**Project 1 Documentation**

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**What your site does and its purpose?**

A Heroclix team builder is a way to keep track of any number of Heroclix teams (Heroclix is a TFG). Since Wizkids doesn’t support their IP that much (it isn’t too financially successful) there isn’t an API that has the figurines (so I couldn’t fill in data for the player). On the other hand that also means that there are no other tools so the team builder isn’t just rehashing other tools.

**What part of your app does the API handle?**

The API itself starts out like the one for the previous assignment with data being passed in with an add and then received with a get. The difference for get is that it uses query params to only return relevant data. The difference for the post is a lot larger, because the amount of data being sent in is a lot more hefty. First it adds a basic object with a couple stats (called clix and cost) similar to the previous stuff. But after that there is a major for loop that goes through all other data creating a series of objects within the first one with int indexes (teams use names for indexing but individual clix use an int index). Then for each of these sub-objects it sets strings, then 2 ints that are parsed out of the strings that they are input as, then four arrays within these sub-objects are created using split. Lastly we check for if any params are invalid, or if any of the arrays are wrong, and if they are we return an error and return the parent object to its previous state.

**What went right and what went wrong?**

The tool could actually be useful for myself since I have a large number of Heroclix and there is absolutely nothing out there to keep track of stuff. Then I think I meant all the requirements for the project with all status codes being available even if the UI doesn’t mess up in such a way that you get them. And query params are used for the search bar. The biggest problems with it is that I don’t necessarily like the appearance of the styling. Secondly I wrote all frontend in the script tag like I had been doing for the assignments, which was fine but by the end of the project it was awful.

**If you were to continue, what would you do to improve your app?**

I would add more behind the scenes features that it kept track of like character abilities. And possibly I would do something like Pokémon showdown where you can then use your team. Then I would improve the stuff that went wrong aka I would fix the styling to not be so gross, and I would move the JS out of the HTML.

**How did you go above and beyond?**

Instead of just be architected for a series of objects, mine was architected to be a series of objects that are themselves also a series of objects which made it more complicated. Also, there are 2 pages. The get page has a search bar and 2 modes that you can switch between by clicking on a team to bring up the teams’ details. The post page can be a series of any length and you can click a button to add more clix to the team.