

Agenda:

- Remaining tasks for next deadline
 - Is anyone stuck on something?
 - Are there still problems/bugs with existing code?
- Clarify Github/coding workflow
- Plan MVP walkthrough
- Assign and get started on next set of tasks

Minutes:

- Remaining tasks for next deadline
 - Is anyone stuck on something?

Accept/reject/claim emails: Send Chou the details (just prices), controller for reject/collect money buttons (after Vincent updates the rating model), double-submit-cookies

Pay and rate: Keep it simple first, get rid of the rating Model, get rid of MIT ID (Vincent)

JS tests/ time zone, revised design document, negative price validation (Czarina) Filter (Joseph)
 - Are there still problems/bugs with existing code?
 - Pickup time - get rid of the original setting - it becomes the pickup time after negotiations which happens after Claim is pressed so Pickup time is still set in the Deliver Now modal

New design decision

- when a shopper presses "Claim", there will be an email to requester to ask him to contact the shopper to set a pickup time. Then, the shopper will press "Deliver now" to set the final pickup time, and another email will be sent to a requester.
- just make "To Deliver" editable

- Collapse the dashboard
- Show contact information
- Get rid of MIT IDs
- Actual price hasn't shown (add to dashboard)
- Negative price should be forbidden (there's already client-side validation for this but currently it's buggy)
- Price and tax (ask shopper to enter tax rate)
- Fix the modal for notification details
- Fix the search function for dashboard request & deliveries: so that overdue
- claimed deliveries still show up
- Maybe create notifications after delivery accepted/rejected (which can be closed after 'seen')
- Display

- Security
- Revised Design
 - getting rid of rating model
 - stripe for payment
 - email notifications
 - no MIT IDs
 - account verification
 - pickup time as described above
 - API keys in config file
 - Requested section from TA explaining payments