

Working Prototype Known Problems Report

Talk to Me by TADAA

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Non-functioning Functions

- All functions function as expected (functioning)

Problems

- Ghosts
 - There is a chance where users can pair up with a non-existent user (someone that has already left the site).
 - How to reproduce: Very inconsistent, no concrete repro steps found. Likely related to unstable internet connection.
 - Possible Solution: Clean the database of all users that have left the site (ideally db will be empty when all users are gone)
- Reporting issue
 - When the other user leaves a room using the home button, unable to report that user that has just left.
 - How to reproduce: Enter a chat session with 2 users. Have one leave by pressing "Home". Have the one who did not attempt to report the one who did.
 - Location of fault: Backend POST /reports
 - Possible solution: refresh a user's socket session ID when they return home
- Server overload
 - If multiple users are banned and simultaneously talking to DialogPT, it is possible to overload the server and cause very high latency.
 - How to reproduce: Ban multiple users. Have all banned users enter a chat room with the AI and spam messages.
 - Location of fault: AI chat agent
 - Possible solutions: introduce rate-limiting when talking to DialogPT, move AI agent to another host, or get a larger server
- Silent errors
 - If a user encounters an error for whatever reason (server overloaded, corrupted packet, etc), the resulting HTTP error from the server will not be displayed
 - Example: Attempt to take an admin action with an expired token
 - Location of fault: Frontend error handler methods (appService/adminService)

- Possible solution: introduce an alert function in the error handler method