

Status:	To Do
Project:	GameChain
Components:	None
Affects versions:	None
Fix versions:	None

Type:	Bug	Priority:	Medium
Reporter:	Juraj Bedej	Assignee:	Unassigned
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original estimate:	Not Specified		

Sprint:	Sugma 8
Rank:	0 i000wn:

Description

Refresh profilu nenacita herne ucty (iba ked do profilu prideme od inakadial)

Odpojenie herneho uctu nerefreshne herne ucty

Prihlasenie uz vracia date of birth - pridat do profilu

Asi odstranit first name a surname z profilu

JWT cookie sa neobnovuje - bud obnovovanie v casovom intervale alebo pri vykonani akcie (pri klikoch na linky atd..)

Stay logged in - ako parameter do /auth pridat vyssie ttl ak je zakliknute stay logged in?- potom vydrzi dlhsie refresh token

Rok vo footeri ma byt 2021

Pridat moznost platform *any* (lubovolna platforma) do marketplace filtra

Filtrovanie LOL - pridat region uctu

Mozne pridat pdf do footeru a link do registracie (accept terms of use):

- <https://team02-20.studenti.fiit.stuba.sk/docs/terms-of-use.pdf>
- <https://team02-20.studenti.fiit.stuba.sk/docs/privacy-policy.pdf>

Status:	Done
Project:	GameChain
Components:	None
Affects versions:	None
Fix versions:	None

Type:	Task	Priority:	Medium
Reporter:	Juraj Bedej	Assignee:	Juraj Bedej
Resolution:	Done	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original estimate:	Not Specified		

Sprint:	Sugma 8
Story point estimate:	3
Rank:	0 i000uw:

[GC-183] [BE] stiahnutie steam itemov do databazy Created: 29/Mar/21 Updated: 08/Apr/21 Resolved: 08/Apr/21

Status:	Done
Project:	GameChain
Components:	None
Affects versions:	None
Fix versions:	None

Type:	Task	Priority:	Medium
Reporter:	Juraj Bedej	Assignee:	Juraj Bedej
Resolution:	Done	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original estimate:	Not Specified		

Sprint:	Sugma 8
Story point estimate:	3
Rank:	0 i000uv:i

[GC-181] [FE] Profil dropdown, logout Created: 23/Mar/21 Updated: 05/Apr/21 Resolved: 05/Apr/21

Status:	Done
Project:	GameChain
Components:	None
Affects versions:	None
Fix versions:	None

Type:	Task	Priority:	Medium
Reporter:	Juraj Bedej	Assignee:	Tomáš Bedej
Resolution:	Done	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original estimate:	Not Specified		

Sprint:	Sugma 8
Story point estimate:	2
Rank:	0 i000wj:

[GC-180] Export 7 Created: 22/Mar/21 Updated: 28/Mar/21 Resolved: 25/Mar/21

Status:	Done
Project:	GameChain
Components:	None
Affects versions:	None
Fix versions:	None

Type:	Task	Priority:	Medium
Reporter:	Juraj Bedej	Assignee:	Adam Fano
Resolution:	Done	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original estimate:	Not Specified		

Sprint:	Sugma 8
Story point estimate:	1
Rank:	0ji000vr:

Description

<https://drive.google.com/drive/u/0/folders/1bWrCVIXIC2c2BDIdicd-1kE3PBOTuWuu>

[GC-179] **Retrospektiva 7** Created: 22/Mar/21 Updated: 28/Mar/21 Resolved: 28/Mar/21

Status:	Done
Project:	GameChain
Components:	None
Affects versions:	None
Fix versions:	None

Type:	Task	Priority:	Medium
Reporter:	Juraj Bedej	Assignee:	Adam Fano
Resolution:	Done	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original estimate:	Not Specified		

Sprint:	Sugma 8
Story point estimate:	1
Rank:	0ji000vv:

Description

https://docs.google.com/document/d/1J6w0bTQ3g2aeoEoc6JK0__uCmisWkTBRsME25i-zvSY/edit

[GC-178] **Zapisnica 17** Created: 22/Mar/21 Updated: 05/Apr/21 Resolved: 05/Apr/21

Status:	Done
Project:	GameChain
Components:	None
Affects versions:	None
Fix versions:	None

Type:	Task	Priority:	Medium
Reporter:	Juraj Bedej	Assignee:	Adam Fano
Resolution:	Done	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original estimate:	Not Specified		

