

My implementation of the WillowTree Name Game splits the work between two web sites. The first wraps the HttpClient for consuming the WillowTree web service that provides the data. It is a RESTful API that adds a caching feature to the data and exposes a method that returns exactly the data that the second web site, the application site, will consume. Additional methods could be added to this API to sculpt the data necessary for alternate versions of the game (Mat(s), Reverse, etc.), utilizing the same cached data set.

As this is a prototype, there is no authorization or validation of the data being performed. For instance, incomplete records are handled the same as complete ones, but the removal of records that do not have images, or use a default image would be removed from the WillowTree data before being cached here.

The second web site, the application site, is left to manage the presentation of the data and user interactions with it. Again, there is no implementation of authorization methodology. This site could be expanded with a repository interface for the persistence of collected data (authorization, statistics and leaderboard).

Other security precautions such as the AntiForgeryToken annotation have been omitted. Little exception handling has been included. There are a few stubs for managing exceptions. They indicate the intention to add a logging service to write exceptions to an application log. This should be implemented employ an out-of-process approach so that failures in the logging service do not impact the application's continued operation.

Execution:

To run the application requires starting two projects in the solution. The first is the API client that encapsulates and exposes the WillowTree web service (Project API). The second is the application itself (Project NameGameUI).

The name of the person to identify is presented at the top of the page. A tiled view of six people's images follows. Clicking on one will display a message below the images. Below that is an action link that will repopulate the page with a new name to identify and a new set of images.