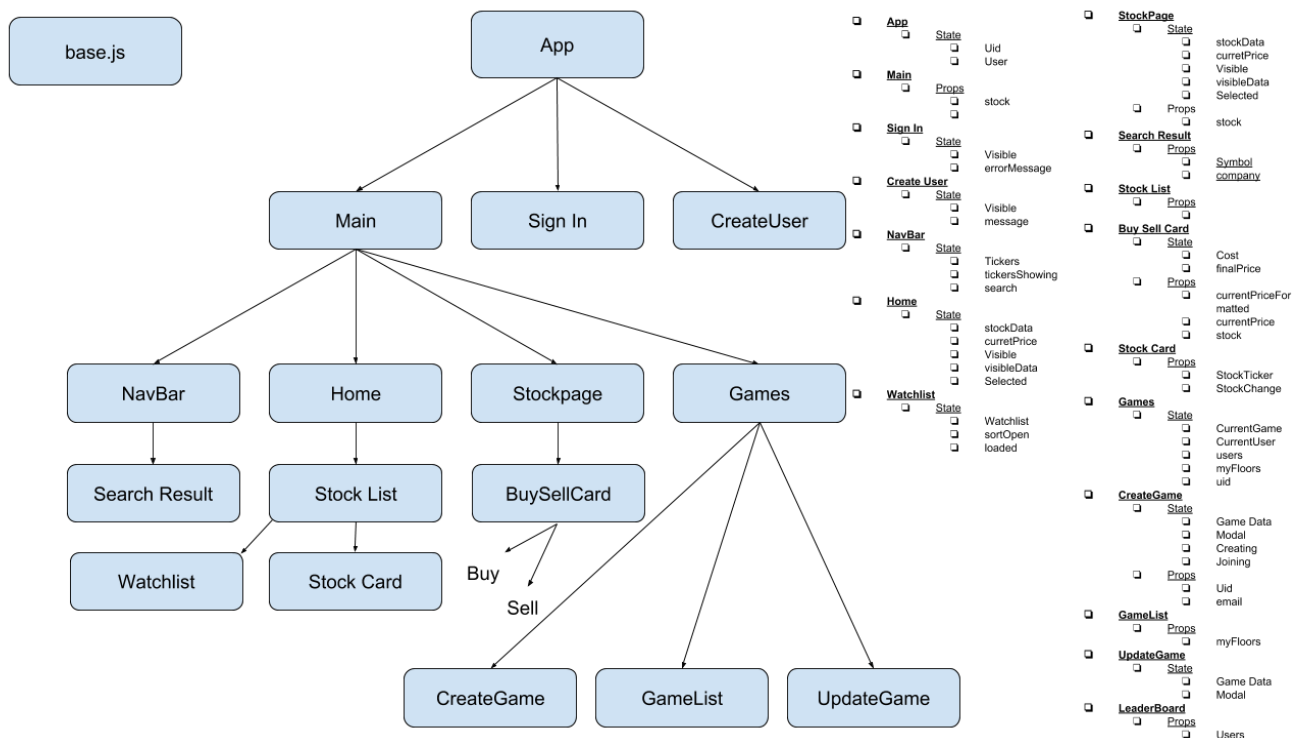# Portfol.io

PREPARED FOR

CS 408 Class Project

PREPARED BY

Team 1: Riley Robertson, Jake Koontz, Walter Jacquette, Kyle Brown, Jeremy Putnam, and Eric Thiem

Classification of Components

1.1 Define All Components

base.js			App		

Component tree: App → Main, Sign In, CreateUser. Main → NavBar, Home, Stockpage, Games. NavBar → Search Result. Home → Stock List. Search Result, Stock List → Watchlist. Stock List → Stock Card. Stockpage → BuySellCard. BuySellCard → Buy, Sell. Games → CreateGame, GameList, UpdateGame.

