COMP 504: Graduate Object-Oriented Programming and Design

Lecture 33: Chat App Development

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https://www.clear.rice.edu/comp504

Announcements & Reminders

- Final Chat App due Wednesday, Nov. 11th at 11:59pm

- Final Chat App presentations (Mon. Nov 16th - Fri. Nov. 20th)

- Game project description released on Wednesday, Nov. 11th

- Game API Design due Friday, Nov. 20th at 11:59pm

- Final Game due Wednesday, Dec. 2nd at 11:59pm

- No oral presentations for game

Final Chat App Presentation Sign Up

- Monday, Nov. 16th
  1. ZoomCoders
  2. ChatUp
  3. Kite
  4. Open

- Wednesday, Nov. 18th
  5. Babylon
  6. Yokushi
  7. Sammy the Owl
  8. Open

- Friday, Nov. 20th
  9. e2eComm
  10. Dragon
  11. Open

Chat App API Design Feedback

- UI layout/design impressive

- UI design choice (buttons, drop-down menus)

- Messages with images (emojis), not clear how to send

- Alerts (not good)

- Inviting users to rooms / user specifying a room to join

- Distinction between public and private rooms

- Display of possible rooms to join

- Switching chat rooms (UI)

- Recalling messages not clear

- Make sure page is responsive

Chat App Development

- What tasks are in progress/complete/not started?

- What are the current project risks?

- How are you planning to mitigate the risks?

- What unit testing is in place/planned?

- Any known bugs? How are you planning to address the bugs?