Product Name: Indecisive Decider
Team Name: RNGesus
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Working Prototype Known Problems Report

List of Functions not working correctly:

Home Page:

- **Preset Card Bugs:**
    - Have to click on text inside the black box in order to roll, clicking outside the box will not work. Inside PresetCard and PresetCardList js files.
        - Possible action: We could make the preset box smaller so that the User is most likely to click on the words in the box.
    - If you click submit while the text area for the Custom List is empty, then click a preset card below while animations are ON, it won't play animations for the first time when clicked.
        - Possible Action: Change how we check to do animations or check directly with the events done after clicking the submit button to make sure it works.
- **Animation + Audio Bugs:**
    - Clicking a decision too quickly or on the first try may lag the audio input. Inside AnimationPopup.js. Clicking show animation may have lagged audio when spammed.
        - Possible action: Preload the audio.
    - Animations might flip cards incorrectly so that it doesn't highlight the result on the first click. Located in Card.js and Deck.js.
        - Possible action: More time/experience with React spring.js to make animations cleaner.
    - Toggle Animation doesn't save the current state of the checkbox when you change back and forth from Navigation.
        - Possible Action: Have some global state that keeps track of the functionality for state saving.
    - If the size of the screen is too small, the interact boxes of the cards start to freak out and the animation does not play normally. When a card is clicked instead of the animation isolating the card clicked it gets flipped

while still inside of the deck and the other cards stay in the popup instead of isolating the clicked card.

- Possible Action: Investigate doing animations using relative units rather than static units like pixels.

- **Result Box Errors:**
  - If the user sends in a result and then switches back and forth using the navbar, you can resend the same result into the feed, effectively spamming the feed with the same result
    - Possible Action: Make the Result Box disappear after you click the "Share Result" button and/or make only the button disappear and don't bring it back unless it's a different result.
- **Saving Custom Lists:**
  - Although you can't initially create a list without a name when saving a list, if you type something then erase all of it, you can still save the list and get a useless preset card that can't be clicked due to no text existing.
    - Possible Action: Either make the preset selection like a popup to avoid an event like this from not working OR have a system to keep track of the text in real-time so that we can't press it unless it has text.
  - You can create a list with nothing and also give it a name and generate basically nothing, BUT it is editable to later gain an actual list
    - Possible Action: Disable the generation of the list if there is nothing inside of the text area, or maybe a state check like the above problem.
- **Editing Custom Lists/Presets Bugs:**
  - Continuous edits and submits to presets may make them gain extra spaces between items within the list. Does not affect functionality. Located in the APICalls and PresetController.cs.
    - Possible action: Hard to determine, should be taking out all items from the list, maybe destroying the list, and creating a new list instead of clearing the list.

Friends Page:

- **Friends Page:**
  - Opening one of someone's comment feeds will open all the comment feeds of posts. Located in Feed.js.

- ■ Possible Action: Maybe make it so that each feed item/post has its own expanded portion in order to expand only 1 comment section.
  - ○ You can send a friend request to someone you are already friends with. This was technically taken care of because trying to send a request will give the user an alert.
    - ■ Possible Action: instead of the alert, display on page error msg.
  - ○ New updates do not change in real-time, must refresh or go to different pages in order to see updates happen. Located in most APICalls, for feed or friend requests.
    - ■ Possible action: Maybe investigation on time pulls without having it destroy the server.
- **Others:**
  - ○ Might not be fully adaptable for mobile users. Located in CSS.
    - ■ Possible Action: Include a CSS file in order to make sure it adheres to mobile resolutions.
  - ○ Some buttons might not work initially or take a while after clicking them. Located in most UI files.
    - ■ Possible Action: Improve the actions with a time synchronization?