

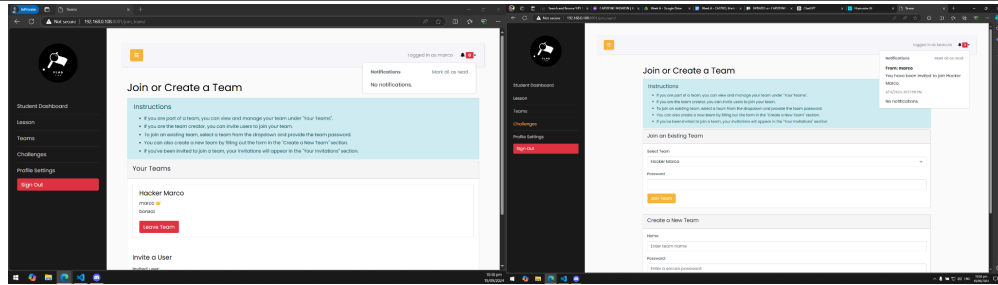
Technological Institute of the Philippines  
Capstone 2

**GROUP PROGRESS REPORT**

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<b>Role:</b>	<b>Researchers</b>
<b>Week No. / Inclusive Dates</b>	Week No. 6 / September 16 – September 20, 2024

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<b>Activities and Progress (Actual Code, Screenshot of the Design, etc.)</b>	<p>The main goal of this week's actions was to improve the real-time update feature of the system so that it will be visible on both ends at the same time. We have also improved the team features of the system. The person who created the team can either give the password for the team or invite a member to join. This feature restricted the other members on inviting other members, which means that the owner can only invite other people inside the team. It also has no expiration of the invitation in the system.</p> <div><h3>Join or Create a Team</h3><div><p><b>Instructions</b></p><ul style="list-style-type: none"><li>• If you are part of a team, you can view and manage your team under "Your Teams".</li><li>• If you are the team creator, you can invite users to join your team.</li><li>• To join an existing team, select a team from the dropdown and provide the team password.</li><li>• You can also create a new team by filling out the form in the "Create a New Team" section.</li><li>• If you've been invited to join a team, your invitations will appear in the "Your Invitations" section.</li></ul></div><div><p>Join an Existing Team</p><div><p>Select Team</p><div>Hacker Marco</div></div><p>Password</p><div></div><p>Join Team</p></div><div><p>Create a New Team</p><div><p>Name:</p><div>Enter team name</div></div><p>Password:</p><div>Enter a secure password</div><p>Create Team</p></div></div>
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elif 'invite_user' in request.POST:
    invite_form = InviteForm(request.POST)
    if invite_form.is_valid():
        invited_username = invite_form.cleaned_data['invited_user']

        if invited_username == request.user.username:
            messages.warning(request, 'You cannot invite yourself to the team.')
        else:
            try:
                invited_user = User.objects.get(username=invited_username)
                team = user_profile.user.teams.first()

                if team and team.created_by == request.user:
                    # Check if the invited user is already in another team
                    if invited_user.teams.exists():
                        messages.warning(request, f'{invited_username} is already part of another team and cannot be invited.')
                    elif team.users.count() >= 4:
                        messages.warning(request, 'This team already has 4 members. You cannot invite more users.')
                    else:
                        # Check if the invited user is already in the team
                        if invited_user in team.users.all():
                            messages.warning(request, f'{invited_username} is already a member of {team.name}.')
                        else:
                            existing_invitation = Invitation.objects.filter(
                                team=team, invited_user=invited_user, accepted=False
                            ).first()

                            if existing_invitation:
                                messages.warning(request, f'You have already invited {invited_username}.')
                            else:
                                # Create an invitation
                                invitation = Invitation.objects.create(
                                    team=team,
                                    invited_user=invited_user,
                                    invited_by=request.user
                                )

                                # Create a notification for the invited user
                                notification_message = f'You have been invited to join {team.name}.'
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else:
    # Create an invitation
    invitation = Invitation.objects.create(
        team=team,
        invited_user=invited_user,
        invited_by=request.user
    )

    # Create a notification for the invited user
    notification_message = f'You have been invited to join {team.name}.'
    notification = Notification.objects.create(
        user=invited_user,
        sender=request.user,
        message=notification_message
    )

    # Send real-time notification via WebSocket
    channel_layer = get_channel_layer()
    async_to_sync(channel_layer.group_send)(
        f"user_{invited_user.id}",
        [
            {
                'type': 'send_notification',
                'message': notification.message,
                'created_at': str(notification.created_at),
                'sender': request.user.username # Include the sender's username
            }
        ]
    )

    messages.success(request, f'{invited_username} has been invited to join {team.name}.')
else:
    messages.warning(request, 'You do not have permission to invite users to this team.')
except User.DoesNotExist:
    messages.warning(request, 'The user does not exist.')
return redirect('join_team') # Redirect to avoid form resubmission

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	<div><div><p>Please enter the verification code sent to your email address.</p><p>Verification Code:</p><div><div></div></div><div><div>Verify</div><div>Resend Verification Code</div></div><p>Verification code expires in 0 minutes and 49 seconds.</p></div><div><div><p>Verification Resend Request</p><p>Hello marco,</p><p>We received a request to verify your account. Your resend verification code is:</p><p>434026</p><p>If you did not request this, please ignore this email.</p><p>Best regards, The Team</p></div></div></div>
<p>Techniques, Tools, and Methodologies Used</p>	<p>Visual Studio Code, MariaDB, OpenAI</p>
<p>Reflection: Problems Encountered and Lessons Learned</p>	<p>There were issues with several modules in this week's upgrade. Verification with the teams and the timer for both the teams and the password reset or verification has been fixed through the use of functions to adjust the timer. We learned that there are such functions that don't need a timer like the invitation link unless it was full and the verification of the email or the user so that it will prevent data breaches or denial of service attacks.</p>