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CSCI E-15c Project Documentation
1st Update - 9/26/2016
2nd Update – 10/3/2016

Proposal
September 11, 2016

A fictitious small not-for-profit organization, The Young Gamers Bridge League (YGBL), has been established for the purpose of spreading awareness in and increasing the accessibility of contract bridge to a younger, more diverse generation. A 2005 New York Times opinion article [CITATION Sha16 \l 1033] reports statistics from the American Contract Bridge League that, of the 25 million people in the US above the age of 18 who knew how to play bridge, only 3 million played once a week. Furthermore, the article states from these 25 million people, the average age was 51 years, the average income was $62,000 per year, 79 percent had a college degree, 71 percent were white. The article was written 11 years ago, and the average age of bridge players has doubtless increased. The popularity of electronic gaming devices, television, and online gaming likely keeps the younger generation occupied and entertained, but the result is that it is missing out on valuable relationship-building and logical thinking skills that could be gained with face-to-face table-top gaming.

The goals of the YGBL's website is to disseminate instructional information and promote awareness of new gaming opportunities in the community to new bridge players ages 18 and older who might enjoy electronic games but are not accustomed to playing games face-to-face. Users of the site will be able to create a profile listing their interests and experience with bridge; users will have different levels of access to the site depending on whether are a regular user (a basic registration process, where users agree with basic rules of etiquette), an experienced/professional player (approved by a moderator based on their testimony on why they qualify, i.e. someone well-known in the bridge community), or a moderator (assigned by other moderators). The structure of the website will be arranged into various sections, such as step-by-step video tutorials arranged by topic and indexed for searching, searchable articles with content versioning by professional and experienced bridge players (with hyperlink text to videos and terminology, to make the information more accessible and interactive), events for learning and friendly/competitive gaming opportunities, a resources/links page, and a topical forum for inexperienced players to ask experienced players questions about the game. Experienced and professional bridge players will be given editing privileges to author and edit articles and add input to

forum threads, and they can also pin forum threads. Articles written by bridge players will undergo a review process by website moderators. Website moderators will also be given similar editing access, and they will also have the ability to temporarily or permanently ban regular members. Other features of the site might include forum polls, event polling, educational/interactive quizzes (i.e. which play or bid is best in a certain situation), and photos that a user can upload that are associated with events or onto the forum.

Osberg, S. (2005, November 27). *Bring Bridge Back to the Table.* Retrieved September 11, 2016, from The New York Times: http://www.nytimes.com/2005/11/27/opinion/bring-bridge-back-to-the-tab

Access/Authentication information (site URL, test users)

- URL: http://efangcscie15czrrayieqav.devcloud.acquia-sites.com/
- Test Users: rmazur
- Password: T3sting123)A
- I might have accidentlally removed the block to let you log in? Apparently going to localhost/user/login will log you in.

Enabled Modules

- Devel, Discussions, Block_Example, Example, webform

Contributed Modules

- workflow, workflow_ui, kint, advanced_forum

Custom Module Description

- custom_node

  - o It mainly just adds a block that says "this is a node!" It also has some hooks that alter the search form (I added a link to Google and to a Wikipedia article about Bridge) that would normally show up on the sidebar of Bartik (but is at the bottom of the page in my super simplistic custom theme). The other hooks that I tried implementing don't really work. custom_node_menu hook didn't work, and none of the form_example code from the Drupal 7 tutorial worked (well, I guess it's for Drupal 7 for a reason).

Custom Theme Description

- custom_theme

- super bare-bones theme that was mainly just produced from watching the class video, and I threw in my own card logo.svg to make it look a little bit bridge/card themed, but that logo doesn't show up locally for some reason on my computer. The templates were mainly from an e-book I found online about templating-- "Drupal 8 Theming With Twig": https://cldup.com/XWGNta8nLf.pdf

  I added some Twig code to render the footers and sidebars onto the page view.

Known Issues

- The live site is dead. I included a dump archive of my local in the submission. I did some things with panels and views on the live Stage site, that might not show up on the local site, since my local environment has been very finicky... Not sure what to do about that, but this is what I have at the moment.

Planned Improvements

- 9/26/2016 –

  - Workflow modules are still being researched for access and content creation.

  - Need to update Drupal Core to latest version 8.1.10

  - Install base theme – I've installed Omega, but have not enabled it yet. Want to look at others as well.

- 10/3/2016

  - Updated Drupal Core, and installed following modules/themes: workflow, advanced_forum, omega, webform. Testing and enabling and possibly enabling the modules/themes is underway—as soon as a find a working version of Drush that is compatible with Drupal 8.1.10, which has been installed.

  - Workflow looks promising for figuring out user roles and permissions, and the advanced_forum is a big feature that I wanted the site to have, so as soon as I am able to figure out the compatibility issues in operating system and drush setup I will get to this.

