










Panel Rust Backend V0.1.3

Aa Name	Date	Extra	Status
 <u>Rust-0</u>	@May 24, 2023	setup diesel postgres tables (users, tasks, users_tasks)	Completed
 <u>Rust-1</u>	@May 25, 2023	design secured cookie and jwt based authentication system using argon2 as the KDF method	Completed
 <u>Rust-2</u>	@May 26, 2023	admin APIs (login, register_new_admin, delete_task, register_new_task, edit_task, edit_user, delete_user, get_users, get_admin_tasks, get_users_tasks)	Completed
 <u>Rust-2</u>	@May 27, 2023	user APIs (login, verify_twitter_account, get_tasks, tasks_report)	Completed
 <u>Rust-3</u>	@May 28, 2023	Health APIs (check_token, health, logout)	Completed
 <u>Rust-4</u>	@May 29, 2023	bot APIs (verify_twitter_task, check_users_tassk for crontab)	Completed
 <u>Rust-5</u>	@May 30, 2023	redis setup for realtime streaming to publish new task event	Completed
 <u>Rust-6</u>	@May 31, 2023	Rust flows in you design pattern (for more info refer to README of the project github repo)	Completed
 <u>Rust-7</u>	@June 1, 2023	best error handling for all APIs and setup a sit-back-and-drink-your-coffee deployment script	Completed
 <u>Rust-8</u>	@June 2, 2023	swagger ui doc on admin APIs supports every possible response	Completed

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 <u>Rust-9</u>	@June 3, 2023	add security guards on APIs with access level, in swagger doc	Completed
 <u>Rust-10</u>	@June 4, 2023	backend design pattern and ERD schemas	Completed
 <u>Rust-11</u>	@June 5, 2023	document the whole project (please refer to the README file of the project inside the github repo)	Completed
 <u>Rust-12</u>	@June 6, 2023	fix minor bugs and deploy on BeAnotherJoe VPS for production	Completed