

## Christopher Tri <christophertri90@gmail.com>

## Status Update: Nerd's Paradise - Terminal App - 03 September 2019

2 messages

Christopher Tri <christophertri90@gmail.com>

Tue, Sep 3, 2019 at 8:00 PM

To: Harrison Malone <a href="mailto:harrison.malone@coderacademy.edu.au">harrison Malone <a href="mailto:harrison.malone@coderacademy.edu.au">harrison Malone <a href="mailto:harrison.malone@coderacademy.edu.au">harrison Malone <a href="mailto:harrison.malone@coderacademy.edu.au">harrison Malone <a href="mailto:harrison.malone@coderacademy.edu.au">harrison.malone@coderacademy.edu.au</a>, racheal.colley@coderacademy.edu.au

Hey guys!

Chris Tri here! Just wanted to give you an update on how the app is progressing.

There's quite a lot of things I managed to get done today. But I'll list the significant changes and implementations I did.

- Implemented the add game feature where the user inputs the game data which gets stored into an instance and into a global variable. Biggest issue I had was using tty-prompt. The multi-select feature in tty-prompt is buggy and allowed the user to bypass input the genre of game. I removed the multi-select feature and instead push for a single select feature instead where the user can only select one genre rather than multiple.
- I've also completed the implementation of the list all feature where the user can list all the games they've entered into the database into a nice table format. Table uses the gem terminal-table which generated a nice table layout.

The difficult thing about trying to use this gem was converting the class instances into an array so that terminal-table could format it correctly. This took a while to figure out but its finally running! I've done some manual testing and it seems to work correctly.

My goal tomorrow is to implement the edit and delete games features which will take a while since its dealing with editing the instances inside the class. Once that's done I'll implement the search feature where users can search for their games by title, genre or completion status.

One optional feature I'll hope to get implemented is the ability to randomly pick a game for the user to play. As well as the ability to put a time stamp on the game when they toggle it from incomplete to complete.

Hope that wasn't too long of a read!

Thanks!, Christopher Tri

Harrison Malone <a href="mailto:harrison.malone@coderacademy.edu.au">harrison malone@coderacademy.edu.au</a><a href="mailto:harrison.malone@coderacademy.edu.au">harrison malone@coderacademy.edu.au</a><a href="mailto:harrison.malone@coderacademy.edu.au">harrison malone@coderacademy.edu.au</a><a href="mailto:harrison.malone@coderacademy.edu.au">harrison.malone@coderacademy.edu.au</a><a href="mailto:harrison.malone.

Wed, Sep 4, 2019 at 8:12 AM

Hey Chris,

Thanks for the update. This all sounds great you've made really solid progress.

Let me know if you need a hand.

Regards,

Harrison Malone [Quoted text hidden]