- o I still want to look at other base themes. Too many technical issues popped up this week—Cygwin didn't work, Acquia Dev Desktop didn't work, gitbash didn't work. I could do everything manually on Windows, but that will be slow and clunky. Probably jumping ship with Windows and trying out Linux next. Even enabling a module locally through the local site times out after 30 seconds with an error; it would work much better through a drush terminal that works.

- 10/17/2016

  - o I have managed to install Linux and Drupal, but need to use the LAMPP application to somehow link up to the local mysql database so I can use git commands and update things accurately. Also need to update Drupal. Have a working version of drush on Linux that is able to work with Drupal 8, finally, but just need to finalize the local workflow setup.

- 10/18/2016

  - o After many hours of banging my head against the desk and many google searches, I came across: http://askubuntu.com/questions/520634/giving-ownership-of-the-directory-to-the-apache-user

    - ▪ realized that ownership of mysql and apache2 files in linux needs to go to mysql usergroup and Apache user, apparently, not me. Ran the following commands… in order

    - ▪ `sudo chown -R www-data:www-data /opt/lampp/`

      - • `after running the above command, got errors from mysql and then figured out the following needed to be run`

    - ▪ `sudo chown mysql:mysql /opt/lampp/var/mysql/`

  - o Sites still didn't load, with errors in the logs I was finally was able to figure out httpd.conf configuration issues so that apache2 could work properly. Needed to update the Directory block in httpd.conf to include AllowOverride All and Require access granted, or something like that. Referred to this post:

- http://stackoverflow.com/questions/18392741/apache2-ah01630-client-denied-by-server-configuration

o Updated Drupal Core to 8.2.10 – apparently Linux doesn't like dragging hidden files. Took me an hour to figure out what was wrong and that it wasn't another permissions issue, it's ust because .htaccess and the other hidden files weren't transferring over during the update process.

- There seem to be some error reports on my Admin Status Reports page after update, but I will ignore them for now, since I'm not sure what they mean?

- PHP OPcode caching can improve your site's performance considerably. It is **highly recommended** to have OPcache installed on your server

- The trusted_host_patterns setting is not configured in settings.php. This can lead to security vulnerabilities. It is **highly recommended** that you configure this. See Protecting against HTTP HOST Header attacks for more information.

- 10/24/2016

o I enabled modules on the Linux system, it seems to enable them all locally using drush, but git does not pick up on any changes at all. I'm not sure what the issue is….. I can't push anything up to the dev server because no changes are detected. It's quite odd. It keeps saying there's nothing to commit. I enabled Omega, webforms, workflow, workflow_ui, and other locally. Need to find another workaround… Also, for some reason now drush cr gives me an error that says I need Drupal Core 8+ to run. But I do have Drupal Core 8+. I updated Drupal Core already to Drupal Core 8.2.10. Not sure if I'll ever get to actual development with this stuff? Might be a file permission thing locally, maybe I will play around with it more and just give read-write access to everything in these directories that have my site files.

- 10/30/2016

o It seems that the modules and configuration changes are working on the development server, but pushing them all to the live stage isn't really working. I managed to push the configuration changes from local to devel and then to to stage, but it seems to be the wrong way to go about it. I uploaded did drush config-import, used FTP to push the sync folder contents to development, and then dragged "code" and "files" to stage, but nothing happened. I'm afraid I might be doing the workflow backwards somehow… I seem to remember you drag the

database files down from stage to development to local, and everything else the other way back up (files and code), but I might be wrong…? Maybe I just didn't wait long enough for the live site files to update. It seems that a lot of the content and module updates in the instructional videos are happening on the local server, so I'm a bit confused as to what's going on. See change log for more details.

- 11/7/2016

  o Updated Drupal to 8.2.2, dragged database from dev to stage in Acquia Cloud. Tried adding a rule where the System says "Thanks for visiting" when a user logs out, but nothing happened, even after drush cr… I might revisit Rules later, since this still isn't working for whatever reason.

  o Looks like users and content are on my local server, but not on stage… Need to figure that out too… Now I need to fix the workflow of git again, local and dev are out of sync. Or I think I'll just work on the public site from now on and just pull everything down…? I guess since I can't figure how to push content and users from my local server to stage, I will just have to do all of that over again, which will take more time. I wanted to get to views but still troubleshooting basic things, again… I fixed the out of sync git issues between local and dev by just pulling everything from stage.

- Tried making a sql dump of DB and then uploading it to dev…

  - scp mysite.sql.gz efangcscie15c.dev@free-5841.devcloud.hosting.acquia.com:./mysite.sql.gz

  - drush --force @efangcscie15c.dev ah-db-import mysite.sql.gz --site=efangcscie15c –env=dev

  - This seemed to work okay, so now I have actual fake content on the site. I will work on views next.

  - Deactivated maintenance mode and the region display in Omega theme on stage… responding and saving comments to blog posts is weird, there's odd looking HTML related things underneath. I'm not sure what that is about.

