Old School Meme Maker

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1   Introduction

The web app I have created is a meme maker that allows for users to register/log in and create memes. The meme maker is rather nostalgic as it creates memes in the old template of top and bottom text on an image.The core feature of this web-app is to create memes, using javascript and html5 canvasing to transpose text onto an image and save the canvas as an image.
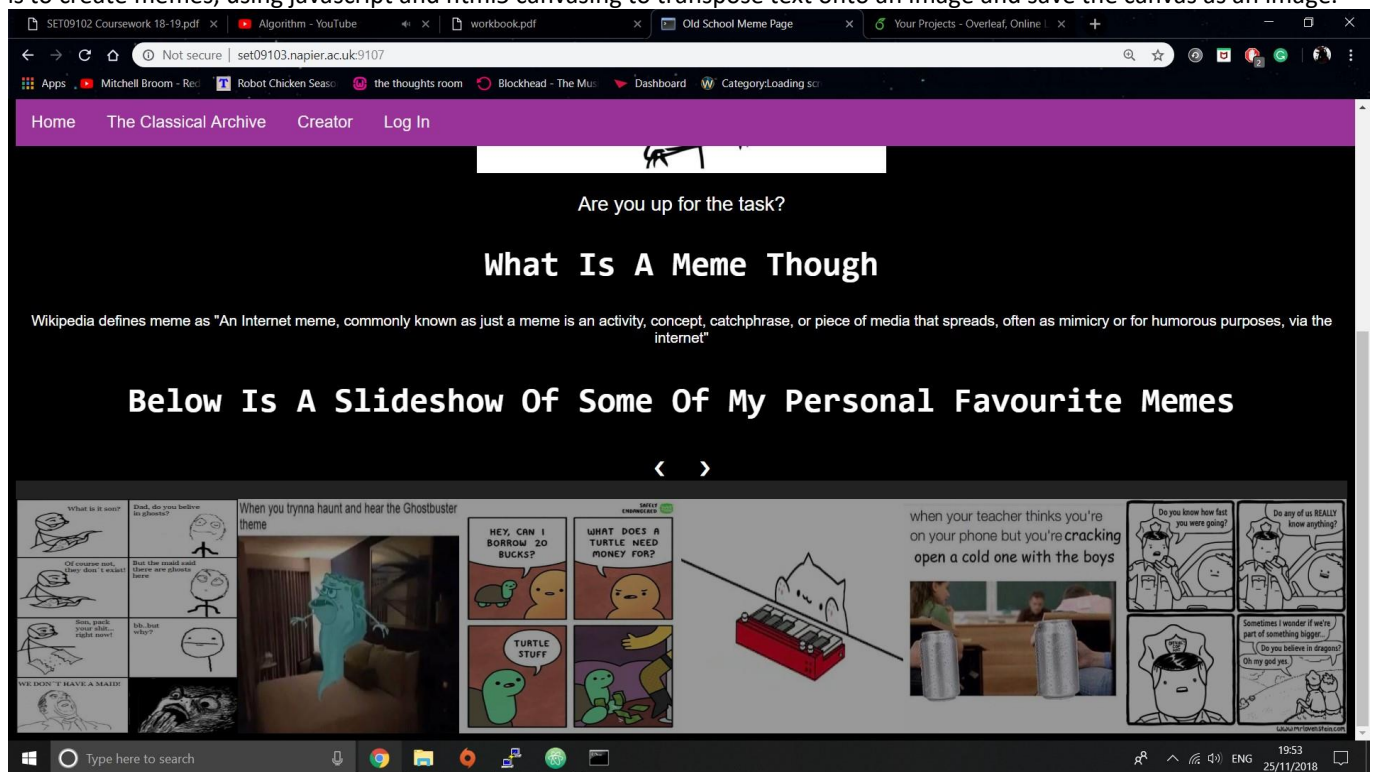

Figure 1: **2018-11-25** - The Home Page

2   Design

This web app was designed to be both humorous and easy to use, the navigation is simple and the creator is easy to use. Structured with a dark theme and a navigation bar at the top. The 'archive' page contains meme templates that can be downloaded and used in the 'creator'. Below is a map of the url hierarchy, which was thought of with the idea of being able to navigate via the url by typing out the name of a page. While a database exists and links into the web app, there is no security (password hashing) which could cause user information to be easily accessible.
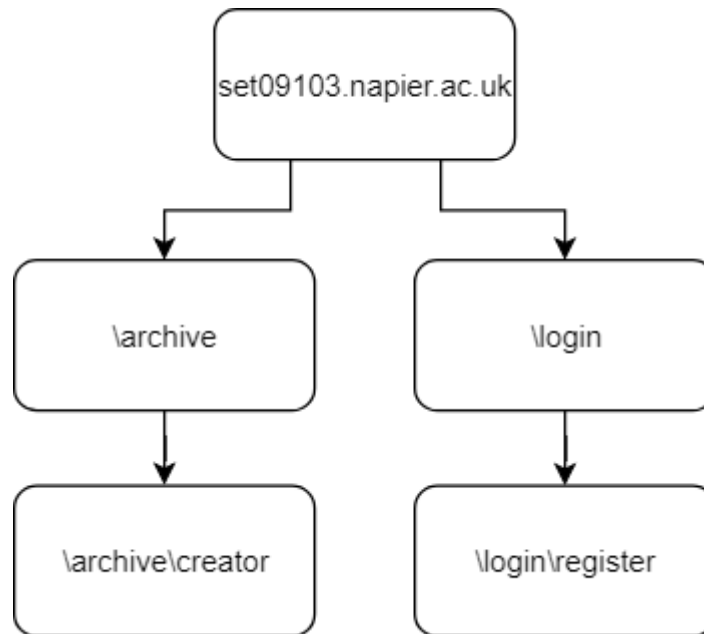
Figure 2:   The URL hierarchy map

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3   Enhancements

I would want to add and improve on the usage of a database to have persistent users and use password hashing to encrypt these passwords. As well as adding a forum section where memes can be posted and discussed.

4   Critical Evaluation

I could not properly set up and use an sql database, the log in and sign up pages exist as templates for this current project. Clicking the log in and sign up buttons simply causes an error. That is the biggest flaw of this website, the lack of a database connection. I have failed at properly setting up and connecting a database to the web-app. The meme creator however works flawlessly but would have looked better if I had added in a 'Download' button. As explained in the introduction, the creator works by using an html5 canvas which has it's style set with css and the functionality with javascript, this works by setting up the canvas, adding in an image, and finally placing text from text boxes at the top and bottom of the image.

5   Personal Evaluation

The biggest challenge faced was the use of a canvas and the larg amount of javascript involved ,figuring all that out took me more time than I anticipated, however I am very pleased with the results of this project. I found myself enjoying creating webapps and hope to become even better at it in the future. As with every project I have done, sites such as stackoverflow.com, w3schools.com and codepen.com where all used for reference to certain aspects of this coursework.

References

The images where taken from these various websites –

https://imgflip.com/memetemplates

https://giphy.com/

Extra reading done from –

https://Pythonspot.com

https://w3schools.com