GeoPost Group Report 6

HTTP Requests/Routes

Sam:
GET /search/:query
GET /user/:userID
GET /getcomments/:postID
GET /hot/:count

The permissions are universal. All users and potentially even non registered users can do searches on GeoPost and view individuals.
userID is also public because it is the identifier to an individual's profile instead of being a number

Phil:
PUT /:userid/message
GET /:userid/messages
PUT /:userid/message/:chat/read

The permissions are only for the user whose id matches the userid. This way messages between two individual people are private between them and can't be accessed by people with a link.

Special Setup
There is no additional server setup required to run our project other than the standard setup used in workshop 6

Individual contributions
Sam: Updated search to work on server, removed a lot of unnecessary code. Search pulls from the database based on relevancy to the search. Updated hot to work on server. Hot pulls from the database in order of the ratio between likes and dislikes. The algorithm can be changed at a later time. Moved comment api to server. Moved getUser(userID) to the server, and moved the comment API to the server as well.
Phil: Implemented the server starter code, updated messages to work properly on the server. Adjusted messages to be its own data, instead of being subdata of a user's profile, this way we can check if a message object already exists.
Daoxu: Report. Old computer bricked so contributions to the project will be delayed. Will be updating profile to work properly on server. Profile will pull the most recent posts by a specific user from the database, parsing posts based on latest time.
Henrique: Updated index to work based on the server

Lingering Bugs/Issues/Dropped Features
Profile hasn't been updated to work on the server as of December 1st.

Profile Settings has yet to be added to the server

Messages sometimes show no profile picture/name when the server first starts up, fixes itself

Index currently fails due to the index not being updated to use the async getUser function yet