

# No Db Project

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# Agenda

- Feature
- View
- Schema
- Controller
- Endpoint
- Rubric check

# Feature

Seller:

- Add Pokemon to store
- Edit Pokemon selling price

Buyer:

- Moving Pokemon from store to cart
- Moving Pokemon from cart to store(Not gonna buy it)
- Removing Pokemon from cart(Sold!)

# Feature

## Member System

- Greeting member
- Only owner can modify the price
- Each buyer have their own cart on server

## Search System

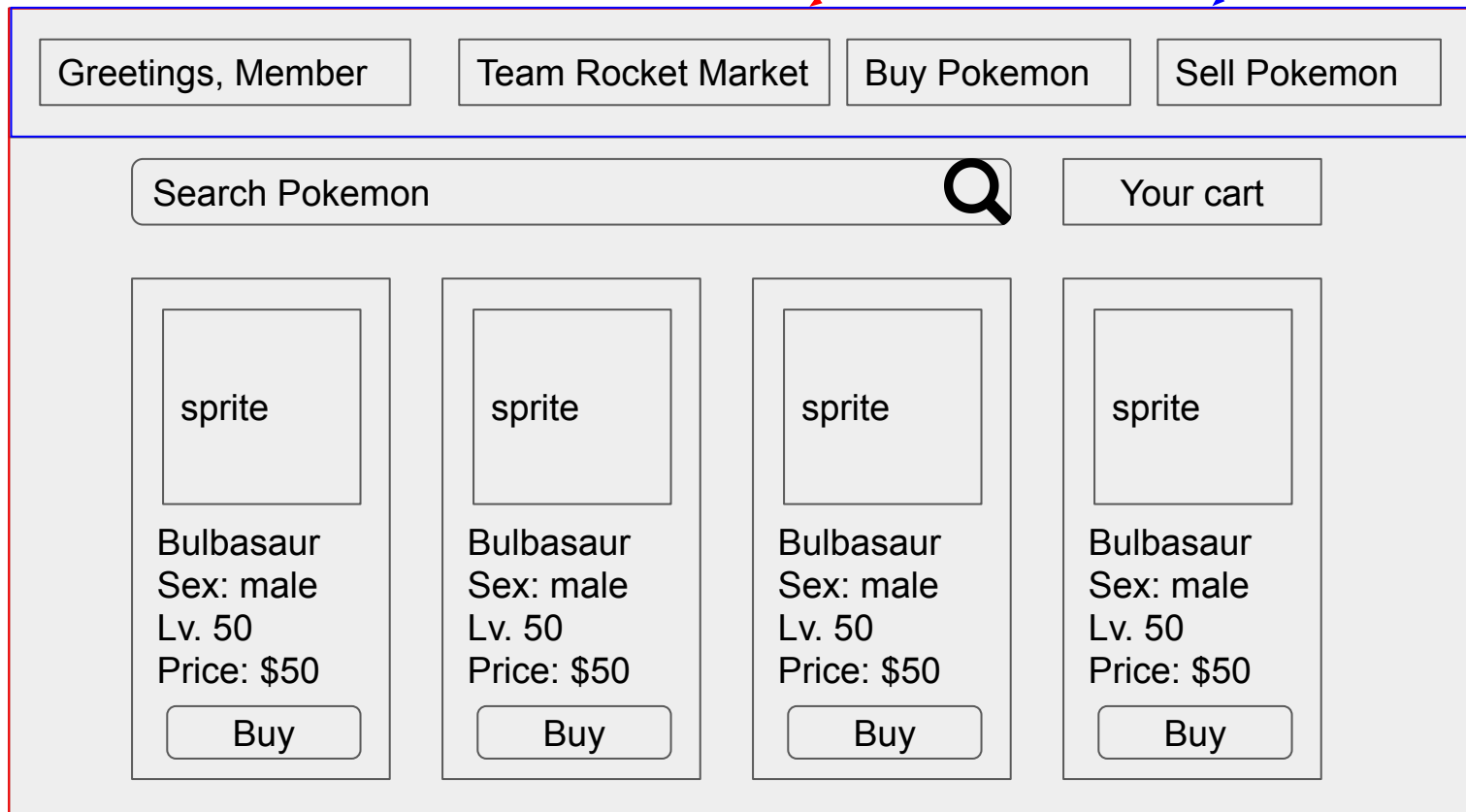
- Buyer can search certain Pokemon in Store Page