State/Props listing:

App
- State
  - Uid
  - User

Main
- Props
  - stock

Sign In
- State
  - Visible
  - errorMessage

Create User
- State
  - Visible
  - message

NavBar
- State
  - Tickers
  - tickersShowing
  - search

Home
- State
  - stockData
  - curretPrice
  - Visible
  - visibleData
  - Selected

Watchlist
- State
  - Watchlist
  - sortOpen
  - loaded

StockPage
- State
  - stockData
  - curretPrice
  - Visible
  - visibleData
  - Selected
- Props
  - stock

Search Result
- Props
  - Symbol
  - company

Stock List
- Props

Buy Sell Card
- State
  - Cost
  - finalPrice
- Props
  - currentPriceFormatted
  - currentPrice
  - stock

Stock Card
- Props
  - StockTicker
  - StockChange

Games
- State
  - CurrentGame
  - CurrentUser
  - users
  - myFloors
  - uid

CreateGame
- State
  - Game Data
  - Modal
  - Creating
  - Joining
- Props
  - Uid
  - email

GameList
- Props
  - myFloors

UpdateGame
- State
  - Game Data
  - Modal

LeaderBoard
- Props
  - Users

1.2 Which form of incremental testing

We used the bottom up approach because it makes testing much easier when you test the individual small components then worry about how they connect with their parent components. It also makes bugs stick out easier because we are looking at the small components first and then slowly adding higher level ones. It leaves a small area of location for the bugs to sit. Major bugs will be eliminated before connecting so the only worry is implementation bugs when it comes time to connect.

Incremental and Regression Testing

Module	Buy / Sell Card

Incremental Testing			
Date	10/17/2018		
Author	Kyle Brown		
#	Description	Severity	How Corrected
1	If the API didn't respond with data, the front end would show an empty graph	2	Add a error message letting the user know that they need to refresh
2	Error message was getting set but the error was not being showed to the users	3	Add a modal to display the error message given by the backend
3	Current Price was using the opening price of the stock rather than the current price given from the backend	1	Sort the data in ascending order rather than descending
4	Users were able to buy and sell stocks before the game started and after the game ended	2	Add checks when displaying the option to buy or sell stocks

Regression Testing			
Date	10/17/2018		
Author	Kyle Brown		
#	Description	Severity	How Corrected
1	Underline Display showing whether you were buying or selling was displaying the wrong underline	3	Fix the if statement that was showing the user which one was selected
2	When user switched between buy, then sell, then buy the cost was saying they were still trying to sell	2	Change the cost description everytime the buy or sell selector was changed

Module	Home Page - Watchlist

Date	10/19/2018
Author	Riley Robertson And Walter Jacquette

#	Description	Severity	How Corrected
1	Upon implementing the +Watchlist button, found that adding would not set the correct state and therefore cause the Watchlist to possibly become skewed.	2	Used the same state setting call that the button uses in the actual watchlist
2	Adding in the list caused bad formatting errors if it got too long	3	Adjusted size of rows and made the watchlist snap to the bottom of the screen in half screen mode
3	Watchlist data was bring returned with just the symbol of the company and no extra information.	2	Include the value and percent change in the watchlist call to display in each watchlist.

Regression Testing	
Date	10/19/2018
Author	Riley Robertson

#	Description	Severity	How Corrected
1	Upon correcting the state issue with the +Watchlist button and list, found that some states were contradicting each other.	2	Condensed the functionality into a two state variables for simplicity and easy functionality

Module	Stock Page - Watchlist

Incremental Testing

Date	10/19/2018		
Author	Riley Robertson And Walter Jacquette		
#	Description	Severity	How Corrected
1	Added disable functionality to Submit order button but caused states to be desynced in places they were set in other classes	2	Moved into a callback function and corrected state setting with other components
2	Added functionality of +Watchlist button and caused formatting errors on the stock page	3	Moved button to snap to the bottom of the buy sell card and take the width of the card itself
3	Watchlist data was bring returned with just the symbol of the company and no extra information.	2	Include the value and percent change in the watchlist call to display in each watchlist.

Regression Testing

Date	10/19/2018		
Author	Riley Robertson And Walter Jacquette		
#	Description	Severity	How Corrected
1	Submit order button no longer disables before and after a game begins/ends	2	Moved state handling function up to Main and passed down prop to Stock Page for disabled boolean. Also added function call in Games that updated the boolean every time a new game was selected
2	+Watchlist button would not refresh correctly	2	Moved state handling upward in inheritance levels and passed down a state changing call to handle refreshes

| 3 | Removing an item from the watchlist would remove from the database but return the frontend the non-updated watchlist. | 2 | Added a test to ensure that removing from the watchlist will return the proper updated watchlist. |

