Version Control – Warmasters

1.000	Initial commit
1.001	Setup allauth
1.002	Add home app
1.003	Add header with css style
1.004	Add mobile and main navbar
1.005	Add product and category fixtures
1.005a	Add size for backpack storage
1.005b	Customise admin panel
1.006	Fix image sizes for display
1.007	Add product details functionality
1.008	Add basic search functionality for products
1.009	Add filter list for products and display in template
1.010	Add sorting functionality
1.010a	Add sorting and product counts to product page
1.010b	Set up automatic sorting on select and scroll to top functionality
1.011	Add information modals
1.011a	Add header and footer images for modals
1.012	Add shopping bag, urls and template
1.012a	Add bag contexts and free delivery logic
1.012b	Add shopping bag template with functionality
1.012c	Add incremental quantity input from product_detail page
1.012d	Add quantity boxes and update/remove links to shopping bag
1.012e	Fix adjust items and update with subtotal
1.012f	Add toasts
1.012g	Add toast notification and styling
1.012h	Fix update and add-to-bag errors allowing more than 99 of an item to be added
1.013	Create checkout app and models
1.013a	Add forms, admin and signals for checkout
1.013b	Add checkout views and templates
1.014	Add stripe elements for payments
1.014a	Add basic functionality to checkout with Stripe

	payments
1.014b	Add checkout success logic and template
1.014c	Add order summary to checkout success page
1.014d	Add webhook handler for checkout
1.014e	Finalise webhook handler and tested using ngrok
1.015	Add country select list in checkout
1.016	Add profiles app
1.016a	Updated allauth templates and tested profiles/admin logins
1.016b	Add profile form, views and updated templates
1.016c	Add order history and checkout views
1.016d	Update webhook handler, untested until live site
1.016e	Add confirmation email functionality
1.017	Add product add form
1.017a	Add product view, url and template for uploading new products
1.017b	Add edit product functionality
1.017c	Add delete functionality for product handling, not defensive programmed yet
1.017d	Secure product views, adding, editing and deleting
1.017e	Fixed image field with css styling included - noimage is still not functional
1.018	Initial deployment to Heroku
1.018a	Set debug DEFAULT in environ and check deployment to Heroku operational
1.018b	Deploy static and media to S3 AWS via Heroku
1.018c	Fix error on AWS_S3_REGION_NAME
1.018d	Add caching in AWS for media files
1.018e	Fix incorrect email address
1.019	Fix min/max on add product rating for new products being added
1.020	Add defensive programming to prevent accidental delete of products
1.021	Style bag for mobile friendly use
1.022	Check modules with pylint and make corrections

1.023	Add privacy policy and terms and conditions for Google login
1.024	Add Social Media login functionality
1.025	Build game app with initial profile template
1.025a	Initial set-up for game profile page
1.025b	Fix bag error in game_profile.html
1.025c	Get for loop for game_profile bag and storage items
1.026	Add new field to checkout to send purchased item to storage by default
1.026a	Push to make new fields for game storage of items
1.027	Separate bag and storage items, partly functional
1.028	Add user owned storage for items
1.029	Add create_character template and functionality
1.030	New users directed to make profile for game in make_profile.html
1.030a	Fix the non-redirect from make_profile.html on submit
1.030b	Add user character information to game_profile.html
1.030c	Fix game.views to allow new user to create profile
1.031	Adjust game_item model to reflect category, image, size and weight
1.032	Add game_item_storage template
1.032a	Add bag and trade templates
1.032b	Calculate storage capacities for user game locations
1.032c	Add sort functionality to game_item pages, partly functional
1.032d	Set item sorting on remaining bag and trade views
1.033	Push for tutoring with modal scripts not being called
1.033a	Add move and delete modals for game items, not functional
1.034	Testing Facebook login
1.035	Fix email not sending on purchase by importing setting from django.conf

1.036	Use shipping_details address for webhandler at checkout
1.036a	Attempt address data via webhook
1.036b	Restest webhooks
1.036c	Test webhook_handler.py live
1.036d	Move shipping details to billing details in webhook_handler.py
1.036e	Push for tutor support
1.036f	Reinsert all form fields as required by Stripe
1.036g	Add all fields for Stripe Webhook purposes, checked and functional
1.036h	Add value to the hidden form fields at checkout
1.036i	Add send email functionality in checkout webhook handler
1.036j	Update send email information for purchases
1.036k	Add autoescape feature to emails in checkout
1.036l	Fix spelling error in email confirmation from checkout
1.037	Add free gift to purchases over $50
1.038	Add 404.html page for testing purposes on Heroku
1.038a	Set DEVELOPMENT to False for Heroku deployment
1.038b	Set DEVELOPMENT to False for Heroku development by removing quotation marks
1.039	Set X_FRAME_OPTIONS = 'SAMEORIGIN' in settings.py
1.040	Add user stories for customers in the README
1.040a	Add wireframes to README
1.040b	Fix README file image links
1.041	Fix tag in mobile top header
1.041a	Fix <button> tag in product detail
1.041b	Change ID for delete modals on product page
1.041c	Add deployment methods to README
1.041d	Commit README and Version Control