Meeting 2 notes

- How do users search for an exchange?
    - Decide on autocomplete box for starting new chats
- How to save chats
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- General Questions about MVP vs Final
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- Suggestions for actually coding together?
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- General input on design?
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Other Notes:

What to do about wait times?

- Chat is a mixture of online and offline messages. (seperated by colors or whatnot)
- Then you can send people messages offline as well as online
- Chat log by user is a history of online and offline messages

    Matching algorithm gives preference to people you have not chatted with.