

Fanlinc

Best Team

Jun Zheng

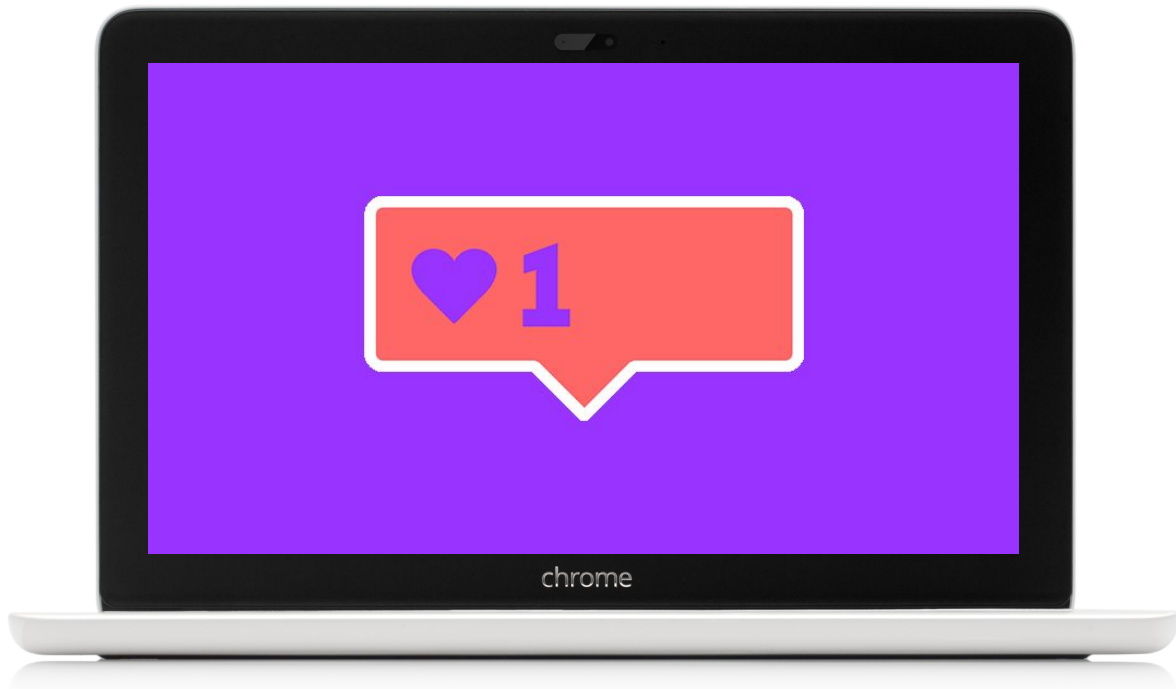
Seongjin “Chris” Hong

Donnie Siu

Smit Patel

Minh Hoang Nguyen

William Song



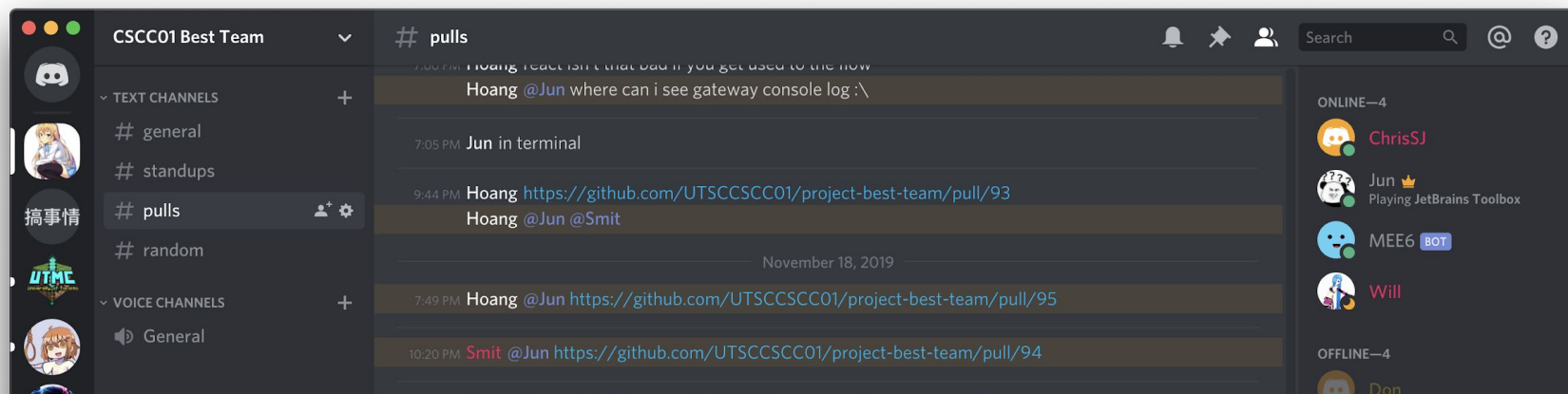


Process



Communication

- **Discord**
- **Physical meetings** Monday at noon
- **Daily stand-ups** even during weekends
 - Lenient, can say did nothing, just provide an explanation
 - *Almost no blockers because microservice architecture!*



👁️ Pulls and Code Review

- **No push to master** allowed, must issue pull requests.
- All pull requests must have at least **one assigned reviewer**.
 - If possible, code owner should be assigned as the reviewer.
 - otherwise choose anyone who is available and can review at that time.
- At **least one approval** is required before merging the PR.

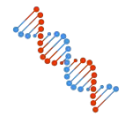
👁️ Pulls and **Code Review**

