

User Notes

Here is a summary of the changes made to the user experience.

User Features Added

1. Pagination available in profits table on the primary play page. Users can now click “previous” and “next” buttons to move through a comprehensive record of profits earned by users in a commons. Profits are sorted in descending order chronologically, with the newest profit records being entered at the top of page 1.

Hello there, skilled farmer Sawyer!

Announcements

Today is day 1!
Total Players: 1

Leaderboard

Manage Cows

Market Cow Price: \$100

Number of Cows: 11

Current Milk Price: \$1

Buy cows

Sell cows

Note: Buying cows buys at the current cow price, but selling cows sells at the current cow price times the average health of cows as a percentage!

Your Farm Stats

Total Wealth: \$8930.00

Total Cows Bought: 12

Total Cows Sold: 1

Cow Health: 100%

0 Cow Deaths: 0

Profits

You will earn profits from milking your cows everyday at 4am.

Page: 1

Previous

Next

Profit	Date	Health	Cows
\$11.80	2024-05-30	100.00%	11
\$0.00	2024-05-30	100.00%	9
\$10.80	2024-05-30	100.00%	10
\$0.00	2024-05-30	100.00%	0
\$0.00	2024-05-30	100.00%	0

HappyCows is a project of [Matthijs de Vries](#), Distinguished Professor of Chemistry at UC Santa Barbara. The open source code is [available on GitHub](#).

Profits			
You will earn profits from milking your cows everyday at 4am.			
Page: 1			
Previous Next			
Profit	Date	Health	Cows
\$100.00	5/20/2024	100.00%	100
\$100.00	5/19/2024	100.00%	100
\$100.00	5/18/2024	100.00%	100
\$100.00	5/17/2024	100.00%	100
\$100.00	5/17/2024	100.00%	100

2. Frontend interface for admins to create/edit/delete announcements

Commons

Download All Stats

Start Bal	Starting Date	Last Date	Degrad Rate	Show LrdBrd?	Show Chat?	Tot Cows	Cap / User	Carry Cap	Eff Cap	Edit	Delete	Leaderboard	Announcements	Stats CSV
10000	2024-05-23	2024-06-23	0.001	false	false	100	50	100	100	Edit	Delete	Leaderboard	Announcements	Stats CSV

Clicking the “Announcements” button on the “List Commons” tab (Above) leads you to a table of announcements for that specific commons. (Below)

Announcements for 1						Create Announcement
id	Start Date ISO Format	End Date ISO Format	Announcement	Edit	Delete	
45	2022-03-02T00:00:00		Announcement Text ...	Edit	Delete	
43	2022-03-02T00:00:00		test delete 1	Edit	Delete	
44	2022-03-02T00:00:00		test delete 2	Edit	Delete	

Clicking the “Delete” button deletes the announcement and navigates to the home page

Clicking the “Create Announcement” button will lead you to the Create Announcement Page. After clicking “Create”, if all the information is valid, it will redirect you to the table of announcements page with the new announcement added.

The screenshot shows the 'Create Announcement' page. At the top, there is a dark navigation bar with 'Happy Cows' on the left, 'Swagger' and 'Admin' in the center, and 'Welcome, helloworld@localhost' and a 'Log Out' button on the right. The main heading is 'Create Announcement'. Below it are three form fields: 'Start Date' with a placeholder 'mm/dd/yyyy, --:-- --', 'End Date' with a placeholder 'mm/dd/yyyy, --:-- --', and a large 'Announcement' text area. At the bottom left of the form are two buttons: 'Create' (highlighted in blue) and 'Cancel'.

Clicking the “Edit” button will lead you to the Edit Announcement page. After clicking “Update”, it will edit the announcement you made changes to, and navigate back to the home page

Edit Announcement 45

The screenshot shows the 'Edit Announcement 45' page. It features a form with the following elements: an 'id' field containing the value '45'; a 'Start Date' field with the value '03/02/2022, 12:00 AM'; an 'End Date' field with a placeholder 'mm/dd/yyyy, --:-- --'; and a large 'Announcement' text area containing the text 'Announcement Text ...'. At the bottom left of the form are two buttons: 'Update' (highlighted in blue) and 'Cancel'.

