# Introduction

My Assignment Essay will be structured as one part split into different sections for example. My first thoughts of the application will be in the application section along with the design of my app. From then I will demonstrate the way I have created my website and give my thoughts and thinking process on why I chose to do it that way.

# Application

## Design Process

Graphical user interface

Description automatically generatedThis is one part of my website. This is the Esports Game Dashboard where all the games the user creates will be displayed. You can see further information regarding these games by clicking the buttons on each of the card. I chose to do my games and players the same way as this because it makes sense, and it is very intuitive. Because each card is different from the next so for each card’s buttons the buttons will only alter that one card.

## Functionality

### Game

#### Adding a Game

##### Design

Background pattern

Description automatically generated

##### Technical Skills

When you click on the ‘add game’ footer it will take you to a different URL which handles the creation of games, this screen can be seen in the “Design” Tab of this essay. I chose to create the add game screen like this because it is very intuitive regarding the way it is supposed to be created because there is no filler regarding the empty space also the way it is created makes it easier to read as it is just 3 text boxes and a button on the screen. Also, the text fields have placeholders in to quickly explain where you need to type and what you need to type in them.

##### Evaluation

I think the way I created this part of the website is a pretty good way because everything is laid out nicely and in a way that is understanding also everything that is labelled how they are meant to be used for example, “Game Name” this is where you would input the name of the game.

Another thing which is good about this portion of the website is that it is simplistic and easy to read. Because all you need to do is input information into the displayed fields and send it off by using the submit button. Which will redirect the game back to the Esports-Games URL.

#### Removing a Game

##### Design

A screenshot of a computer

Description automatically generated with medium confidence

##### Technical Skills

For removing a game, it’s straight forward. All you need to do is click on the Esports Games Navbar button then once the games have loaded you need to click on the remove game button on the desired game from then it will remove the game from the database and reload the page, so it is updated with the removed game.

##### Evaluation

I think what I should’ve done better is make a confirmation form just in case a user mis clicks, and it deletes that box. However, on the good side of this what is useful is that it openly displays all the data of the game this way when you are going to alter the game you can make sure you are altering the correct game because I have allowed there to be more than one of the same game because there will be different matches with the game and they will all have different people playing.

#### Altering a Game

##### Graphical user interface Description automatically generated with medium confidenceDesign

##### Technical Skills

This is basically the same as the editing form of the player however this has a couple changes for example top left it gives the Game ID of the game you are editing. I did forget to add the place holder values for the games you are editing however I personally prefer the fact that it doesn’t have the place holders because it looks clearer of where you are meant to be changing values.

##### Evaluation

I still think however that this way is a better way of altering a game because it is more intuitive of where your information still needs to go however, I also agree with how I have done players and all the older information is there as place holders. However, I personally prefer the ‘Alter Player’ way of things because it makes sense.

### Players

#### Adding a Player

##### Design

Background pattern

Description automatically generated

##### Technical Skills

This is near enough the same as the alter player design however there are no templates and the place holders also help with delivering where you need information to be added

##### Evaluation

#### Altering a Player

##### Background pattern Description automatically generatedDesign

##### Technical Skills

If you want to alter a player’s information for example their name or email you will go to the players “profile” and click on the edit player button. Once clicked it will redirect the user to the edit player URL and will have the players email and name as the place holders in case you forget which player you are editing. Also, I have chosen that each box contains a label attached to it to explain to the user what certain information goes into which box.

##### Evaluation

I have done it this way because it allows for the user visually remember which player, they are changing just in case they forget. Another reason for me doing this is because you can visually see where the information you are about to change is for example if you want to change the name there is a text box which has a label above it. Also, it has a place holder there so you can see which value you are changing.

I think what I could’ve done better is switch the labels around to “Name” being at the top and “Email Address” being at the bottom because it is a more logical order of altering a player.

## Internal Design

### File Handling

The way I have done my file handling throughout the project is quite different to the way my peers have done theirs. My friend had ran into some problems using the ‘router.js’ file handling, the problems were that some of his URLS weren’t being called due to the file hierarchy . I opted for a different solution which seems to make the application run smoother and better. The way I did this was by creating my own file handler which reads information inside my controllers and uses that according to what I need for example

Text

Description automatically generated

This is my ‘home’ file where the URL is whats stored in the url property and the ‘METHOD’ is how I display the file to the user for example this is a get method so when the user goes to that address this is what they will see. Another reason why I decided to create a File Handler is because at least this way all the controllers look neat as they are stored in their own folders as well as having their own file. For error handling this is a lot nicer way of doing this because I can clearly see where the error is, which file, and not have to scroll through loads of code to get to my problem

## Peer Views, Usability

### Peer:

### Peer Thoughts

### How I can use this information