Sail:
- create a more user-friendly chat UI (better design/pop-up window if possible)
- timestamp the the message, and display them in the chat window
- display unread messages on the network page
- clean the message and conversation functions as there are some redundant implementations now
- comment the codes for messages and conversations
- verify the route is restful for messages and display message

```
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
```

Carlos:
- Make UI more visually appealing; have the network/conversations look cleaner/more crisp
- Add email confirmations and dinner reminders
- Make it so users can edit and cancel requests
- Add security features

- RESTful routes!!!
- Recommendation function if possible!

Jonatan:
- Look into using Bootstrap to have a better UI
- Look into implementing text message notifications
- Have it so that all requests get set to inactive once all dining halls close for the day
- Have it so that users have more control over the "add to network" feature (i.e. they have the option to add someone to their network after a meal)
- Implement the logic to disallow impossible request combinations (i.e. 5pm and a dining hall that doesn't open until 5:30)