

As an admin I need to assign an access code for a new hunt so I can create a new hunt (1 dev 30 min)

So, this is what I commented on Jira at first before I tackled anything to think about how I wanted to approach this:



Ryan Cooper 3 minutes ago

How I'm going to complete this task:

Access codes shouldn't be long : This one is kind of dependent on the name of the hunt since having a phone number is necessary for the access code and we don't really have a concrete definition of "long"

Access codes are unique for each hunt : This one is already "done" considering access codes are "phone_number/hunt_name" and a phone number is inherently unique

The access code can't be the same for another active hunt at the same time : For this I can test if an admin can make two hunts with the same name. (In this case there would be a single active access code that correlates to more than one active hunt)

First, Josh and I figured out how to limit the number of characters when entering in a Hunt name so that there can be no null or "infinite" values.

```
<label asp-for="HuntName" class="control-label"></label>
<input asp-for="HuntName" required class="form-control" minlength="4" maxlength="50"
<span asp-validation-for="HuntName" class="text-danger"></span>
```

I then did the same thing for the Invitation text and the Theme, adjusting the max length to what felt appropriate

Since the codebase already takes the hunt name and phone numbers from users to generate the access codes. I think this solves "long" access codes.

There are plenty of sub-issues evolved from this since long is pretty subjective and the vision for the service is to just use someone's phone number as an access code and the codebase incorporates the hunt name in the access code since there is no "hunt-specific link" the players can receive in order to enter into a hunt.

Access codes are unique for each hunt:

So, for this one I inferred that access codes ARE unique for each hunt due to phone numbers. Things got fuzzy once I got to the third acceptance criteria where I was in fact able to create two hunts with the same name. From this I determined that the creation date of the Hunt is the primary key in the Database as it would make sense to have multiple hunts with the same name for example if you do an annual “Holiday Hunt” (you wouldn’t want to come up with a new hunt title every Holiday). And based on my findings in the final acceptance criteria; an access code **is** unique for each hunt as a user can only be in **one** hunt at a time, this ultimately boils down to the invitation link (attached to a hunt) that players will receive via text/email.

The access code can’t be the same for another active hunt at the same time:

For this one, I went into admin and set up two hunts with the same name/start time/end time. I then went in and added myself to one of the hunts. Adding the user to this hunt means that when I sign in with my account and put in the access code I will only join the hunt I’ve been added to. After adding myself to the first hunt I went and added myself to the other hunt and it ultimately did not allow me to be in both hunts at the same time. IF I was in both hunts at the same time then the access codes would be the same and undoubtedly conflict with each other or just throw me into one or the other arbitrarily. Now, from the eyes of the player, both of these hunts DO have the same access code. Since I can only be in one hunt or the other it ultimately depends on which hunt the user joins via the invitation text/email. The admin might know there are two hunts with the same name but might only want x amount of people per hunt instance but the player will be oblivious to “which” hunt they will be in.

4/5/2023 10:58:19 PM	hunt_test	11/15/2023 2:29:00 PM	11/15/2023 2:59:00 PM	00:24:12	1	0	Edit View Hunt Delete Hunt
11/15/2023 2:29:56 PM	hunt_test	11/15/2023 2:29:00 PM	11/15/2023 2:59:00 PM	00:24:12	0	0	Edit View Hunt Delete Hunt