

## **Working Prototype Known Problems Report**

### **Delish Food, Foodiez, December 8th, 2020**

- Cuisine Menu/Search Related Problems
  - If clicking on different cuisine types in rapid succession, some queries may get pushed out by the succeeding requests (e.g. one cuisine type may not have any markers displayed on the map)
  - If you click on the same cuisine type twice, rapidly, the clearing logic will be run before the markers for the initial query have loaded, resulting in markers appearing for a cuisine type that does not appear as “selected” on the menu tab.
  - If selecting a cuisine type that does not have any/many matches in your local area, it will search outwardly to find restaurants in the surrounding areas. The result of this is that if you search the scarce cuisine type in your local area you may not see any/many markers populate, but if you zoom out, you may see markers of the cuisine type populated in another city nearby which does have more restaurants of this type.
  - If the inspect element is on for the website (i.e. the browser inspector/console is open) then the menu elements will be “crunched” in order to fit everything on the screen.
- Fetch/Request Related
  - When adding a marker to the map, the place found is checked against the api to see if we already have it stored/have a rating stored for it. When the place is not held within our database, a 404 that appears in the console (when inspecting element) is returned to signify the absence of the place in our database. This is good/natural however as our code handles this 404 by calling our add place endpoint to add the place by id with a rating of 0 to our database.
  - When upvoting/downvoting, the rating amount is static in the info window, meaning it will only update once another query involving the place has been made (e.g. if you upvote restaurant A, the vote count in our DB will update but a user will need to re-query the place to see it take effect on their end).
- Map Related
  - If you zoom out of the map very far, it will zoom out enough to the point you see several instances of the entire earth's map (not necessarily a bug).

- At the bottom there is a small gray space which becomes present during the time the menu is slid out from the left (not necessarily a bug).
  - You must enable location access to begin searching cuisine types from the menu. This is notified by a message box on the map when html geolocation is not allowed. While one can change their center by clicking elsewhere on the map, it is currently such that one's search queries/center must begin where geolocation finds a user's location to be.
- Event listener related
  - This may be related to which browser you are on but inside of the inspect element console it happens every now and that a log appears which dictates a violation of having a non-passive event listener exists (pertaining to “scroll-blocking”). This has no negative effect on the run/function of our web app but simply appears as a violation in the inspect element console.