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Project Reflection

My project is called “What Do You Meme,” and it is an online simulator of a real-world card game. The original game is a prompt and response card game, with funny pictures for the prompts and funny phrases for the responses. Each player puts down their favorite response to the prompt, then whoever is the judge decides which one was the funniest pairing and that player gets a point. My advanced goal was to make an online version of this game, with the option of adding your own prompt or response cards, and allowing any card added to be an image or text. This would have effectively created multiple different play styles or even different games entirely.

I was the only member of my group, so I was the sole contributor to the project. I am confident that had I had another group member, the project would have ended closer to my original goal. The main struggle during this project was time management. Due to having 2 other project-based classes, which is not the form of learning I am used to, I had to prioritize some classes over others and, as a result, this project suffered. For my other projects, I was in groups with multiple members, and they helped keep me on track. For this reason, in addition to the extra work they would have contributed, I believe having another member would have helped considerably.

Regardless, I feel I learned a lot during the completion of this project. Despite setbacks in figuring out how to handle photos and allowing users to upload and save cards, I was able to create enough of the project that it could be a playable game. I did not have any experience with creating web pages before this class, so almost every skill I needed to created the project was something I had to learn. I learned how to use visual studio to create the front-end web forms needed to collect data. I also learned how to use Microsoft SQL Management Studio to create databases and corresponding tables and database diagrams to store said data. The most interesting part to me was learning to connect the front-end web pages with the back-end database to create something that can collect and store data. I also learned how to use bootstrap, though I felt like some stylistic parts of the project benefitted more from my original components.

Overall I am proud of what I accomplished with my project. I could have looked nicer and included more features, but I learned a lot by creating it and am happy with the skills I’ve acquired.