## Credentials

|  |  |  |
| --- | --- | --- |
| Email Address | Password (Encrypt) | Purpose |
| dribbly.dev@google.com | dribbly | For development purposes   * Google Maps Api |
|  |  |  |
|  |  |  |

## Keys

|  |  |
| --- | --- |
| Google Map API Key | AIzaSyCQwPkj7HcSjORBr6z8ZGf56e4uXNPHUuY |

## Creating the project

### Tools used:

* Visual Studio 2017

### Steps:

1. Open Visual Studio
2. Under **File** menu, select **New** > **Project**
3. Copy the options below, then hit OK.



1. On the next screen select the options below, then hit OK.

## Requirements for Phase 1

* Landing page
* Main Navigator
* Authentication
  + Photo upload
* Courts
  + Registration
  + Photo uploading
  + Details Viewing
  + Updating of details
  + Searching
  + Scheduling
* Player profiles
  + Creation
  + Search
* Team Management
* Games management

## App Structure

## Types of Pages

### Search Page

Page used for searching players, courts, games, etc

### Browser Page

Page used for viewing player details, court details, game details

## Conventions

### Dribbly

* Prefix components, directives, filters with ‘drbbly’
* Add a newline character at the end of every files if allowed

### Git

Branch name prefix

|  |  |
| --- | --- |
| **Prefix** | **Purpose** |
| feat | For new components/functionalities |
| improv | For improvement of existing components/functionalities |
| fix | For fixing error in existing components/functionalities |
| setup | For tasks that are not directly related to the app (e.g. compiler setup, publish profile changes, git setup updates) |
| clean | For removing unused code/files |
| docu | For adding/updating comments |
| design | For prototype design changes (usually photoshop files) |

## Guides

### Adding new NPM dependencies

* Install npm module
* Update the **noteLibs** array in gulpfile.js (**Note:** reference required files only)
* Add reference the files in \_SiteLayout.cshtml
* Inject the module into siteModule

### Adding new component files

* Add reference the files in \_SiteLayout.cshtml

## Pages

### Courts List

Features:

* Viewing of list of courts
* Filtering list of courts
* Registering a court

## Modules

### SiteModule

* The “foundation” module
* Should only contain components that will be used both by **authModule** and the **mainModules**
* All 3rd party modules expect those that are only for a specific mainModule should be injected here

### AuthModule

* Should only contain services and components used for authenticating user

### AppModule

* Should only contain components and services that are shared among the **mainModules**

### MainModule

* Should only contain components and services for itself
* **Dribbly** is currently the only mainModule. Dribbly is focused in Basketball. We may add other mainModule for other sports and/or a **store** later

## Modules Hierarchy

Site Module

Auth Module

App Module

Store Module

Main Module

## Publishing

### Local IIS Server

#### Publishing

Pre-requisites:

* Make sure .NET Core Hosting Bundle is installed on the machine (This is required for .NET Core applications to run on local IIS Server)
* Open IIS Manager



* Add Website



* Click OK to create the website
* Run Visual Studio as admin, then open the solution
* In Visual Studio, right-click on the project then select Publish
* Click on New Profile…
* Select “IIS, FTP, etc”
* click on “Create Profile”



* Click Next
* For now, set Configuration to Debug, until the website is configured for release (minify files, etc.)



* Click Save.

Helpful article: <https://docs.microsoft.com/en-us/aspnet/core/host-and-deploy/iis/index?tabs=aspnetcore2x&view=aspnetcore-2.2>

#### Accessing local IIS Instance from another machine via IP address

1. Add Website a binding

* Open IIS Manager, select the website, and then click on “Bindings”



* Click “Add”
* Set type to “http”, select the IP from the dropdown, then enter the port. Leave Host Name empty. (Note: IPs will only show in the dropdown if the network is already connected to the network. Otherwise, type in the IP address. We can also enter \* to allow it to be accessed whatever the current IP address) Click OK



1. Add Firewall rule

* Open Firewall advanced settings window
* Select “Inbound Rules” then click on “New Rule…”



