### Release Notes: Let's Face It Version 1.0

### New Features

- Added ability to register as a new user and login
- Added ability to create groups
- Added ability for group owners to add and remove members
- Added ability to join/leave existing public groups
- Added 2 games that allow users to quiz themselves on their group members
  - One game asks the user to match names to faces
  - Second game asks the user to match faces to names

# **Bug Fixes**

- Cancel button when adding a new member on the Group Editor page no longer brings user to the Add New User page
- Same user is no longer allowed to register twice
- After data is stored and loaded, users are no longer duplicated

# Known Bugs and Defects

- Pressing enter on login page brings user to registration page
- "Remember Me" feature not implemented
- "Forgot Password" feature not implemented
- Can't update profile picture or password after registering
- Private groups not actually private

#### **Install Guide: Let's Face It Version 1.0**

# Pre-requisites

• You must have Nodejs installed and configured before proceeding. See https://nodejs.org/en/download/

# Dependencies

- Navigate to the project directory in a command prompt then run the following commands:
  - o npm install
  - o npm install -g typescript

### Download

• Download source from: https://github.com/qcrist/E7131Project

### Build

- Navigate to the project directory in a command prompt then run the following commands:
  - o tsc
  - cd server
  - o tsc

### Installation

- Project is installed in the source directory
- All files are required, so just move the project directory to the desired location

## **Running Application**

- Navigate to the project directory in a command prompt then run the following commands:
  - o cd server
  - o node index.js

# Troubleshooting

- Nodejs needs to be installed on the path
- 'npm install -g typescript' might require root/admin access depending on OS

- Make sure you install the dependencies
- Try deleting node\_modules in the project directory and rerun the dependency commands