This site is meant to be used for inputting games you’re playing/planning on playing/have played in order to keep track of it all. I tend to forget what games I’ve started and exactly how far I am through them so it seemed like a good idea to have. One piece of functionality that might not be immediately evident is that clicking a game in the list will show some more data.

The profitability from this app would come purely from ads on the site, for which there are currently placeholder locations which are shown in solid blue. They might not be einitrely full with ads, but they would be the general areas for placing them. I also found out my adblock would block my ads, so you may need to turn yours off if you use one.

The templating languages I used was handlebars for the basis of each page in the app.

MVC was used in the same way as with domomaker, with the controllers and models on the server and the views handled with React.

Mongo is used to store usernames and passwords as well as the data for games that users input.

My above and beyond would be using react for most of the html which I believe should cover the multiple pages requirement (And I may have used a little too much for some things). I’m particularly happy with the edit buttons on games and the change password button on the account page. I don’t think I have anything else above the requirements aside from that.

When it comes to crediting where code came from, I used my Domomaker E as a base and worked from there. It’s not the largest departure graphically but I’m not the best at fancy graphics so I just tried to keep it clean and simple.

There were also a few eslint errors that I’m not sure why they were happening. I added comments inline with them for you to look at. I also noticed a bug with game names that used spaces (that’s what I get for testing with names I made from mashing the keyboard). It should be fixed but I figured I’d let you know in case there are still issues I wasn’t able to find in time.