Meeting Agenda 11/24

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Agenda

1. MVP is done! Woo!
   a. Like a simpler, online Tinder. We think we're on track!
2. Review progress report
3. Demonstrate application
4. Reflection on how things are going so far
5. General questions/thoughts

Progress

Since Last Meeting

1. Finished up all the pre-MVP milestones
2. Wrote automated tests for all three of our models
3. Launched our online version and got andchill.co up
4. Enough manual testing to feel confident that our application works

Achieved Milestones

1. All pre-MVP milestones achieved
2. MVP
3. Lots of security risk mitigation done already, which we were originally planning on postponing to final release.
   a. Ex 1: EJS templating engine won't render HTML tags in chat/bio/etc, eliminating the risk of XSS
   b. Ex 2: We use Passport.js for logins, and we hash passwords in our database (no plaintext)
   c. Ex 3: Restricting access to pages requiring an account to authenticated users

Missed Milestones

1. Profile image uploading – sort of. We decided to use Gravatar or a Facebook profile picture (see changes)

Difficulties

1. Four-way collaboration on such a small codebase. At times, we were all blocked while waiting for other people to make changes
2. Since our milestones weren't ordered very efficiently, we had to go back and change a lot of the code written before the last meeting to work with future changes
   a. We should try to more effectively communicate some of our technical plans in order to maximize our efficiency
3. Heroku is a little bit slow because our instance is so small. This makes us concerned that there may be a great deal of chat latency
4. Tests take a long time to execute (about four seconds for nine tests), but all pass on our local systems
5. It's important to use ObjectId.equals instead of === when comparing ObjectIds. This introduced a few subtle bugs
6. Chat messages were showing up multiple times at one point, but we now check message IDs to avoid this

Changes

1. Instead of dealing with file upload ourselves (for profile pictures) we decided to use Gravatar for the MVP. This is somewhat effective in that it allows people to focus on mutual interests instead of just attraction. However, we are a dating app, so we may want to consider allowing people to upload more (flattering) pictures to our server as well
   a. Accounts created through Facebook use the account's Facebook profile picture instead of Gravatar
2. For the MVP, we're limiting the number of movies that users are able to associate with their account. We plan to remove this limitation in the final version