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Date: January 28, 2026

## Daily Report

### LootBx Streamer-Side QA and Phase 2 Meeting

<input type="checkbox"/>	#	Tracker	Status	Priority	Subject	Assignee	Updated
<input type="checkbox"/>	668	Bug	New	Normal	[BUG] Subscribers-Only Chat and Emotes-Only Chat Restrictions Not Enforced		01/28/2026 06:55 AM ***
<input type="checkbox"/>	667	Bug	New	Normal	[BUG] Streaming Analytics Shows Only Current-Day Streams		01/28/2026 06:53 AM ***
<input type="checkbox"/>	666	Support	New	Low	[SUPPORT] Display Selected Tags Outside the "Add Tags" Section		01/28/2026 06:14 AM ***
<input type="checkbox"/>	665	Support	New	Low	[SUPPORT] Allow Custom Game Title When Selecting "Gaming" Category		01/28/2026 06:13 AM ***
					[BUG] Streamer name shows first and last name instead of	edrian	

I conducted testing on the LootBx platform by attempting to stream and simultaneously checking functionality from both the streamer and user perspectives. While doing so, I tested each available feature and verified whether it was working as intended from both points of view. Based on my observations, I was able to identify several issues, which I documented and submitted as tickets.

Later in the day, I was invited to join the LootBx team meeting for the Phase 2 proposal discussion. Listening to the developers discuss the project provided deeper insight into how developers approach real-world systems. One key observation was the level of attention to detail required, as the team carefully examined even small loopholes and edge cases within the platform.

This was also my first exposure to a business-driven project environment. Unlike school projects where students are fully in control, real-world development involves coordination between stakeholders and service providers. In the case of LootBx, Socia is responsible for executing the project based on the requirements and resources provided by the client or stakeholders. This setup introduces limitations, as certain features depend heavily on external input.

For instance, the platform currently feels sparse due to the limited number of active streamers, which restricts the availability of real user data needed to improve the overall user experience. Additionally, development related to in-app currency features, such as gifting and subscriptions, is slowed down because developers are not responsible for defining or managing the value of the in-app currency.

Despite these constraints, I appreciated being able to participate in the discussion and contribute small suggestions. It was encouraging to be included in the process, and this experience has increased my interest in the project. I am looking forward to being more involved and observing how the project continues to develop.