

# Fourth Sprint Plan Goals

Team 9/BOWSHOT

11/17 - 11/29

## B Grade

1. Implement ChannelDBHibernate to manipulate database table for channels.
2. Refactor ChatEndpoint to DMChatEndpoint using observer pattern.
3. Implement session switching in front end that allow user to switch to sessions correspond to different chat.
4. Implement Channel Messaging in backend.
  - a. Refactor Message and MessageDB to support channel messages.
  - b. Implement CMService (channel message service) and CMController that provide rest APIs for channel messages.
  - c. Implement ChannelChatEndpoint.
5. Implement Channel chat UI in frontend.
  - a. Setup a set of default channels.
  - b. Create a section for channels above/below dms.
  - c. Make the channels clickable to enter channel chat.
  - d. Add a join button to allow user to join channels.
  - e. Create a sidebar at the right side to show users in the channel.
  - f. Allow mods to add users to channel and promote/demote mods.

## A Grade

6. Improvements in UI
  - a. Add a Header in the message panel and highlight the user/channel in the left bar that indicate who/which channel the user is messaging.
  - b. Automatic scrolling in message panel (including when sending message and when clicking on user/channel to get the message history.
  - c. Put messages from the logged in user to the right side of the message panel (like IMessage).
7. Provide the functionality for changing profile.
  - a. Add an update user rest API.
  - b. Add a page in front end to allow use to change profile.
  - c. Provide a set of default profile avatars to use.
8. Fix the issue of timestamp using UTC instead of local time.