User Bug Fixes

1. Corrected an issue where the starting date field of the create commons page showed the date based on UTC time rather than local time. The starting date

should now reflect the local date.

Before:

Create Commons

Commons Name	Starting Balance	
<input type="text"/>	<input type="text" value="10000"/>	
Cow Price	Milk Price	
<input type="text" value="100"/>	<input type="text" value="1"/>	
Degradation Rate	Carrying Capacity	Capacity Per User
<input type="text" value="0.001"/>	<input type="text" value="100"/>	<input type="text" value="50"/>
Starting Date	Last Date	
<input type="text" value="06/04/2024"/>	<input type="text" value="07/03/2024"/>	

Health update Formula

When above capacity	When below capacity
<input type="text" value="Linear"/>	<input type="text" value="Linear"/>
Show Leaderboard?	Show Chat?
<input type="checkbox"/>	<input type="checkbox"/>

Create

After:

Create Commons

Commons Name	Starting Balance	
<input type="text"/>	<input type="text" value="10000"/>	
Cow Price	Milk Price	
<input type="text" value="100"/>	<input type="text" value="1"/>	
Degradation Rate	Carrying Capacity	Capacity Per User
<input type="text" value="0.001"/>	<input type="text" value="100"/>	<input type="text" value="50"/>
Starting Date	Last Date	
<input type="text" value="06/03/2024"/>	<input type="text" value="07/03/2024"/>	