Sprint:	Sugma 8
Story point estimate:	1
Rank:	0ji000vb:

Description

<https://docs.google.com/document/d/1KhVc5xrprw1gd2K2I8BcaPdJvNjd5grH3-jPzxpwlCE/edit>

[GC-177] Zapisnica 16 Created: 22/Mar/21 Updated: 28/Mar/21 Resolved: 28/Mar/21

Status:	Done		
Project:	GameChain		
Components:	None		
Affects versions:	None		
Fix versions:	None		
Type:	Task	Priority:	Medium
Reporter:	Juraj Bedej	Assignee:	Adam Fano
Resolution:	Done	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original estimate:	Not Specified		
Sprint:	Sugma 8		
Story point estimate:	1		
Rank:	0 i000v3:		

Description

<https://docs.google.com/document/d/14gGNP1LhxCazb0FO9rmbpBGLiAMYqE2BIBvQgz5bH9A/edit>

Comments

Comment by Juraj Bedej [28/Mar/21]

Nadpis mas zapisnica 15, taktiez poprosim menej blbosti v texte hej

[GC-176] [FE] Úpravy frontendu, dorobit TODO-cka Created: 22/Mar/21 Updated: 28/Mar/21

Status:	To Do		
Project:	GameChain		
Components:	None		
Affects versions:	None		
Fix versions:	None		
Type:	Task	Priority:	Medium
Reporter:	Juraj Bedej	Assignee:	Adam Fano
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original estimate:	Not Specified		
Sprint:	Sugma 8		
Story point estimate:	5		
Rank:	0 i000uv:		

[GC-160] Otestovanie coinhandlera ci funguje Created: 22/Mar/21 Updated: 08/Apr/21 Resolved: 08/Apr/21

Status:	Done
Project:	GameChain

Components:	None
Affects versions:	None
Fix versions:	None

Type:	Bug	Priority:	Medium
Reporter:	William Brach	Assignee:	William Brach
Resolution:	Done	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original estimate:	Not Specified		

Story point estimate:	1
Sprint:	Sugma 7, Sugma 8
Rank:	0ji000uz:

Description

Po pozmeneni paymentHandler je mozne, ze nastanu chyby v coinhandleri treba skontrolovat.

[GC-157] [Skontrolovat co sa deje s testami](#) Created: 08/Mar/21 Updated: 08/Apr/21 Resolved: 08/Apr/21

Status:	Done
Project:	GameChain
Components:	None
Affects versions:	None
Fix versions:	None

Type:	Bug	Priority:	Medium
Reporter:	William Brach	Assignee:	William Brach
Resolution:	Done	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original estimate:	Not Specified		

Attachments:	Screenshot from 2021-03-08 17-18-20.png
Story point estimate:	3
Sprint:	Sugma 7, Sugma 8
Rank:	0ji000ux:

Description

```

ROUTERS TESTS
  ✓ TEST : /lol/test
Server listening at http://127.0.0.1:9999
  ✓ TEST : /lol/icon (630ms)
  ✓ TEST : /lol/all (360ms)
  2) TEST : /bnet/add
  3) TEST : /bnet/update
  4) TEST : /steam/games
  5) TEST : /gc/add

STEAM API CONTROLELR
  6) TEST : getSum about user profile
  ✓ TEST : getGames steam games of user (1592ms)
  7) TEST : getCsgoInv csgo inventory of user

6 passing (10s)
7 failing

1) RIOT API CONTROLELR
  TEST : handleLoGetIcon :
    Error: Timeout of 2000ms exceeded. For async tests and hooks, ensure "done()" is called; if returning a Promise, ensure it resolves. (/home/camapp/Developer/Node-server-GC/test/lolApi_tests.ts)

```

```
at resolve ( /home/ramang/Developer/Node-server-GC/test/router_tests.ts)
at listOnTimeout (internal/timers.js:554:17)
at processTimers (internal/timers.js:497:7)
```

2) ROUTERS TESTS

TEST : /bnet/add:

```
AssertionError: expected 404 to equal 200
+ expected - actual
```

```
-404
+200
```

```
at /home/ramang/Developer/Node-server-GC/test/router_tests.ts:148:31
at Generator.next (<anonymous>)
at fulfilled (test/router_tests.ts:5:58)
at runMicrotasks (<anonymous>)
at processTicksAndRejections (internal/process/task_queues.js:93:5)
```