Module	Games Page

Incremental Testing

Date	10/19/2018		
Author	Jake Koontz and Jeremy Putnam And Walter Jacquette		
#	Description	Severity	How Corrected
1	Calling the function to get total assets did not work with games that have already been completed	1	Added a check to search in either active games or completed games when looking up information
2	Calling the function to get the winner of a game did not return all the information necessary for the leaderboard	2	Added a variable to track the trade count before returning the leaderboard information
3	Games were still treated as active after ending	2	Added a new field in the database to store completed games
4	MyStocks component showed stocks remaining after game is completed	3	Removed stocks from user's data since those stocks are "sold" when the game ends
5	The user's performance history graph did not contain the same final data point that the leaderboard contains	2	Added a data point to reflect the user's current total assets to the leaderboard graph
6	When was 'completed' and the time passed by the user's game portfolio and history got erased.	1	Moved each user's game progress to a new object called completed_games

Regression Testing

Date	10/19/2018		
Author	Jake Koontz and Jeremy Putnam		
#	Description	Severity	How Corrected
1	Calling the function to get the winner of a game returned an error after altering the function to get total assets	1	Updated variable names in function to get winner

2	The automated function to check for completed games was writing the wrong information into the database	1	Changed the source of the rewritten data to correspond to the user rather the game in general
3	Countdown timer no longer displayed winner after a game is made inactive	1	Changed database to include a copy of the final game data
4	Storing the game as a completed game instead of an active game prevented the leaderboard component from retrieving the data it needed	1	Rewrote the leaderboard to check if the game is active or completed before deciding where to get the information from

Module	Trending Page

Incremental Testing

Date	10/19/2018
Author	Eric Thiem

#	Description	Severity	How Corrected
1	Switching to display the weekly trending stocks from the daily would continue to display the count corresponding to the daily number of buys	1	Added a check to ensure that the correct variable of daily or weekly buys is being displayed
2	Retrieving both the daily and weekly trending lists when the page first loaded would cause it to take a very long time to finish getting all the data	2	Changed loading technique and switched to only load the weekly trending once the button was clicked
3	When first loading the trending page, a table full of empty cells would be displayed until the backend responded with the data	3	Added a variable to wait to display the table until everything has loaded

Regression Testing

Date	10/19/2018
Author	Eric Thiem

#	Description	Severity	How Corrected
1	Adding the weekly trending button caused you to be unable to switch back to daily	1	Added a more robust onclick function to handle switching between the two
2	When switching to weekly stocks from daily, the number of stocks purchased would switch to the weekly amount for the stocks on the daily table before updating the whole thing	2	Added a check to wait until the weekly data is received before making any changes to the table

Updated Backlog

Milestone	Tasks		
#	As a user	Hours	Planned Status
1.01	As a user, I would like to be able to create an account	7	Completed in Sprint 1
1.02	As a user, I would like to be able to login into my account	7	Completed in Sprint 1
	As an Investor		
1.03	As an investor, I would like to have my portfolio performance on my home page	22	Completed in Sprint 1
1.04	As an investor, I would like to have a list of my currently owned stocks and current prices	15	Completed in Sprint 2
1.05	As an investor, I would like to have a list of my stock watchlist and current prices	15	Completed in Sprint 2
1.06	As an investor, I would like to be able to sort and remove stocks from my watchlist.	18	Completed in Sprint 2
1.07	As an investor, I would like to be able to search for new stock tickers	20	Completed in Sprint 1
1.08	As an investor, I would like to be able to add a stock to my watchlist	12	Completed in Sprint 2
1.09	As an investor, I would like to be able to view a stock page that has data on historical performance and market data for the current day	25	Completed in Sprint 1
1.10	As an investor, I would like to be able to buy a specified quantity of the stock I am currently on	18	Completed in Sprint 2
1.11	As an investor, I would like to be able to sell a specified quantity of the stock that I currently own	18	Completed in Sprint 2
1.12	As an investor, I would like to be able to see a leaderboard with the portfolio values of everyone in the game	12	Completed in Sprint 1
1.13	As an investor, I would like to be able to click on a user on the leaderboard and see a graph of their portfolio's value	15	Completed in Sprint 2
1.14	As an investor, I would like to have a list of the daily and weekly trending stocks	15	Completed in Sprint 2
1.15	As an investor, I would like to have a page which explains some basic investing strategies	3	Completed in Sprint 1

	As a Game Creator		
1.16	As a game creator, I would like to be able to start a game lobby and specify the game rules	10	Completed in Sprint 1
1.17	As a game creator, I would like to be able to change the rules of a game which is already created before it starts	12	Completed in Sprint 1
1.18	As a game creator, I would like to be able to invite other users to join the game	12	Completed in Sprint 1
1.19	As a game creator, I would like to know how much time is left before the game starts and ends	3	Completed in Sprint 2
1.20	As a game creator, I would like to know who wins the game when the game ends	3	Completed in Sprint 2