Objective

Chatty was designed to be a social media app . Key features include:

- Ability for users to sign up and create a user profile

- Ability for all users to create chat rooms and comment in all chat rooms.

- Validation restrictions for users who aren't logged in.

- Search through a list of the room names to easily find what you are looking for

- Pagination

Timeline

The project started in September and I am currently working on finishing up the final touches and hope to have it completed by October 31st.

Purpose and context

The objective of this project was to recreate a social media web app and to gain exposure to ActionCable. I designed it with Rails and used several gems to hold it up: Postgres, Devise and Byebug. Ideally I wanted to use ActionCable in two separate

areas of my app to ensure the process stuck with me for future use.

Approach & Final Showcase

The first process was looking at other social media apps and websites and looking at what features each showcased and which of them I wanted to implement into mine. I drew out a basic outline of how I wanted my app to work. After researching I created a new web app in Rails and generated scaffolding for Users, Messages and Rooms. After linking my app to GitHub and Heroku, I set up devise to allow users to sign up and log in/out. I took advantage of bootstrap 4 as all of my previous projects are in bootstrap 3. I set up the associations to link my Messages model to Users and Rooms by using has_many and belongs_to. After getting most of the backend of the app working, I started a clean design by using Coolers app to find a color that suited what I wanted.

Challenges

- In an attempt to make my code more DRY, I had defined an instance variable at the bottom of my controller and set a :beforeaction tag, stating which actions I wanted to take advantage of that variable. I accidentally included an action where I had already defined that same variable manually, thus returning an error. I was stuck for a couple days before realizing

the mistake I had made. This experience helped me realize that I should double check which instance variables I'm defining in each of my controllers and resulted in a mental note of what to do next time around. It also reminded me that I need to be writing tests before creating the app.

Roles

I am the sole developer on this project. I reached out to StackOverflow for certain topics I needed clarity on and also found myself looking over my bookmarked tabs I saved during my bootcamp course.

Links

Here is the link to my social chat room site:

https://chatty-chatty-bang-bang.herokuapp.com

Which can also be found on my portfolio page:

https://sheldonbishop.netlify.com

Notes