

Working Prototype Known Problems Report:

Product Name: Rendezvous

Team Name: Rendezvous

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Known Problems:

1. Sometimes, we see yelp locations around two spots. The old midpoint's yelp locations stay displayed, and the new ones show up. This problem happens occasionally, so it's hard to keep track of and debug. We think it might have something to do with asynchronous functions, but can't say for sure, as it doesn't happen consistently enough for us to pinpoint the problem.
2. On android, sometimes the map doesn't load. This error occurred to some group members when they set permissions to 'access location while using the app only'. When permissions were changed to 'always allow location access', this problem was solved on android. This was a weird bug, as it didn't happen to everyone that had the 'access location while using the app only' permission. Even when the error occurred, for some people, they just had to reload the app, whereas for others, it would never work. This problem also never occurred on iOS, which made it very hard to find, as we are using a cross platform language, making it difficult to find what was causing errors in just one system.
3. Sometimes, no yelp locations will show up for a user, despite locations showing up for other users in the same room. We think that the problem was that our slider range of 25 miles was greater than the yelp API range of 40km (slightly less than 25 miles). We think we fixed this error, but in case anyone experiences this error still, we were not able to solve it, as it seemed to be something with the yelp API.
4. Swipe from map page takes you back to create room/join room option page.
5. New Yelp locations can occasionally be added when sliders are changed even though logically the results should be the same.
6. When we use the 'distance from midpoint slider', we noticed two calls get sent to the yelp API when we slide, versus only one call when we click a point on the slider. This was pretty weird, as we used the onChangeEnd() method for the Slider class, that should've only called the yelp API when the slider was let go, finalizing a value.
7. The yelp API returned some strange values that were outside of the radius mentioned. We tested this extensively, and after testing the yelp API, we realised that the problem was with the yelp API returning some incorrect locations.