Group 4 Contributions:

Manuel Ponce
Alpha
- Setup Firebase Cloud Firestore and created a 'User' model that will help store our users information.
- Added to Sean's register screen
    - Added backend code for when a user successfully registers, we save that user to the Firestore database.
- Worked on Display profile page
    - Made sure it segues correctly to view profile when profile icon is clicked.
    - Setup a default image to show future user profiles when they upload one.
    - Displaying user information being pulled from the Firestore database.
- Edit profile
    - Made sure it segues correctly to edit profile from view profile.
    - Set up a dummy page. No functionality is implemented yet
- Delete account page
    - Made sure it segues correctly to delete account from edit profile.
    - Set up a dummy page. No functionality is implemented yet.

Beta
- Added forgot password
    - Added the view controller with rough UI.
    - Added functionality with firebase and the user can now reset their password through an email that is sent to the associated account.
- Edit profile
    - User can now update all their data however they would like. Only updates what the user wants to change.
    - Pulls from Firebase Storage if the user has a profile picture, if not default to logo picture.
    - User can now choose from camera roll to update the default profile picture.
    - The updated profile picture will then override or add the new profile picture for the user to Firebase Storage.
    - To update Password users must type the current password and it must pass the firebase authentication in order to update to a new password.

- Delete Profile
  - User has to enter their current password to be able to delete the account.
  - Once a user deletes an account, it is deleted both from Firebase authentication and our database of users in Firestore.
- Display Profile
  - Profile picture is now pulled from Firebase Storage

Sean Chen
  Alpha
  - Set up Firebase, Firebase Auth, Pods
    - Had similar errors to the homework due to new firebase update, followed the guide here to fix it
    - Added everyone to the Firebase project as owners
  - Implemented Login Screen and Register Screen
    - Uses Firebase email + password authentication
    - Added Firebase Display Name to regular email + password authentication
    - Might add email confirmation, sms confirmation in the future, but for now it allows for fake emails during testing
    - Might restrict to only UT emails in the future as well?
  - Implemented Create a Game and Selected Game views
    - Was originally assigned to Huy, but there were some Xcode issues late on Thursday
    - Create a game fills out the necessary information to create a game.
      - Locations are limited to a few selections, may expand to use Apple Maps, CoreLocation in the future
      - Types of sports are limited to a few selections for now.
      - For some reason UIDatePicker seems to be a little buggy graphically, it's stuck on the lower edge in the simulator.
    - Clicking on a game in the table view will open a selected game view
      - Displays game information
      - Will implement chat and invite functionality in the future
    - For now, it does not save to a cloud, Firestore to be implemented next stage
      - Firestore and accounts on Firebase will allow for participants and chat to be implemented next stage
      - RSVP/Join games will be implemented w/ Firebase as well (when you can see other people's games)

Beta
- Implemented Firebase (Firestore) storage for games
    - All games created are now stored on Firestore.
    - Firestore games are fetched when the main tableView appears.
    - Wrote functions for interacting with Firestore games (e.g. fetchGames, addGame, deleteGame, rsvp, etc.)
- Implemented Custom Cells for main table
    - Custom cells display game information with appropriate icons.
    - Labels update dynamically through a custom cell class
- Implemented UIContexualActions for tableView
    - Swiping on the table view now dynamically shows different options based on whether you're the creator of the game and whether you've RSVPed to the game.
    - Shows "Delete" if you're the owner
    - Shows "RSVP" if you're not the owner and haven't RSVPed for the game
    - Shows "Cancel" if you're not the owner and you have RSVPed to the game
- Switched some UI elements to Stack Views
    - Removed hard constraints that could cause scaling issues on smaller devices
    - Some stuff still overlaps on smaller devices though
- Fixed UI issue with DatePicker by making it a pop-up
    - Previous inline objective-c code caused the picker to be stuck at the bottom and kinda clipped
    - Now implemented as separate view that displays on top of the current screen
    - Replaced textField with a button that segues to the pop-up
- Added Filtering and Sorting
    - Added a new modal view controller that has options for sorting and filtering
    - Segmented Control for choosing between sorting options
    - Switches for disabling/filtering certain sports
    - Implemented code for the sorting/filtering. The main table now displays a sorted/filtered array of games that is a subset of all fetched games.
        - Sorting/Filtering view controller updates variables that change sorted/filtered array
- Added logos for each sport, displayed on the main table view
    - [Attribution](#)

- Added location/proximity based sorting
    - Lazy asking for permissions, aka doesn't ask when the app opens, only when location is chosen from the sorting screen
    - Added coordinates to the hard-coded locations (e.g. Gregory Gym)
    - Compares user's location with the location of the event

Reagan Lasswell
  Alpha
- Worked on main page for upcoming games
    - Started functionality to display games with table view
    - Set up layout of page and segues from main page for storyboard
    - Set up functionality of segues
    - Created game.swift file to set up properties and be able to communicate with database
- Selected Game page
    - Set up a dummy page. No functionality implemented
- Created a games collection on Firebase Cloud Firestore that will help store our game information.
    - Set up the attributes of a Game
  Beta
- Fixed an issue with our podfile not letting Manuel and myself run the project.
- Added some more functionality and features to Select Game Page
    - Added RSVP and unRSVP functionality to the storyboard and view controller files
    - Added Equipment information
    - Added update to visible participants when user RSVPs or unRSVPs
- Editing User Profile
    - Helped with updating the profile settings in real-time.
- Had multiple unexplainable errors after updating Xcode on lab machines with being unable to add new view controllers, add connections, and overall contribute to the project.
    - Debugging and testing trying to find holes and issues with the current project.
    - Kept ongoing notes of current bugs and/or ideas to further implement to clean up the project and make it more user friendly.
    - I ended up switching lab machines and so far it seems to be fixing the issues.

Deviations:

- Overall graphics and GUI is a work in progress
- Chat functionality has been delayed since it requires a significant amount of real-time database work as well as UI work
- Video Tutorial on create a game page has been delayed because of a bug in pulling media from Firebase storage.