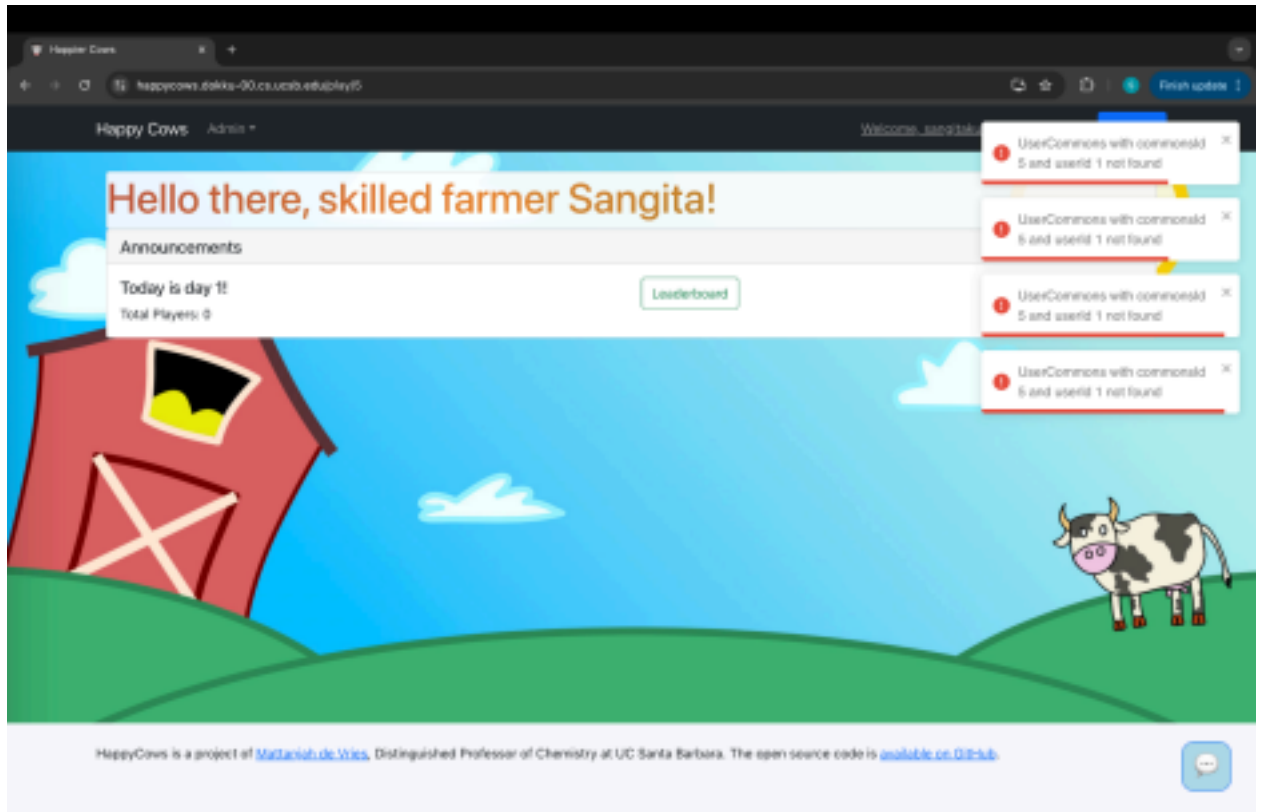
Health update Formula

When above capacity	When below capacity
<input type="text" value="Linear"/>	<input type="text" value="Linear"/>
Show Leaderboard?	Show Chat?
<input type="checkbox"/>	<input type="checkbox"/>

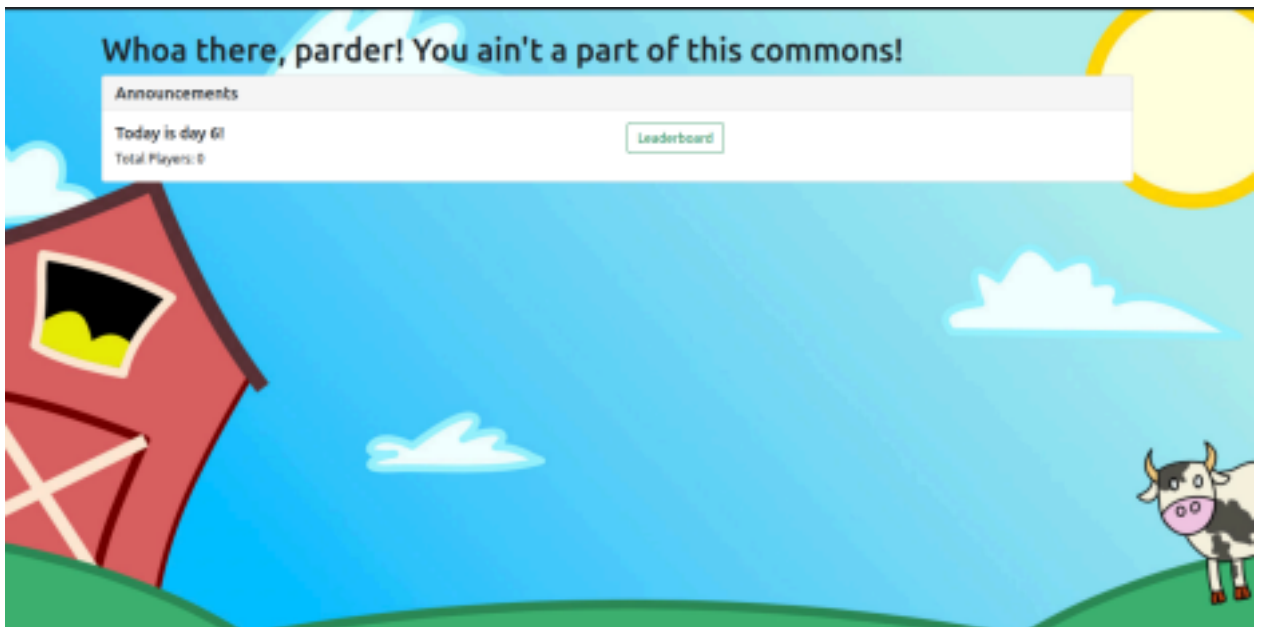
Create

2. Made changes to the so that a user navigating to a commons that they have not joined will be shown a message indicating this fact. Previously, there was no message.

Before:

