ChatMaps Deliverable 3

Sprint Review

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Github: https://github.com/ChatMaps/ChatMaps

Kanban: https://trello.com/b/TaygvBv7/chatmaps

Sprint Review 3

Features Implemented
- Added full chatting functionality
- Added preliminary online/offline status for users in a room
- Added list of current users in each room
- Implemented nearby room count for unregistered users
- Added notification for users joining or leaving a room
- Added distinct username colors in chats
- Added chat rooms on main map for all users
- Added button to leave a room

Issues Fixed
- Fixed occasional broken pages for new account creation
- Fixed broken nearby room counter
- Fixed .gitignore to include .DS_Store files
- Fixed insecure Firebase integration

Implementation Review
- In Sprint 3, major progress was made on the user stories specified in our product backlog. The majority of the features and changes related to the chat room implementation, with more vital work not related to user stories also being completed. Chatting, user status, and user lists were all added at the chat room level. We ran into several issues related to authentication and user accounts as changes were made, but a refactor of this system fixed most, if not all, of these bugs. Other issues arose relating to the general structure of our files, as we realized we weren't quite adhering to the component structure of React. This was partially resolved by breaking up chats and the homepage into separate files, but further work will need to be done to ensure a healthy file structure in this project.

Changes Made
- Updated frontend files to better match the style preferred by React (i.e. components)
- Refactored authentication process the caused several bugs related to registration
- Included deliverable files in GitHub repository
- Removed unnecessary dependencies/code related to registration and authentication

Plans for next Sprint
- Full implementation of user profiles
- Further restructuring of files to break functionality into different components
- Finish implementation of global online status
- Add a quick view of current chat room members on home page
- Make further progress on chat room size visualization on maps
- Implementation of private messages independently from public chat rooms

Scrum Review
- This sprint, we continued to communicate primarily via Discord with occasional discussions in person. We were much more strict in defining responsibilities for each member which led to a much more streamlined process of completing tasks. In future sprints, we intend to share more of the workload related to frontend-related tasks on the project.