Source Control

GakkoDocs: https://github.com/TeamTomodachi/GakkoDocs
GakkoServices: https://github.com/TeamTomodachi/GakkoServices
GakkoFront: https://github.com/TeamTomodachi/GakkoFront

Frontend

Technologies

Ionic Framework: https://ionicframework.com/docs
Ionic Framework, React support: https://github.com/ionic-team/ionic/tree/master/react
Angular: https://angular.io/docs
Leafletjs: https://leafletjs.com/reference-1.4.0.html
OpenStreetMap: https://wiki.openstreetmap.org/wiki/Use_OpenStreetMap

Assets

Logo Font (modified combination of Pokemon Solid and Pokemon Hollow):
https://www.dafont.com/pokemon.font
Logo Image © Nintendo for Pokemon Day 2019, sourced from IGN
Pokemon Models: https://github.com/ZeChrales/PogoAssets
Trainer Models:
https://www.deviantart.com/xxminishaxx/art/Pokemon-Go-Trainer-model-rips-630935662
Background Images: modified versions of unsourceable PoGo emblem wallpaper edits

Examples

PogoMap: https://www.pogomap.info/
GOExplorer: https://play.google.com/store/apps/details?id=kiulomb.it.questreader

Known Issues

Profile Page

- When redirected to the Profile Page after creating a user, the Profile Page may not load the user's information. Refreshing loads the information, but refreshing should not be necessary. Haphazard since it works perfectly on some machines, but glitches on others.
- Not all common phone resolutions are supported. Some images may partially crop out of the app.
- Images have a high chance of disappearing/distorting on resolutions bigger than phones (i.e Tablets/Desktops).

- All data in the raids page is placeholder. There is currently no connection to the backend to store any data permanently.
- Datetime entries when creating a new raid will need to be properly formatted to appear clearly and have a consistent format with already existing raids.
- Checking off a raid as "Private" currently does not tie into any functionality. As there is no friends system set up and no connection to the back end, there are currently no permanent privacy settings for raid room creation.
- There was some difficulty getting the raids landing page map component to render within a raid room once a raid is joined via room code. That is why the raid room map is currently a static placeholder image. Unfortunately we ran out of time to investigate this further for a fix.

To Do

Profile Page

- Create queries and/or add attributes to Ionic Elements in order to support more resolutions.
- Create support for devices such as Tablets/Desktops.
- Badges are currently hard-coded. Need to dynamically add badges based on User Profile. Envisioned badge icons can be found in Pokemon Model repo under the filename "Badge_".
- Icons currently do not link anywhere. As features become available, envisioned icons can be found in the Pokemon Model repo under the filename "Item_".
- Add female trainer model, and additional model variations.
- Clean Up the 'Edit Your Profile' Modal

Raids Page

Several elements of the raids page can and should be abstracted into smaller angular/ionic components:
- The raid list below the raid map should be its own component, which itself contains a list of raids, each of which can be a component.
- Similarly, the raid room should be broken down further into separate components. Currently it is filled with only placeholder data, all raid rooms will appear almost identical, and no new data (i.e. new messages) are currently saved.
- The raid room map should be changed into a functional component, much like the map on the raids landing page.
- The message list should be made into a component, with each message in the list being its own component.
- A countdown timer which counts down to a raid start time should be displayed in the raid room, as it is shown in the mockup. This can be made into its own component, or potentially could be built right into the raid room component as a method/property of that component.

As mentioned above, there is currently no backend implemented into the raids section. Several services and will need to be created in order to save data:

- A service will be required to create, update, and delete raids and save them in the database. These will need to be tied to profiles in some way in order to create and maintain "private" raids.
- A service will likely need to be created in order to properly display raids. Currently all existing raids as well as any newly created raids are displayed. Raids should instead display based on the user's physical location and/or privacy settings, and there could potentially be an option to filter and display only friend's raids.
- A service will need to be created to store, create, update, and delete messages created in the raid rooms.

In addition, there are several quality-of-life features we had hoped to implement:

- Add more relevant data to raids upon raid creation, which would then be displayed in the raid lists (such as an option to upload an image or, if possible, scrape an image from google street view to use for the location of that raid).
- Functionality to join a raid by clicking on it's marker on the raid map. It had proven difficult to add click events to raid map markers (or to the "popup" when a marker is clicked, as they work in Leafletjs).

Backend

Documentation and Guides

There is multiple "README.md" files within the GakkoServices repo which contains a step by step guide for Developer Setup, and Development

Technologies

Development Frameworks

ASP.Net Core 2.1.1
Entity Framework Core 2.1.1
IdentityServer 4: https://github.com/IdentityServer/IdentityServer4
Raw Rabbit: https://github.com/pardahlman/RawRabbit
Npgsql: https://github.com/npgsql/Npgsql.EntityFrameworkCore.PostgreSQL
GraphQL: https://github.com/graphql-dotnet/graphql-dotnet
GraphiQL.NET: https://github.com/JosephWoodward/graphiql-dotnet
Swashbuckle Swagger: https://github.com/domaindrivendev/Swashbuckle.AspNetCore
PokeApi.NET: https://gitlab.com/PoroCYon/PokeApi.NET

Hosting

Docker

Docker Images

Postgres 11
RabbitMq 3.7.1
Adminer
Traefik (Network load balancer)

Services

PokéAPI: https://pokeapi.co/, https://github.com/PokeAPI/pokeapi/