

# Team Meetings

**Date:** Jan 16th 2022

**Attendees:**

Cody Tyerman  
Cassie Peters  
Gerald Promchuakaew  
Jason Hsiao

**Absent:** None

## 1. Project

**Progress**

- Completed migration from Vanilla JavaScript to React.js and setup the API which has made it much easier to query the database.

**Blockers + Surprises**

- Database files on Cassie's branch of the repository are inconsistent with the files used for the dashboard. We are currently working to resolve this issue by adding the missing information from the old database into the new backend.

## 2. Learning Activity

- Cody is going to create the React.js files needed for login to replace the old static HTML documents. In addition, the Figma document for these layouts needs to be updated a bit to match the data in the old database.
- Cassie is going to fix the navigation bar as it sometimes does not detect user input. Also, she will add compatibility for dark theme browser extensions.
- Gerald is rebuilding Stripe so it would work with React.js. He now has the page setup, sending information to stripe using a test key.
- Jason is going to fix the display issues on the booking page. It sometimes shows the data, but sometimes not when refreshing the page.

## 3. Plan

**Task for this week:**

Get user locations to show up on the map. Fix the navigation bar. Add darkmode.  
Update all user login/registration features to be in React.js. Update booking page so the display of the healer information from database is correct.

**Learning activities proposed for this week:**

- Refresh React.js knowledge.

- Host more consistent casual work sessions throughout the week to assist each other.

**Goals for next milestone:**

- 1) The mapping, payment, and user functions all are up to specification.
- 2) The necessary information for the database is unanimously decided upon by the team to avoid any further complications in this area going forward.
- 3) The website is professional enough to be presented at the upcoming peer tests session in early March.