

Chat App Case Study

This project is a native chat application developed using Expo and the Gifted Chat framework. It was created as a side project that could be incorporated into my professional portfolio. The application started out as a simple idea laid out on paper using wireframes and user stories. These then developed into user flows which allowed the idea to come to life in a tangible way. Developing these ideas first allowed the project to come together much quicker than other projects because there was a solid groundwork and a reference point guiding the project. To help the project stay on track with the timeline that was given, a Kanban board was utilized.

Even with these tools in place to make the project flow smoothly, problems did arise. The largest of these problems was a permissions issue that denied the user access to their messages after logging in. At this point, all updates were run, and the code was verified as being accurately written. The project came to a quick halt. After one day of thinking through all the possible issues, a duplicate application was created using the same frameworks and code. The duplicate application was tested and worked properly. It was then compared to the original application to check for inconsistencies in the two applications. It was discovered that the original react-native framework that had been installed with Expo needed to be updated to be compatible with the SDK of Expo.

While this issue did create a setback, the project was completed in the month timeframe allowed. Greater working knowledge of the Gifted Chat framework would help the overall outcome of this project. I was responsible for developing this application with the help of a tutor, Jamal Alawes. The source code for this project can be found on GitHub at <https://github.com/scott-a-hall/chat-app>.