- Reviewer must ensure they can **run the code** on their computer.
- **Criteria of Rejection (CoR)**
 - Provable bug (must come up with way to reproduce)
 - Architectural level issues, for example, complex business logic in controller
- **approve the PR** otherwise
- *It takes time to review code, and a PR rejection can result in PR delayed for hours if not days.*



Coding Standard

- **Java** - Google Style
- **JavaScript / TypeScript** - Prettier.io
- *We simply follow these standards, no special style requirements.*

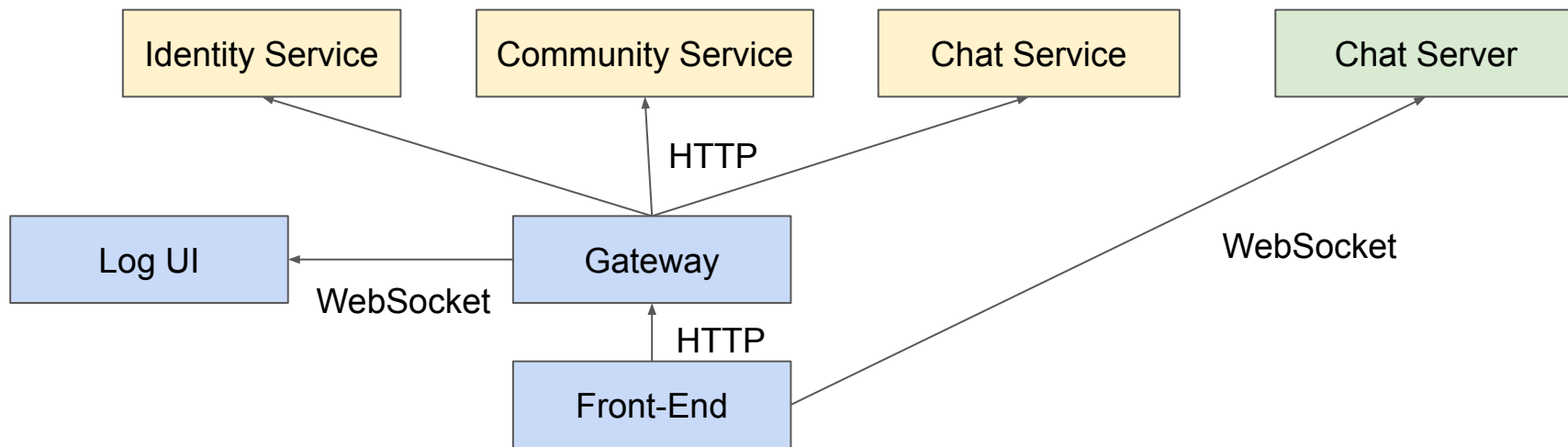


Architecture



Microservices

- **Aggregator** microservice pattern.
 - Parallel development, allows us to use/learn many different technologies.
- Gateway exposes **REST interface** that can be used by front-end.





Microservices

Browser window showing the Fanlinc dashboard at localhost:3001/dashboard.

