

San Halacoglu

I worked on the backend authorization, login, and registration flow of the game app. I was also responsible for session management throughout the app. Overall, I spent around 40 hours on the project.

Jake Rubin

I worked on the frontend portion of the startup, login, and registration flow of the application (logging in via Discord, redirecting back to the app, and submitting preferences). I also developed the frontend logic for submitting, viewing, and resolving reports, as well as setting up the frontend API configuration which could be extended to all applicable endpoints. Overall, I spent around 60 hours on the project.

Connor Johst

I created all the backend endpoints not related to login, docker deployment, database integration, and cloud hosting. Overall I spent close to 40 hours on the project.

Maddy Paulson

I developed the application's main page, which included the find-groups functionality to initiate matchmaking. I also implemented the user settings update flow, allowing users to modify their preferences, and the view existing groups feature to display and navigate their current groups. I also created various API functions for each of the features described above to make requests to the backend's endpoints. Overall, I spent around 50 hours on the project.