  - From now on I'm just going to work on the content on stage; it seems to be the way to go. It's too much of a hassle to work on local and then try to push everything in the DB up to stage.

11/14/2016

I added a few views to the website that show (I think) related articles and related people's profiles, and they are filtered to only show up on either an article/forum page or a profile page, respectively.

There are apparently other updates on the site that need to happen, but I'm too afraid to download them and change things up, because it might break my already fragile website if a file changes or some setting changes--I apparently don't have a certain Javascript library, and workflow is not up-to-date; I can't update form the stage server because I'm not sure what the necessary FTP or SSH password when accessing through Acquia Cloud. I could try to update these things locally then push it up, but I'm hesitant to do anything locally anymore now that I have things up and running on an actual public site, since things broke so much before.

i.e.

D3.js library   Not found

Webprofiler module requires D3.js library to properly render data. Download D3.js into /libraries/d3/d3.min.js.

and

Updating modules and themes requires access to your server via one of the following methods: FTP, SSH. See the handbook for other update methods.

NAME	INSTALLED VERSION	RECOMMENDED VERSION

Update Workflow

Workflow	8.x-1.0-beta5	8.x-1.0-beta6 (Release notes)

Moving along to panels next; I would like to figure out a foolproof and safe way to update my files for workflow and the JS library to stop complaining

on stage, but not sure what the best way is without messing up my file structure and permissions, etc. I am really afraid of spending hours longer debugging silly setup things rather than actually learning about how Drupal works, so I am going to try to move onto panels, modules and theming next and blow through all that since time is running shorter.

11/28/2016 - Downloaded the 4 necessary modules for panels (see changelog), but haven't done anything with it yet. I updated Drupal Core, no real issues, but there are some on-going errors for webprofile that I'm choosing to ignore. Regarding views, I have created taxonomy terms and vocabulary, and can add them to various content types, but for some reason when I create a new forum entry the forum field throws an error when I try to save, saying that the term can't be referenced. I'm not sure what the issue is there. I am going to mainly play with views. I was able to generate a list of "card articles" in the view for the manually created pages, but I'm not quite sure how to display articles in the view that have a single taxonomy term match. The view does not generate any hits if I add the contextual feature... maybe because all the fake articles about cards have multiple taxonomy terms and they need to have exact matches, rather than just a single match?

12/5/2016 – I activated panels and tested it on the Article Content type. It didn't work with the Omega theme, but it did work when I switched back to Bartik and that was fine. I'm fairly concerned that, because Omega didn't work with Panels, a custom theme might not work with it either, but time will tell (I actually need to come up with a custom theme). I also need to come up with a custom module. Need to watch more lecture videos; fortunately I found an add-on for my brower to change the playback speed on Vimeo so I am on my way. With Panels, I'm not too sure how much I actually need to "use" it though, since each piece of content would need to be manipulated and there are hundreds of nodes. I think I will make some actual pages and manipulate the layout directly (perhaps 10 of them) and to to make things "pretty" and user-friendly.

12/15/2016 – Updated Drupal core to 8.2.4

In the process of creating a test module, I tried a drush cr after upgrading core, but I got an error...

[error] Drush command terminated abnormally due to an unrecoverable error.

Error: Cannot use Drupal\Component\Utility\String as String because 'String' is a special class name in /opt/lampp/cscie15c/site/efangcscie15c/docroot/modules/advanced_forum/src/Form/AdminSettingsForm.php, line 14

I ran drush pm-uninstall advanced-forum locally, because why not, it's not working anyway and never actually did since I installed. (Drupal seems really unstable, how do people successfully use this without all the debugging…?)

I ran drush cr again, and it worked. That's good, except I had to remove a module that I thought would be good. Oh well.

I also loaded localhost, but the layout is all messed up… and it keeps saying "The website encountered an unexpected error. Please try again later." whenever I try to click on "Appearance" or "Configuration," so that is a problem. These errors only happened after I upgraded Drupal core… I saved the .htaccess file and the robots.txt, the settings.php and settings.local.php, and redragged them into my folders afterwards too. I'm not sure what is wrong, and why it's not working locally but is working online, but apparently Drupal doesn't like me and I can't develop locally. Oh well, I will just test everything on stage since things seem to be working on there.

12/19/2016 – I added a custom module called "custom_node", but it's mainly from following along from online videos on the class site and a website I found. I would probably add more elaborate hooks if I had more time. I also added a custom theme, "my_theme", which I am playing around with as well, that extends classy and is not too complicated.

I haven't really gotten as far as as I would have liked at this point, to making my site look nice or using twig fully with more of my own code (the majority of it is from tutorials and me just toying with code pulled from those sites, which I have referenced above in "custom modules" and custom themes", as well as in my changelog, but since I don't really have much time and need to submit something, I will submit this site as is.