

## **Reflection**

What were the hardest features to implement? How did you approach these problems?

The hardest feature to implement was the search and filter functionality for the cards in the shop view. The challenge was due to the need to ensure that multiple filters (name, type, level, attribute, archetype) worked together seamlessly. To implement this feature, I carefully chained filter functions to ensure the logic was correct and efficient. I initially wrote individual filter functions for each parameter and then chained them together in a way that each filter function was only applied if the corresponding parameter was provided.

If you had another week to work on this project, what would you add to your store?

If I had another week, I would add a way for customers to submit and view reviews for products in the Product page of my website, in addition to this page just showing the product and its information. I would expect these reviews to focus on how effective the cards were in the customers' duels. This feature would add an extra layer of interaction and engagement in the e-commerce store. I would also refine the design of the user interface, by adding more sophisticated animations and transitions to improve the overall user experience.

What resources were most helpful to you (either provided by the course or found online)?

The most helpful resource for me were the lecture recordings from previous years that were provided on the course's Canvas page. This is because I am a visual learner, and I learned a lot from the code demos that I saw in those recordings since I am good at learning from seeing examples.

Were there features you tried to implement and were unsuccessful? What were they and what part of the implementation stumped you?

I tried implementing a feature where clicking on a card in the shop page would bring up a pop-up with the single product view, displaying the individual product and its information. However, I was unsuccessful in implementing this feature and ended up creating a separate HTML file for the single product view instead. The part of the implementation that stumped me was managing the dynamic content in the pop-up while ensuring it remained responsive and did not interfere with the overall page layout.

What did you enjoy the most about this project? What was the most rewarding?

I enjoyed the freedom to choose whatever products we wanted for our e-commerce website. One of my favorite card games from when I was little is Yu-Gi-Oh, and it was rewarding for me to see my complete website at the end of the project, and how all the features were functional and serving their purpose. Moreover, in the beginning of the course, El asked why we are taking CS 132, and I said that I did not know anything about how to create a website, and so I was curious about learning how to do so. Therefore, it is rewarding for me to know that now I built a full-stack website through a collaborative effort for the back-end, and assimilated all the aspects of the development process.

Was the breakdown and checkpoints throughout the assignment helpful? Would you change how the assignment is broken down/what is due?

The breakdown and checkpoints were helpful for me as they provided a clear structure and manageable goals to focus on throughout the project. I did not feel overwhelmed while doing the

project and had steady progress. I would not change anything about how the assignment is broken down/what is due.

### **Peer Feedback**

- <https://discord.com/channels/1224522707698192487/1245587432414380042/1248781699223912478>
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