* Select “Port”, then click Next



* Select TCP, then enter the same port number used in the previous step. Click Next



* Select “Allow Connection”. Click Next



* Check all options. Click next



* Enter a name for the rule, then click Finish



* Any device on the same network should now be able to access the website using the IP address and port (example: http//:192.168.43.179:9010)

### Test Server (myasp.net)

|  |  |
| --- | --- |
| Email address used | [rjpablo16@yahoo.com](mailto:rjpablo16@yahoo.com) |
| Credentials | Rjpablo112/encrypt(myasp) |
| Site name | <http://rjpablo112-001-site1.dtempurl.com/> |
| FTP Addresses/path | [FTP.SITE4NOW.NET](ftp://FTP.SITE4NOW.NET)/drbbly-web |
| FTP User Credential | rjpablo112-001/encrypt(myasp) |



## Random Notes

Max width for mobile design is **575px** (bootstrap’s breakpoint for sm (small) screens)

## App Flow

Under Courts show limited number of Featured Courts, New Courts, etc. A “more…” link at the bottom of each category would load more items for that category or show all the items in a modal with pagination

## Ideas

* Upon publish, register public basketball courts as initial Featured content

## Tasks

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Task ID** | **Description** | **Commit Message** | **Has FE Changes** | **Has BE Changes** | **Status** |
| WEB-0001 | Implement refresh tokens | feat-web-0001-implement-refresh-tokens |  |  | Done |
| WEB-0002 | Implement sidebar navigation |  |  |  | Done |
| WEB-0003 | Update title based on state | improv-web-0003-update-title-based-on-state |  |  | Done (01-12-2020) |
| WEB-0004 | Display list of Featured courts using dummy data | feat: WEB0004 - display list of featured courts using dummy data | Y | Y | Done (01/05/2020) |
| WEB-0005 | Convert courtListItem photo into a reusable component | refactor: convert courtListItem photo into a reusable component | Y | N | Done (01/05/2020) |
| WEB-0006 | Restructure app | refactor: WEB0006 - enhance file structure and apply naming convention to main module | Y | N | Done (01/16/2020) |
| WEB-0007 | Set toolbar items based on current page |  | Y | N | Done |
| WEB-0008 | Create i18n directive |  |  |  |  |
| WEB-0009 | Add court registration feature | feat: WEB-0009 - add court registration functionality | Y | Y | Done (01/18/20) |
| WEB-0010 | Fix issue: toolbar items get set multiple times when logging in and out of the app because toolbars onSetItems handler gets registered everytime it is initialized |  |  |  |  |
| WEB-0011 | Add “Talk to us” link to FB page |  |  |  |  |
| WEB-0012 | Add overlays when loading data | feat: WEB-0012 - add overlay directive to display when loading content |  |  | Done (01/18/20) |
| WEB-0013 | Add feature for selecting an address from a map | Branch: feat-web-0013-add-location-picker |  |  | On Going |
| WEB-0014 | Add common features:   * Alert and Confirmation dialog * Toast Notifications * Basic error handling * Log out confirmation dialog | feat: WEB-0014 - Add common features |  |  | Done (01/21/20) |
| WEB-0015 | Improve Add Court functionality   * Removed input of full address * Only store latLng for location * Made map search work * Moved location picker to the Add Court modal instead of showing another modal | improv: WEB-0015 - Improve Add Court functionality | Y | Y | Done (01/23/20) |
| WEB-0016 | Fix overlay error (\_status of undefine) | fix: WEB-0016 - Fix overlay error (status of undefine) | Y | N | Done (01/23/20) |
| WEB-0017 | Add page toolbar for Web version |  |  |  |  |
| WEB-0018 | Fix bug: a place is returned by map autocomplete when inputing “la kdfld” and pressing enter, even when there is no selected suggestion |  |  |  |  |
| WEB-0019 | Display a default court photo if nothing was uploaded | improve: WEB-0019 - Display a default court photo if nothing was uploaded | Y | N | Done (01/24/20) |