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CSCI 3308
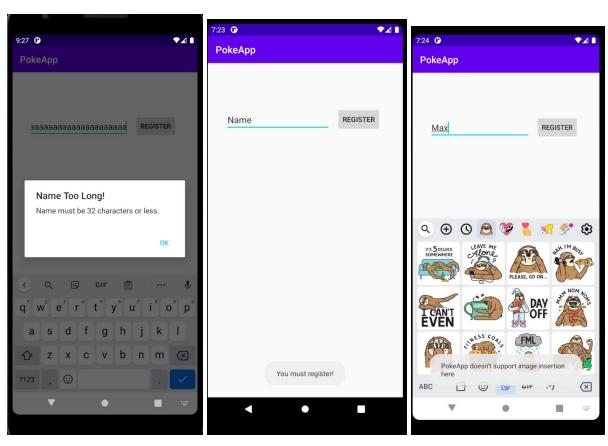
13 November , 2020

Poke App - Team 1 Milestone #5

Risks:

- Bad actors learn API which currently has no authentication, allowing them to act as anyone
- Performance issues involved with server handling client poll requests over and over again
- As the app currently has no monetization system, it is potentially a net financial loss because of server costs unless one is created.

UAT TEST 1 REGISTRATION- max:

Users cannot submit registration if their input exceeds 32 characters.

Any input that does not exceed 32 characters will be accepted.

Users also can not back out of registration even if they press the back button on their device.

If they press the back button, a toast will appear saying, "You must register!"

Users cannot try to insert images into the text field.

UAT TEST 2 POKE SUCCESS INDICATION - Zachary
- User should receive a notification indicating poke success after clicking on a friend and choosing a poke type to send.
- Acceptance Criteria:
    - If a user backs out of the poke menu after clicking a friend, the client should return to the main activity as normal
    - After a user clicks a poke type, a network request is sent and a notification should be displayed indicating success.
    - The target user and payload data should be handled by the server and the corresponding packet should be sent to the target client associated with the target user.
- Testing plan:
    - We will test these functionalities by assuming two paired clients, loading one of them onto a device, sending a poke to the other, and observing whether or not a success message is displayed on the senders screen.

UAT Test 3 Valid QR Code Scan - Helen
- Scanning an existing QR code will add them to the user's friend list normally
    - Friends list will be updated with the new friend
- Scanning an invalid QR code will warn the user that they have not scanned an existing user, or that it is an invalid QR code
- After either outcome user will be taken back to the QR code scan page

UAT Test 4 Removing Friends - Jackson
- After remove friend is called a notification should appear whether successful or not
    - Friends list is updated to be without friend removed

- Removing a friend that has already removed you before /update is called will result in an error message

Contributions:

- Zachary Lefin
    - Fix bug with delete friend, update friends list functionality in update thread, update cli testing client to reflect server-side changes, abstract Poke and Friend data into data structures.
    - [Most recent commit](#)
- Max:
    - Friends List
        - FriendAdapter
        - Poke Options List
    - QR scanning and Generation
        - Adds friend on scan
    - Poke
        - Added Image Src to poke type
    - [Most Recent Commit](#)
- Jackson: short/long press for buttons and back button disablement
- Helen: Poke app logo & different types of pokes

    [most recent commit](#)
- Jake: Proper display of notification content. Working to solve issues with installation.
    - [github branch](#)

Project Management Board Screenshot:

Board ✓ **PokeApp** ☆ | PokeTeam Free | Team Visible | ZL HH JN JR KB +1 | Invite | ☁ Butler (8 Tips) ⋯ Show Menu

Backlog
- **server** **client** — basic authentication / secrets
- **client** — change name
- **server** — get profile name endpoint
- **server** — set profile name endpoint
- **client** — set image
- **client** — get user image
- **server** — get user image endpoint
- **server** — set user image endpoint
- **client** — Create a Profile Page (JR KB)
- **client** — Create library of avatars
- **client** — show poke count in friends list
- **server** — return poke count on /update
- + Add another card

Things To Do
- **test** **client** — write 1 unit test (JN) ✎
- **test** **client** — write 1 unit test (ZL)
- **test** **client** — complete 1 UAT (HH)
- **test** **client** — complete 1 UAT (JN)
- + Add another card

Doing
- **client** — Create graphics for buttons (add/delete friend, maybe other types of pokes) (HH)
- **client** — create FriendsList wrapper with helper functions (ZL)
- + Add another card

Done - Sprint8
- **test** **client** — complete 1 UAT (MG)
- **client** — refactor Poke and Friend functions (ZL)
- **develop** — update cli client to reflect endpoint changes (ZL)
- + Add another card

Done - Sprint7
- **develop** **client** — Tie in notifications to polling with arguments
- **client** — after clicking a button (eventually a friend entry) bring up a poke menu (JN MG)
- **client** — create logo for app (HH)
- **client** — fix delete friend (ZL)
- **client** — update friends list functionality in update thread (ZL)
- **client** — code cleanup / refactors (JN)
- + Add another card

Done - Sprint6
- **client** — Tap and hold to prompt user to delete friend (MG)
- **client** — refactor requests AGAIN AGAIN. Move all request functions directly into RequestManager
- **client** — change /update to return uuids AND names in tuples (ZL)
- **client** — change poll service to thread (ZL)
- + Add another card

Done - Sprint5
- **client** — Use only one request queue and one pokeymaker for all classes (JN)
- **client** — implement rudimentary list vie...
- **client** — refactor requests AGAIN - get r... static Context (JN)
- **client** — Show Friends List
- **client** — background service
- + Add another card