3) ROUTERS TESTS

TEST : /bnet/update:

```
AssertionError: expected 404 to equal 200
+ expected - actual
```

```
-404
+200
```

```
at /home/ramang/Developer/Node-server-GC/test/router_tests.ts:154:31
at Generator.next (<anonymous>)
at fulfilled (test/router_tests.ts:5:58)
at runMicrotasks (<anonymous>)
at processTicksAndRejections (internal/process/task_queues.js:93:5)
```

4) ROUTERS TESTS

TEST : /steam/games:

```
AssertionError: expected 404 to equal 200
+ expected - actual
```

```
-404
+200
```

```
at /home/ramang/Developer/Node-server-GC/test/router_tests.ts:161:31
at Generator.next (<anonymous>)
at fulfilled (test/router_tests.ts:5:58)
at runMicrotasks (<anonymous>)
at processTicksAndRejections (internal/process/task_queues.js:93:5)
```

5) ROUTERS TESTS

TEST : /gc/add:

```
AssertionError: expected 404 to equal 200
+ expected - actual
```

```
-404
+200
```

```
at /home/ramang/Developer/Node-server-GC/test/router_tests.ts:167:31
at Generator.next (<anonymous>)
at fulfilled (test/router_tests.ts:5:58)
at runMicrotasks (<anonymous>)
at processTicksAndRejections (internal/process/task_queues.js:93:5)
```

6) STEAM API CONTROLELR

TEST : getSum about user profile :

```
Error: Timeout of 2000ms exceeded. For async tests and hooks, ensure "done()" is called; if returning a Promise, ensure it resolves. (/home/ramang/Developer/Node-server-GC/test/steam_tests.ts)
```

```
at listOnTimeout (internal/timers.js:554:17)
at processTimers (internal/timers.js:497:7)
```

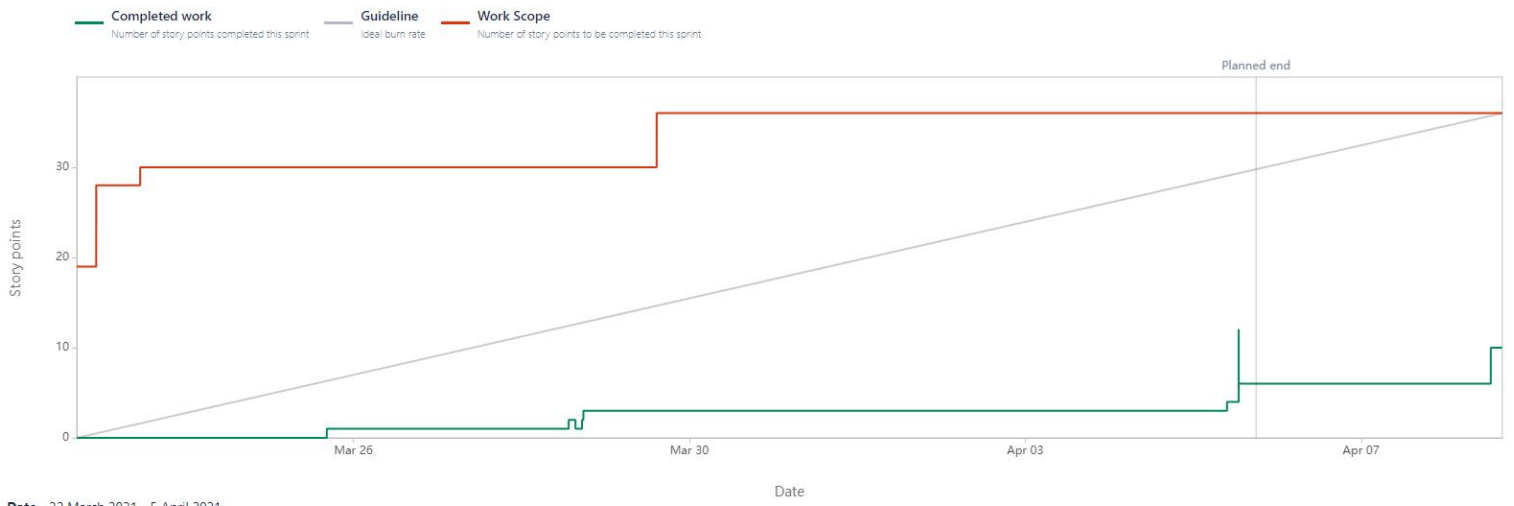
7) STEAM API CONTROLELR

TEST : getCsgoInv csgo inventory of user :