# View-Buy Pokemon-Store

App/

TeamRocketMarket

Header



# View-Buy Pokemon-Cart

Greetings, Member		Team Rocket Market		Buy Pokemon		Sell Pokemon	
Back to store				Checkout			
<div>sprite</div> <div>Bulbasaur Sex: male Lv. 50 Price: \$50</div> <div>Remove</div>		<div>sprite</div> <div>Bulbasaur Sex: male Lv. 50 Price: \$50</div> <div>Remove</div>		<div>sprite</div> <div>Bulbasaur Sex: male Lv. 50 Price: \$50</div> <div>Remove</div>		<div>sprite</div> <div>Bulbasaur Sex: male Lv. 50 Price: \$50</div> <div>Remove</div>	

# View-Buy Pokemon-Checkout

Greetings, Member

Team Rocket Market

Buy Pokemon

Sell Pokemon

Thanks for shopping with us!

# View-Sell Pokemon

Greetings, Member

Team Rocket Market

Buy Pokemon

Sell Pokemon

Sell a new Pokemon

You have no Pokemon for sale



# View-Sell Pokemon-Add

Greetings, Member

Team Rocket Market

Buy Pokemon

Sell Pokemon

See Pokemon selling list

Please enter the info about the Pokemon:

Species:

Sex: ☐ M ☐ F ☐ None

Level:

Price:

sprite

# View-Sell Pokemon-Edit

Greetings, Member

Team Rocket Market

Buy Pokemon

Sell Pokemon

Sell a new Pokemon

sprite

Bulbasaur  
Sex: male  
Lv. 50  
Price: \$50

Edit

sprite

Bulbasaur  
Sex: male  
Lv. 50  
Price: \$50

Edit

sprite

Bulbasaur  
Sex: male  
Lv. 50  
Price: \$50

Edit

sprite

Bulbasaur  
Sex: male  
Lv. 50  
Price: \$50

Edit

# View-Sell Pokemon-Edit

Greetings, Member

Team Rocket Market

Buy Pokemon

Sell Pokemon

See Pokemon selling list

Please enter the new price:

Species: bulbasaur

Sex: M

Level: 50

Price:

Change the price

sprite

# Schema

```
Pokemon = {  
  id: 0,  
  name: 'bulbasaur',  
  sex: 'M',  
  level: 50  
  price: 50  
  sprite: url  
  trainer: 'Misty'  
}
```

Store: array of Pokemon

Cart: Object:{ {buyer\_name}: array of Pokemon }

# Controller

Only one controller since apis needs to manipulate both cart and store array.

# Endpoints

- Add Pokemon to store
- Edit Pokemon price
- Move Pokemon from store to cart
- Move Pokemon from cart to store
- Remove Pokemon from cart
- Get Pokemon in store
- Get certain Pokemon in store
- Get Pokemon in cart

```
post '/api/store'
put '/api/store/:id/:price'
put '/api/store/:id'
put '/api/cart/:id'
delete '/api/cart/:id'
get '/api/store'
get '/api/store?name=name&trainer=trainer?id=id'
get '/api/cart/:trainer'
```

# Rubric check

Criteria	Pts
Stateful component (3) (3+)	15/15.0 pts
Stateless, display component (2) (title, thanks for shopping)	10/10.0 pts
Express Endpoint (4) (4+)	8/8.0 pts
One endpoint that uses req.body (1) (1+)	5/5.0 pts
Use a single component more than once (2) (pokemon info, list display)	10/10.0 pts
Parameters/Queries (3) (3+)	6/6.0 pts
Full CRUD (1) (1)	5/5.0 pts
Controller File (1) (1)	5/5.0 pts

64(subtotal)

# Rubric check

64(subtotal)

Criteria	Pts
REST (1) (1)	5/5.0 pts
Promises (2) (2+)	5/5.0 pts
Destructuring (3) (3+)	6/6.0 pts
Default Styling (1) (1)	2/2.0 pts
Title (1) (1)	2/2.0 pts
Flex Box (1) (1)	10/10.0 pts
Semantic Tags (3) (header, main)	4/6.0 pts

98(total)