Profile

junzheng PRO
me@jackzh.com

Community

Gaming
Starcraft

Chat

sample chat
great chat
dkafjaksdf
starcraft
my amazing chat
minecraft-chat
anime-chat
my chat
hi
+ Create Chat

Explore Fanlinc Community Service

WOW

Join

Starcraft

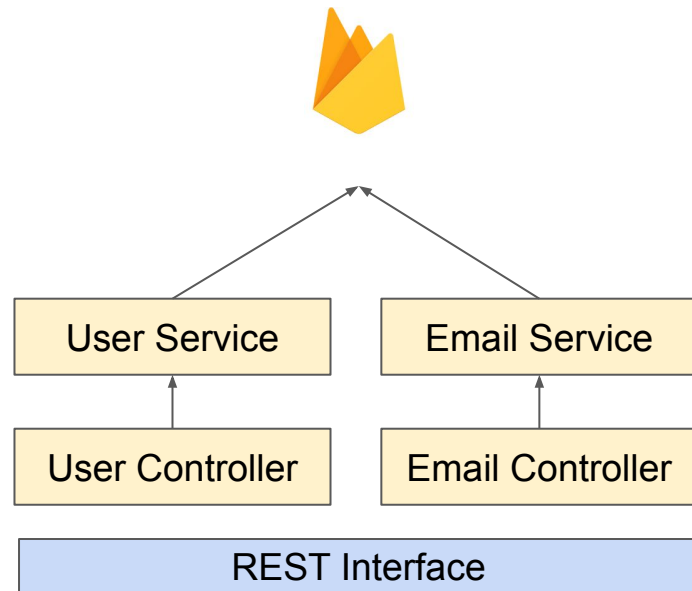
Join

Dota

Join

Identity Service

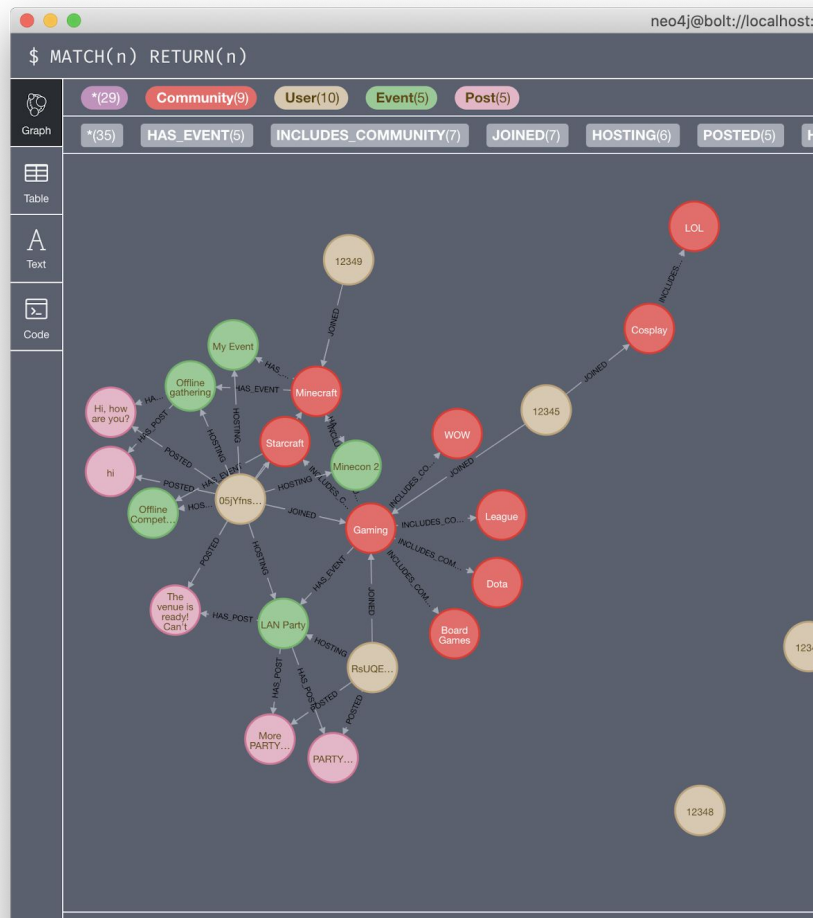
- Responsible for
 - Login (JWT issuance)
 - Signup
 - Authorization (JWT verification)
 - Profile information storage
- Technologies used