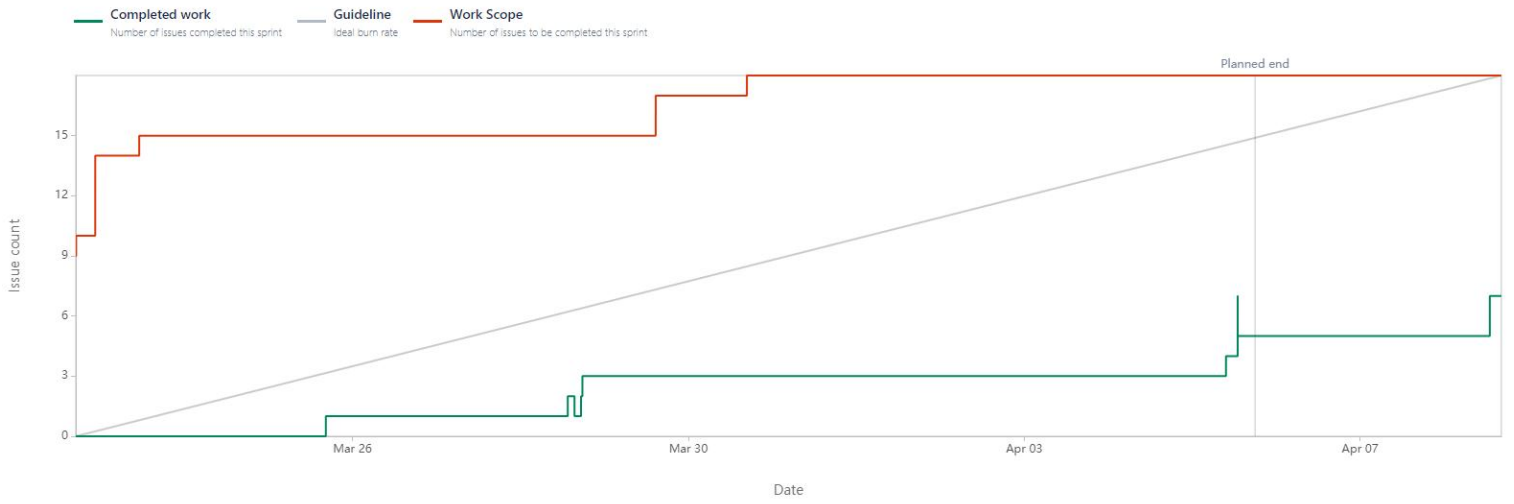
```
Error: Timeout of 2000ms exceeded. For async tests and hooks, ensure "done()" is called; if returning a Promise, ensure it resolves. (/home/ramang/Developer/Node-server-GC/test/steam_tests.ts)
```

```
at listOnTimeout (internal/timers.js:554:17)
at processTimers (internal/timers.js:497:7)
```

