

Working Prototype Known Problems Report  
Project Quiet Place  
Team The 5 Quieteers  
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- The app does not work on iOS devices. The app will crash on startup on iOS.
  - We suspect it has something to do with firebase integration and the firebase settings configured on our app. The app was working fine on both android and iOS platforms until we integrated firebase. We spent about two weeks trying to make the iOS build work, but we could not figure out why the app would crash.
- A user will sometimes receive an incorrect alert saying that a user has been pinged when another user joins their group
  - This is possibly an error with how the app checks for the ping attribute in the database
  - Another possibility for the cause is the asynchronous nature of setting database attributes. The line of code that alerts the user of a ping gets executed after a ping attribute is set. However, the function to set a ping should not be executed. Therefore the function might be getting placed into the callback queue incorrectly.
- Sometimes the user receiving a ping will cause about 5 or 6 notifications at once instead of 1
  - Possibly another issue with how the app checks for the ping attribute in the database
  - Retrieving attributes from the firebase database is an asynchronous function, meaning that the data retrieval will normally be executed after all the synchronous statements are executed. In order to force javascript to execute in a synchronous manner, we had to use the “await” keyword. This most likely altered the event loop in a manner which we did not fully understand and led to this behavior. One possibility to fix this issue is to change the trigger for when firebase supplies data to the app.
- The group display page will incorrectly list group members (repeats some names) if a user is viewing the group page when another user joins or leaves
  - The group member list is retrieved and displayed with the page mounts. When there is a change in the member list, the group members are retrieved and listed again without removing the old list.
- A user will sometimes receive a ping right after joining a group
  - Could be because the user database attributes are not fully reinitialized when a user leaves a group.
- UI element scaling is messed up on certain screen sizes/resolutions
  - An issue with our styles, we should have used screen size percentages to determine style sizes
- Due to the nature of the way the decibel measurement system works for devices, different devices have different sound thresholds for the same decibel value. Meaning, for the group thresholding with the shared threshold, while that value will be the same

across the members' devices, the actual real-life sound level needed to reach that value will differ.