

**Working Prototype Known Problems Report**  
**Product Name: Clubster (ClubHub @ GrepThink)**  
**Team Name: Clubsters**  
**Date: 12-02-2018**

**Errors Found:**

1. Sometimes, there will be an error in loading the app. You will be greeted with a red screen if this happens. This is fine, as sometimes the phone cache is full and isn't able to parse the node\_modules directory. Since the app is running locally, you can tap on the emulator and tap r twice on your computer's keyboard. This refreshes the phone and the app will start fresh.
2. If you are inputting data in any modal and you reload the app without closing the modal, the modal won't close. So you have to start from step 1 in the instructions manual.
3. As long as you put text in the TextInputs for the club and event forms, it will "pass". So the data in the form is entirely based on the user.
4. There must be images for events/clubs.
5. When you create an account with a username that is already taken and all input fields are valid, then nothing happens. The user is not signed up (as expected), but the user is not prompted with a message saying the username is already taken.
6. We removed the Chatting portion since the pusher SDK is going through major changes and refactoring and is scheduled to be updated on December 11, 2018. The website clearly states that any pusher version below 1 will be deprecated, so we decided to remove chatting to avoid errors and needing to refactor our own code.
7. Note: If app doesn't recognize some node\_module, just npm install that module in the folder that complained. An example could be "Does not know react-native-form", so just do npm install react-native-form. Should happen 0 or minimal amount of times. Npm install installs an exhaustive list of node projects, so due to computer bandwidth or performance limitations, it may have trouble installing each required dependency.