

Working Prototype Known Problems Report

- **List of functions not working correctly (can lose up to 20 points):**
 - In general, there are some sync problems in loading initial information
 - Input/action: loading app
 - Failure: sometimes name or various saved choices such as preferences will not load properly
 - Location: Lobby page or Edit Profile mainly
 - Possible solution: Thorough trace through and cleanup of async tasks? May need major changes.
 - Avatars unused at the moment
 - Input/action: Choose an avatar which saves it
 - Failure: We do not utilize it anywhere else in the app yet
 - Location: EditProfile
 - Possible solution: More time
 - User types past the resolution of their screen the text will not automatically scroll down.
 - Input/action: User types long string in chat.
 - Failure: Text will not automatically scroll down.
 - Location: MatchedActivity Chat Page
 - Possible solution: Research for an Android method that fixes this.
 - User preferences is sometimes finicky
 - Input/action: Clicking on Preferences button.
 - Failure: Old Preferences will be inaccurate?
 - Location: LobbyActivity Chat Page
 - Possible solution: This might have to do with local changes and remote changes not being sync'd completely.
 - Firestore database is public read/write mode
 - Input/action: None
 - Failure: Security
 - Location: Firebase Server
 - Possible solution: Change permissions.
 - Phone crashes/emulator crashes don't delete.
 - Input/action: Close emulator or crash phone without going through the proper lifestyles

- Failure: User will still be seen as online.
 - Location: LobbyActivity, MatchedActivity, and Firestore
 - Possible solution: Not sure, there might be a way for google to check through Firebase.auth.
- Firestore Database has memory leaks
 - Input/action: Chatroom, Phone crash/emulator crash
 - Failure: We do not always properly delete created documents
 - Location: MatchedActivity
 - Possible solution: Find a solution to the above and also properly create a delete method to clean up once user does leave.
- When there's a lot of users, it doesn't scroll down automatically, so we do not realize they may be online.
 - Input/action: Many users come online.
 - Failure: App user may not realize they are there since it doesn't automatically scroll down. Visual indications of scrolling being available also missing.
 - Location: LobbyActivity
 - Possible solution: Better UI and need to research the scrolling solution.
- Scrolling in general
 - Input/action: Scrolling
 - Failure: Not smooth, jumps down a bit from top of screen
 - Location: Edit profile page and lobby page, observed on emulator
 - Possible solution: Not sure at this time, it may be an emulator or there may be an option to smoothen/slow-down scrolling.
- SUT setup/teardown
 - Input/action: Running Activity Tests
 - Failure: May not restore user values
 - Location: androidTest folder, all activity tests
 - Possible solutions:
 - Setup/Teardown before every Activity setup
 - Downside: tests take longer to run
 - Find a way to bulk execute tests and setup a "overall fixture setup" and "overall teardown" phase
 - Downside: need time to figure out how to do this.
- Match button clicking may not function correctly
 - Input/action: Clicking on match button
 - Failure: Queue/Online status sometimes inconsistent. Further behaviors may be at issue.

- Location: Lobby Activity
- Possible solutions: Code perusal and time