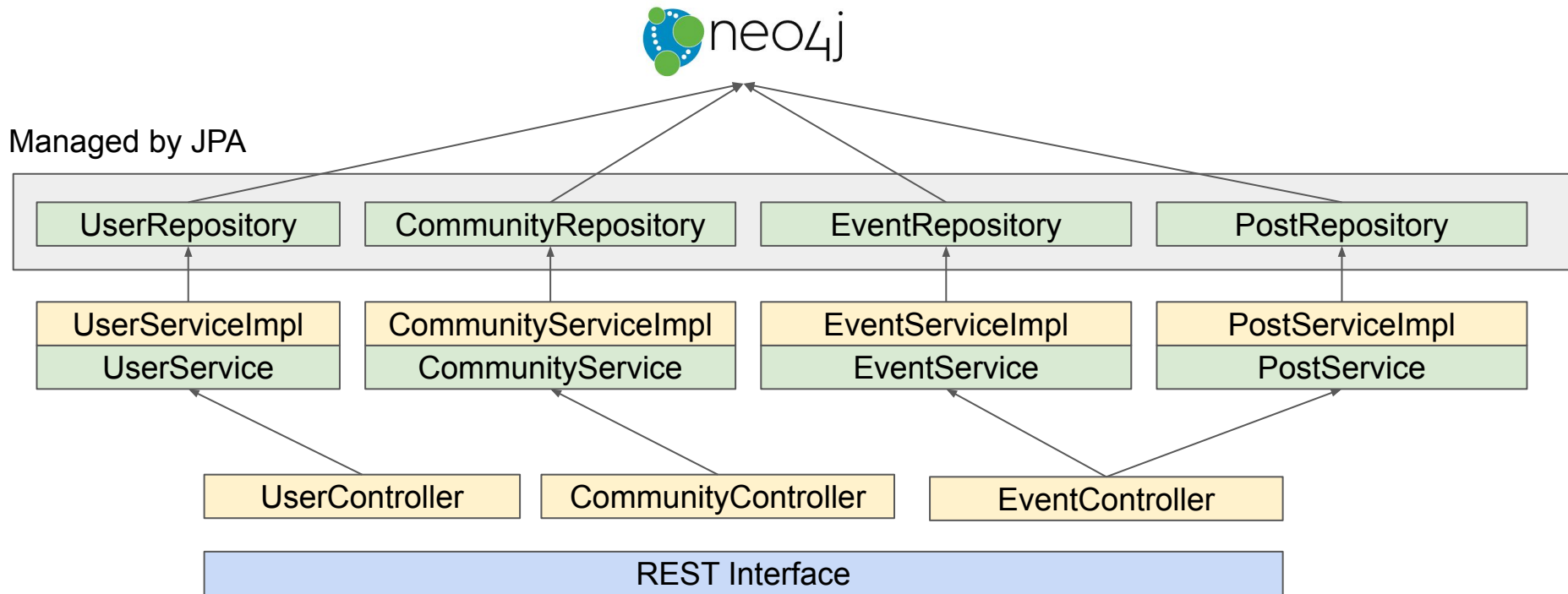
- Responsible for
 - Joining communities
 - CRUD on community graph
 - CRUD on events and posts
 - Linking chats with communities
- Technologies used



spring®



Community Service



Chat Service

- Responsible for
 - Create chats
 - Make chat private/public
 - Joining chats
- Technologies used

