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| School of Software Design and Data Science |
| **Full stack JS App** |
| WEB422 - Project |
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| **4/15/2025** |

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| This document explains how to build a frontEnd dashboard that consume backend API …………………………. |

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# Task 1: Pick Your Store and Product/Service Inventory

(Describe the major steps for identifying product/service/API)

For this project, we chose a marketplace model that offers a variety of Pokemon cards.  
  
**Store Name, Slogan, and Theme:  
Store Name:** Poké Mart

**Slogan:** “Your #1 Hub For Pokémon Cards”

**Theme:** A modern digital space for browsing and collecting Pokémon cards

The major steps for identifying our services, products, and API were:

1. **Initiation:** We brainstormed multiple different ideas and finalized on creating a  
   marketplace for Pokemon cards as it was a shared interest and we felt that it was a  
   niche product to work with.
2. **Research:** We discussed and researched through a variety of API’s and products  
   that we could use for our Pokemon marketplace but ended up finalizing and  
   choosing the pokemon TCG API. This API provided all of the information we  
   needed along with data sets of the products (cards) we were going to list.
3. **Service Inventory:** We defined our product inventory based on the available data  
   and information from the API, making sure that our inventory covers necessary  
   details such as name, image, description, prices, and categories for each card.
4. **Task Management:** Utilized Jira to issue and track project task implementation.

# Task 2: Project Planning, Wireframing, Layout, Dynamic Content

(Describe the project planning (Gantt Chart) and major steps for designing the layout (Figma) and visualizing data using Card design)

# Task 3: Authentication/Authorization

(Describe the major steps on how to make JWT user authentication in the app)

# Task 4: "Favourites" functionality

(Describe the major steps on how to make “favorite products” in the app)

# Task 5: "Route Guard" functionality

(Describe how to implement protected routes)

To ensure only registered users could access features ike searching and favoriting Pokemon cards, we implemented a Route Guard in our app using Next.js and Jotai to restrict the favorite page and search page to authenticated users only, by redirecting the user to login page when attempting to search or favorite.  
  
Steps:

1. Created RouteGuard.js Component inside components/ folder. It wraps around the main layout and checks user login status using loggedInAtom from jotai.
2. Used PUBLIC\_PATHS array including to only protect the /favorites and /search pages. This made the homepage and public content accessible without foricing the user to log in immediately.
3. Used useEffect to check login status
4. Reused the updateAtoms() function from our login page to re-sync user data (favorites and history) to ensure favorites didn’t disappear after refreshing the page.

# Task 6: deployment

(Describe the major steps for deployment)

Once the Poke Mart project was initialized, added and pushed to github repository. Created initial homepage with “Website coming soon!” and deployed to Vercel.

Steps:

1. Created initial homepage with initial message.
2. Pushed our code to GitHub under a private repository
3. Signed into vercel.com using GitHub authentication
4. Imported our GitHub repo to Vercel and selected the correct project directory to deploy.
5. Clicked “Deploy”
6. Vercel generated live URL that automatically updates evertime we push to main.

\*Learned how to read, understand, and debug deployment errors

# Bonus questions

(Describe the major steps for designing the bonus question)

# Project planning/sharing tasks

(Describe how did you divided the work and did project planning. Have you changed the day-1-planning/milstones/deliverables that we did at the beginning of project in the class?)

We started the project by drafting initial planning and distribution of some tasks. We changed after that to using Jira, and it was easier to manage our tasks.

Steps of using Jira:

1. Used already created team account
2. Added team members as collaborators and the professor
3. Issued Main tasks based on the required deliverables and tasks instructed by the professor, and allowed each team member to assign tasks to their name to implement
4. Each task could be divided into subtasks to break down into smaller manageable tasks and each main task was associated with a parent (Phase 3, phase 4), which helped in managing the tasks.
5. Used the tracking feature in jira, for each task (To Do, In progress, Done)

# Project performance check

(check your project performance using google lighthouse and add the screenshot of your current app status here )

# Summary

(Describe your experience in this project, share your feedback on how this project was align with the course objective and how do you think the project can be changed to provide a better experience, …)