Web Programming Project Report

My Game List

Angue Jules – Decola Charly

Description

My GameList allows the users to rate Video Games. We have 10 games in the list and for each game the user can precise if he played the game or not and also rate the game. The editor and the release date are indicated too.

We respected most the requirement : our web interface that we builded with html/CSS and JS. We used Vue.js for simplify our code and bootstrap for the displays. The serveur is build with node.js, redirect the webpage and return the htlm page. We have Read interactions but we have a problem when we tried to login an user with the express serveur so we don't have Write interactions. The deployment of the application is with Glitch.

Steps

The first step in the conception was the choice of the subject, once we decided to do a Game list we thought about how our web page had to display, how many and which games we going to add on the list.

The second step was the frontend programmation we didn't use a lot of CSS at the beginning because we just wanted to be sure that all our functions worked. We learnt how to use Vue.js and we simplified the code a lot.

Then we did the backend, we program an express server with node.Js and the rest of the backend. With the URL we can return the page what we want to display.

We did the deployment with Glitch because it was easier than Google Cloud Platform.

Encountered difficulties

We didn't encountered a lot of difficulties in the beginning excepted the fact that we had to learn about Vue.js. Building a server with node.js was harder because we just started with it.

When we try to use Glitch for show our project in our browser we encountered a big problem, the application didn't work because the paths of the files were false in our scripts. We don't suceed in login an user with the express server, the username couldn't be reached by the application.

We did also a function for sort the game by rate but finally we can't add dit in the code because the datas are not save for the users.