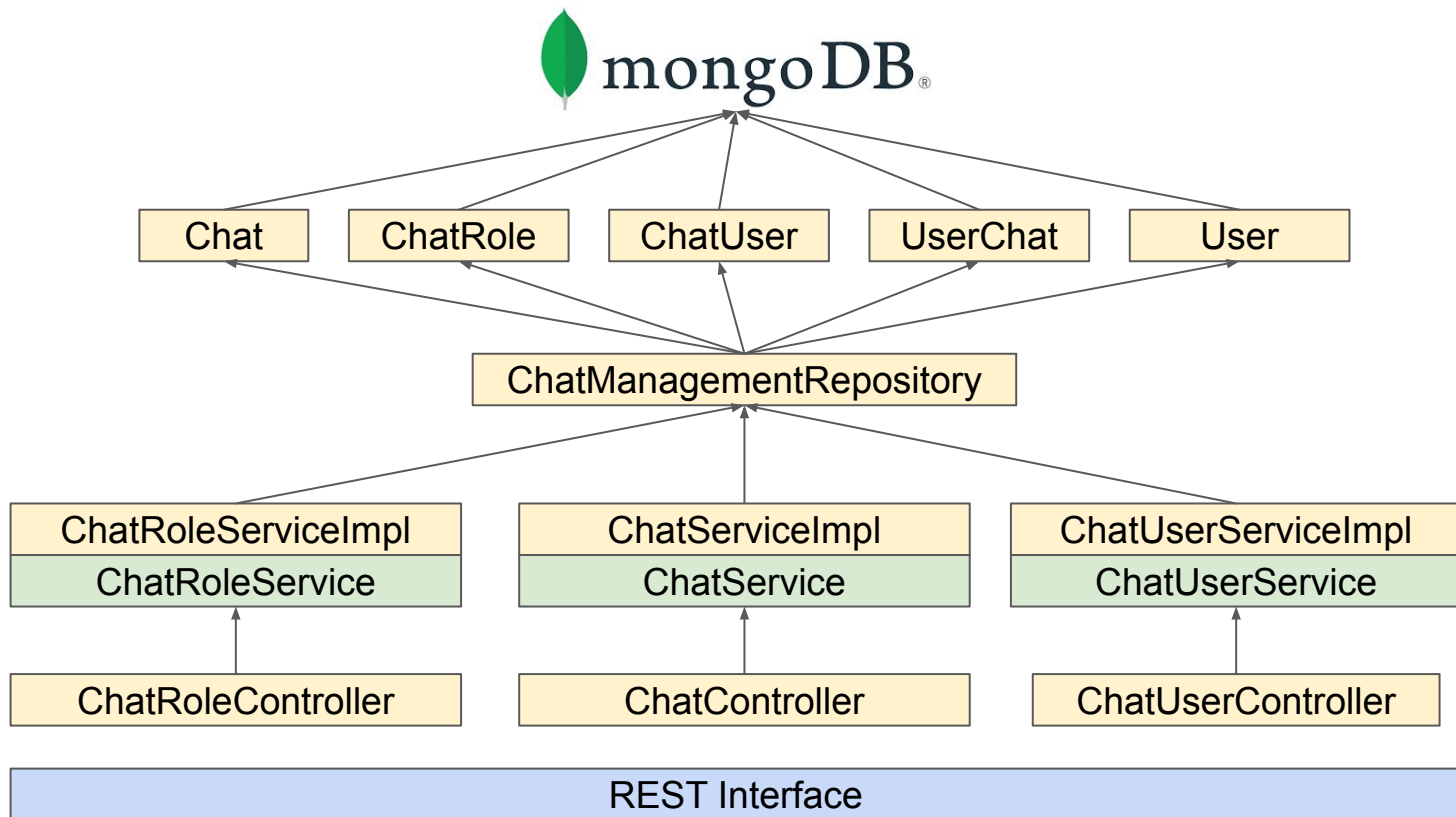


spring®



mongoDB®

Chat Service



Chat Server

- The actual server that hosts chats
- Technologies used



Gateway

- Acts as aggregator of all underlying services.
- Provides a single interface for front-end to access.
- Technologies used

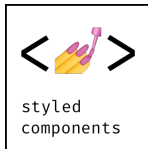


Express



Front-End

- The actual application you see!
- Technologies used



- Custom state management, similar to Redux, but simpler.



Recap

- Microservice - Aggregator
- Languages
 - Python, Java, TypeScript
- Databases
 - Firebase, Neo4j, MongoDB
- Frameworks
 - Spring, Flask, Express, React
- MVC within services



Challenges

- Initial integration with front-end
 - Initially we didn't have gateway
 - Need a way to adapt to future changes once gateway is implemented
- Different team members knows different languages
 - Microservice architecture!
- Hard to setup
 - Solved by building our own process management service



Demo!

User Profile

Communities & Chats

Events & Posts

? Questions?

Users & Profiles

feature 1

- login
 - identity
 - security
 - email verification
- profile
 - profile picture
 - display name
 - PRO designation
 - chat roles
 - private information

Communities

feature 2

- hierarchy of communities
- join/leave with prophecies
- dynamically scales
- roles

Chats

- real time messaging
- user-created private channels
independent of communities

Events & Posts

feature 3



Fanlinc

as presented by the

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