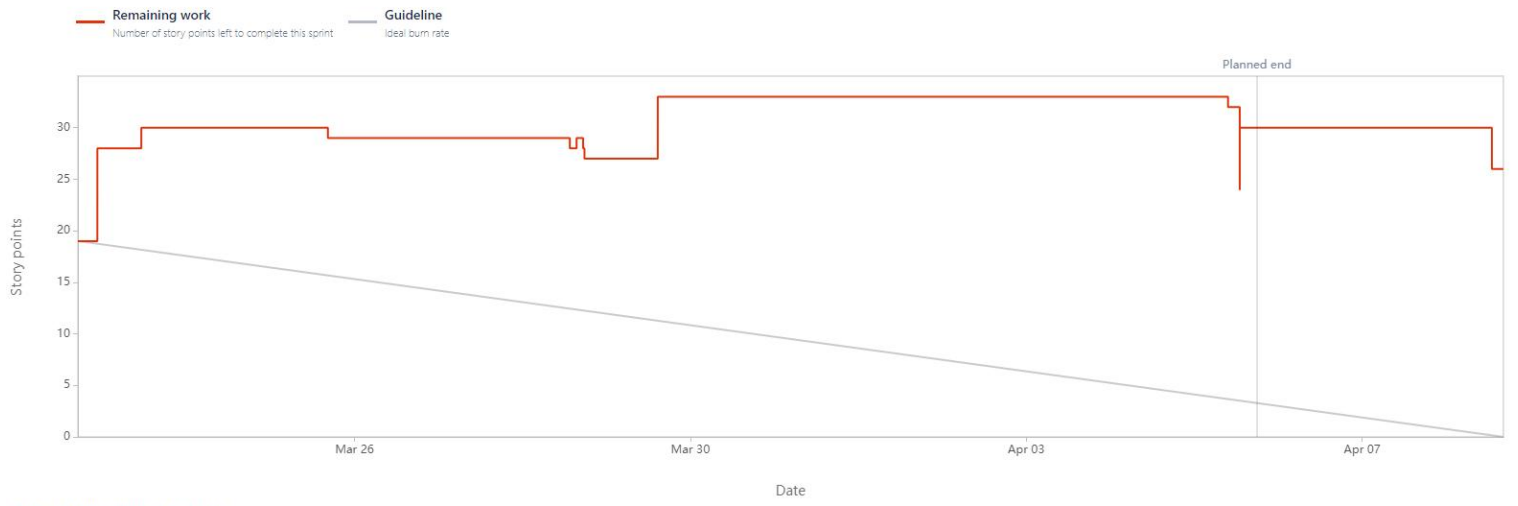

Date - 22 March 2021 - 5 April 2021



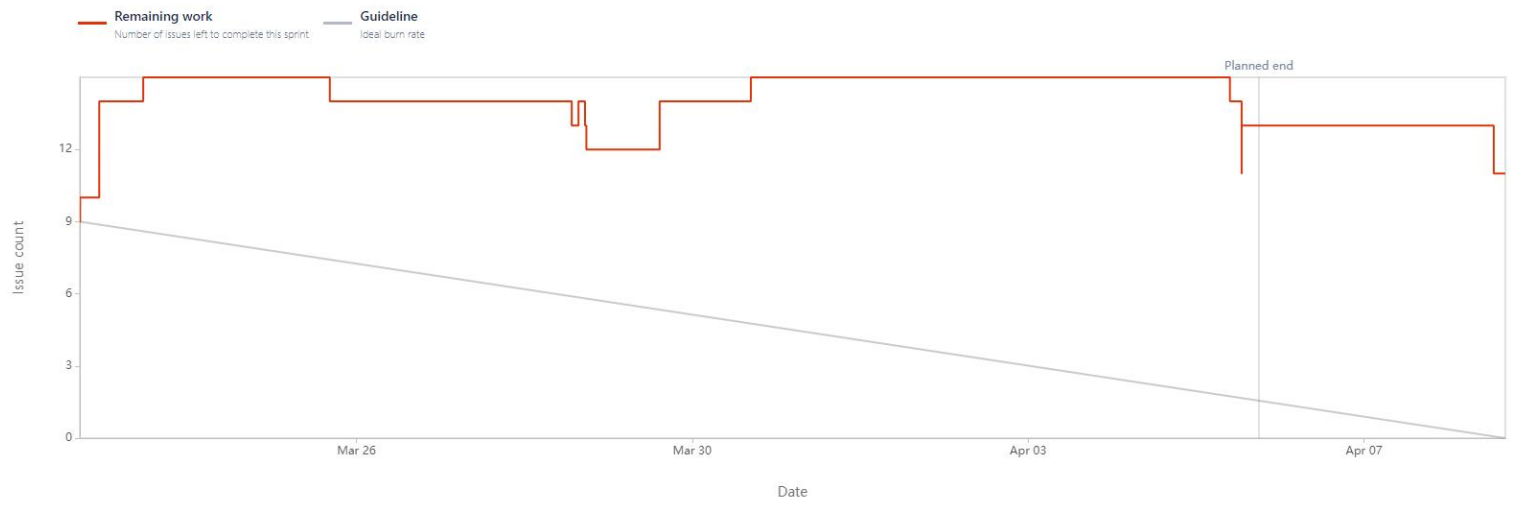
Date - 22 March 2021 - 5 April 2021



Date - 22 March 2021 - 5 April 2021



Date - 22 March 2021 - 5 April 2021



☑ To Do ☑ In Progress ☑ WAITING FOR REVISION ☑ IN REVISION ☑ Done