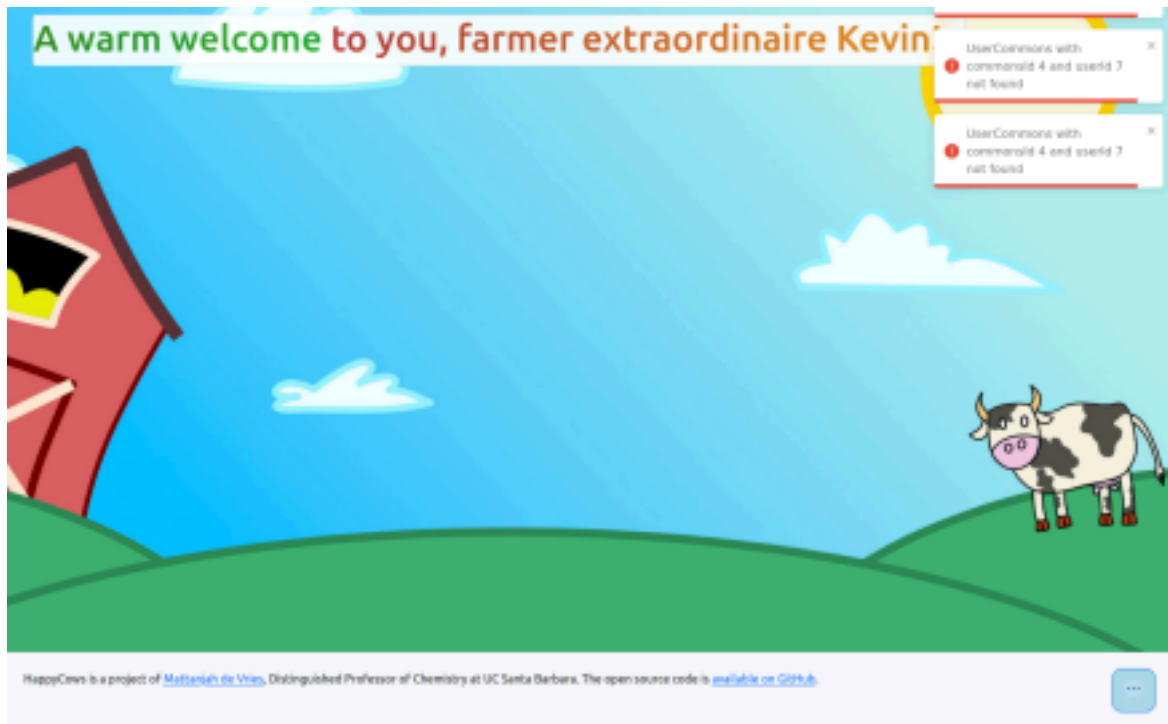


After:



3. Made it so that a user navigating to a commons that does not exist will be shown a message indicating this fact. Previously, there was no message.

Also removed chat for nonexistent commons.
Before:



After:



Developer Notes

Here is a summary of the changes made on the developer side.

Developer Features

1. Ability to toggle the visibility of Swagger on Navigation Bar through Dokku

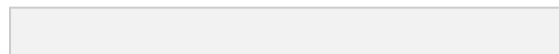
When configuring your project on dokku, create an environment variable called `SHOW_SWAGGER_UI_LINK`. This can be set to true and false, with the dokku environment variable, then both case scenarios visible on the images below.

```
PRODUCTION:      true
SHOW_SWAGGER_UI_LINK:  true
```



`SHOW_SWAGGER_UI_LINK=true` `SHOW_SWAGGER_UI_LINK=false`

2. Ability to toggle the visibility of H2 Console on Navigation Bar through Dokku (When Production = False). Dokku Environment variable will toggle NavBar, like with 1 (swagger).



3.

Ability to adjust the number of entries on each page of the profits table. In `PagedProfitsTable.js`, change the value of variable `PROFIT_PAGE_SIZE` in order to modify the size of each page in the table.

4. The ability for an admin to suspend and restore a user through the Swagger UI. This feature can be worked on more to implement a front end for users. Currently it is only accessible to developers. When a user is suspended, they

are immediately logged out and redirected to a Whitelabel page. This is achieved through the Role Interceptor, which checks a user's suspended status and changes their access depending on the boolean value.

Swagger UI:



Message displayed when user is suspended:





3. Wrote a new "silent" backend access function “useBackendNoToast” that sends error messages to the console rather than creating an error toast pop-up. This function is used on PlayPage.js so that the user is not spammed with "commons with id not found" pop-ups and can be used in place of “useBackend” if toast error pop-ups need to be hidden.
4. Added a 100ms delay function for delayed loading of certain elements on PlayPage.js so that there is enough time for certain elements to load in and be processed before they are rendered.
5. Added date getting function getTodayNextMonth() which is used by CommonsForm to get the date in local time.

Developer Bug Fixes

1. Fix /api/commons/{commonsId}/users/{userId} bug where a user could not be deleted from a commons if they had a profits table.