Since we have a basic layout so far, we still have bugs that need fixing. We plan on fixing what we can among those problems and continuing on with more use cases.

**Bugs:**

- Min and max restrictions on Date of Birth in signup form.

- Adding interests, check to see if already belong to the user.

- Unless we only show interests to which the user doesn't yet belong.

- For now, we override any pre-existing interests.

- Similar stuff needs to be done for all database inserts.

- Check for member panels etc.

- Check if user already exists at signup

- Location is currently hardcoded, as it's a required foreign key

- empty interests or panels causes errors in personal page query

**Issues:**

- Need to move from client-side to server-side or ajax form validation (required fields)

- Validate user is not already logged in before visiting the signup page.

- close all open database connections

The previous use cases needed a lot of foundation and learning to be done before the use cases could be completed. We aimed for 5 or so use cases last iteration, which was difficult to accomplish, so we are taking a step back (because we still need to fix bugs/issues). I think a good goal to set is 4 use cases. Additionally we need to keep building and I think our next step is panel and user interaction. Picking out a few:

* Pages for individual users
* Pages for panels
* UC3: Recover account/change password
  + Matthew is going to add to his password handling object a way in which we can generate a new password after completion of user verification of security questions? (i think we removed questions from the form so we may need to bring those back and in the DB as well)
  + We also mentioned trying to give them a ~6 day window to reset the password from the randomly generated using flags in the db and possibly an hourly query to check.

* Administrator: (built on top of moderator?)
  + For this we will need a fake moderator i think. Even though it is built off of the mod, there needs to be panels to moderate, therefore we need to have admins to manage panels.
* UC14: Create group
* UC24: Delete group panels

**Additional Use Cases (if we finish early):**

* Buddies (friends)[relations to other users]
  + UC11: Add user as friend
  + UC12: Remove user from friends

These are mostly suggestions and we can discuss them further in class or when we meet. I think these are good places to look at/aim for.

From this we can allow panel interaction such as posts (maybe we focus on this before buddies since it's a big task and an important part of the site).

**Documentation**

Updates:

* Vision
* Use Case Model
* System Sequence Diagram

Create:

* Design Document