

# Coursework Report

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A web app which categorizes Servants, Craft Essences, and Mystic Codes from the mobile game "Fate Grand/Order" and allows users to add new Servants and Craft Essences, and also create a team that takes party costs into account.

**Keywords** – Web, Technologies, Student, Report, 40272321, Napier, SET09103, set, 09103

## 1 Introduction

This web-app uses a combination of Python, Jinja2, and SQL to create a categorized index of Servants, Craft Essences, and Mystic Codes from a mobile game I have experience with called "Fate Grand/Order". Each entry is given the relevant information such as Craft Essences having a title, description, cost, and rarity. The data is stored in SQL tables, three of which are used and stored in schema.sql. The tables are filled with some entries which was mainly for testing but kept as to show off how the site looks rather than showing emptiness until entries are created.

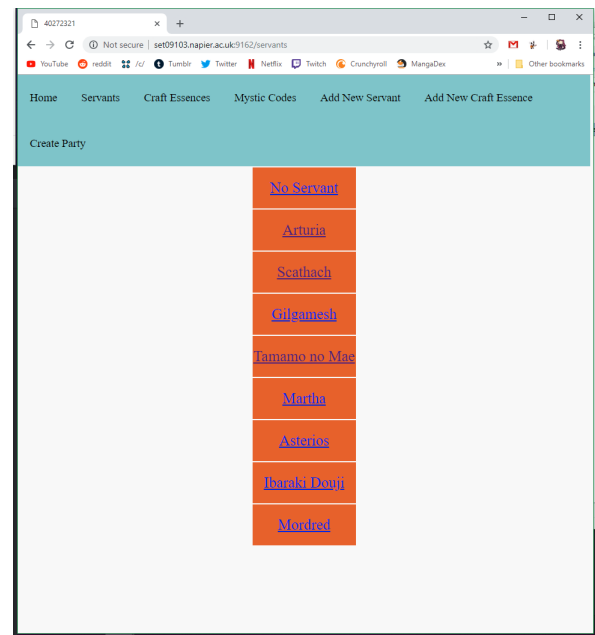


Figure 2: Servants list

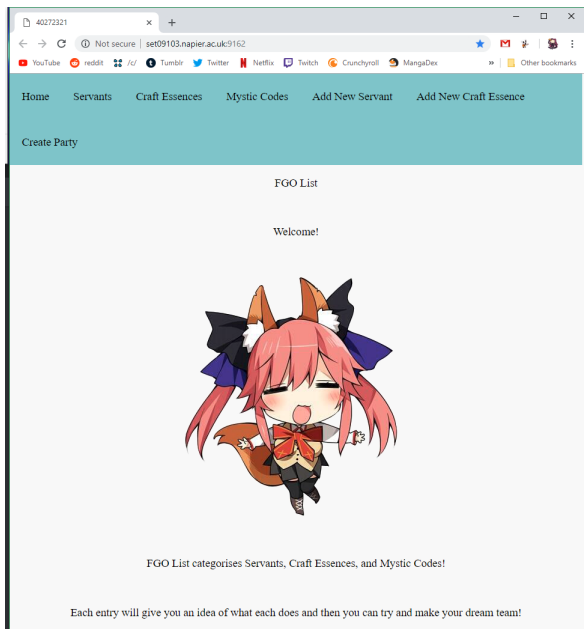


Figure 1: Homepage

Several templates are used with many being similar with slight changes to fit the context. Essentially the templates are ordered as Homepage to a list of entries which lead to information on a single entry, or Homepage to creating a new entry.

In order to ensure relevant data is entered, only integers can be entered into the text inputs for both rarity and costs for each respective tables.

The URL Hierarchy is quite straightforward. The home-page splits off into six separate entities of Servants, Craft Essences, Mystic Codes, Add New Servant, Add New Craft Essence, and Create Party. Servants leads to Servant Name which is a description of the selected Servant, and the same exists for Craft Essences, and Mystic Codes

## 2 Design

The layout for this app is fairly simplistic. Featuring list pages where each entry is a new row in a table with a coloured background, input pages with labels alongside respective input boxes, And the Create Party page being a table with two rows allowing inputs.

The app has a colour palette that I stuck to, this was to ensure a consistent, and aesthetically pleasing user experience.

The CSS was created from the base of a previous CSS file used for a previous project. It was altered in certain ways such as the colour palette.

