

11/30/2015

- I. Updates (work towards Final Codes)
 - A. Basic request matching finished
 - B. Network and Conversation functions done
- II. Moving forward
 - A. Make UI more visually appealing
 - B. have the network/conversations look cleaner/more crisp
 - C. Add email/text confirmations and dinner reminders
 - D. Make it so users can edit and cancel requests
 - E. Add security features
 - F. Have the server automatically set all requests to inactive after dining hall closes
 - G. Give users more control over the network functionality
- III. Questions
 - A. Sail: Help with RESTful Routes, verify with TF examples message/Conversation:

```
GET /conversations/messages?receiverUser=sail 200 24.075 ms - 2005
POST /conversations/create_message 200 23.374 ms - 40
GET /conversations/display_messages?conversation_id=1 200 16.013 ms - 4136
GET /requests 304 8.263 ms - -
POST /users/logout 200 3.057 ms - 16
POST /users/login 200 6.764 ms - 42
GET /requests 304 8.836 ms - -
GETing network info
GET /users/network 200 13.657 ms - 53
GET /conversations/messages?receiverUser=kobe 200 26.452 ms - 2090
POST /conversations/create_message 200 19.302 ms - 40
GET /conversations/display_messages?conversation_id=1 200 16.692 ms - 4296
GETing network info
```

- B. Sail: Any recommendations for choosing appropriate and easy-to-use API for chatting?
- C. Jonatan: What is the best way to have a server do something at a specified time of the day?