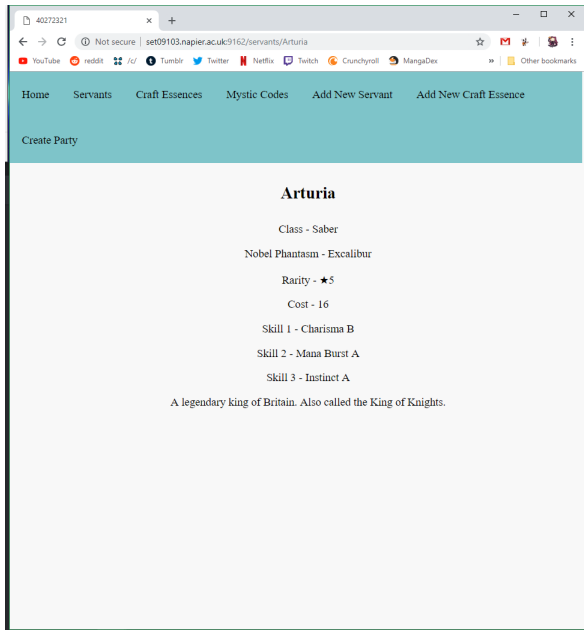


Figure 3: A selected servant

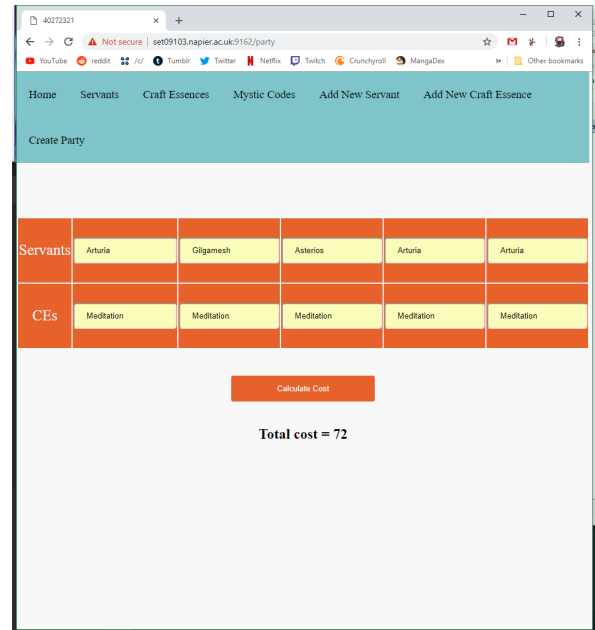


Figure 5: The create party screen

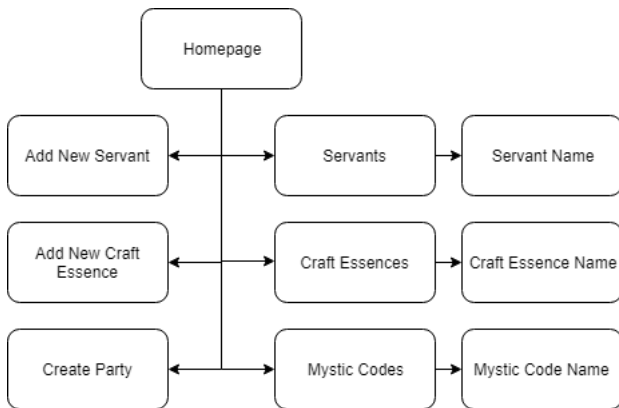


Figure 4: URL Hierarchy

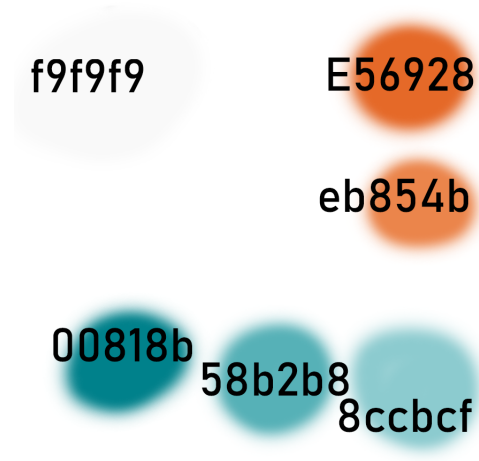


Figure 6: The referenced colour palette

Specifically changes were made to the navigation bar which was moved from the side to the top of the page.

### 3 Enhancements

The major not-implemented feature was an account system which would allow users to favourite servants and craft essences. This was not implemented over choosing the create party system. The major reason for choosing the party system was uniqueness, I wanted my app to stand out as different from other submissions and made the assumption that most would implement an account feature.

Another potential enhancement could have been to include servant and craft essence images that are supplied from the game, however these are not easily retrieved and online versions tend to be of low quality.

### 4 Critical Evaluation

The app functions to a level I find acceptable, the biggest bug in the app is that it crashes if an entered servant or craft essence does not exist on the party entity.

I also would have liked to output the created party and cost to a text file that the user could save to keep.

The servants and craft essences tables contain a non-entity, an entry that has data which is all "0" and is named "No \_\_\_\_\_". This is because in create party the user has the ability to leave a slot empty.

## 5 Personal Evaluation

I am quite satisfied with this site as it allowed an insight to how apps like this that I have used in the past function, it also allowed me to learn how to use different technologies than I did in the first coursework.

Much like the first coursework I struggle to balance work and studying so while I am quite happy with the app I could have potentially had more features had I not had to focus on other coursework due and work.

Overall I enjoyed the second coursework more than the first one due to it being more tailored towards my interests which helped massively with my motivation to implement features.

## 6 References

hyperref Article title: SQL AND, OR, NOT Operators  
Website title: W3schools.com  
URL: [https://www.w3schools.com/sql/sql\\_and\\_or.asp](https://www.w3schools.com/sql/sql_and_or.asp)

Article title: Databases and SQL: Programming with Databases - Python  
Website title: Swcarpentry.github.io  
URL: <https://swcarpentry.github.io/sql-novice-survey/10-prog/>

Article title: SQL using Python — Set 1 - GeeksforGeeks  
Website title: GeeksforGeeks  
URL: <https://www.geeksforgeeks.org/sql-using-python/>