

All Products API

This will contain all available products
{
 "id": 0
 "name": "product name",
 "image": "product image",
 "price": 0.00,
 "category": "product category",
 "url": "url to product"
}

Store to All Products Endpoints

GET: '/api/allproducts?category=category'
(gets all products of a certain category,
and adds them to StoreView)

Cart API

This will be all products that are in the
current cart
{
 "id": 0,
 "name": "product name",
 "image": "product image",
 "price": 0.00,
 "category": "product category",
 "url": "url to product"
}

Store to Cart Endpoints

GET: '/api/cart' (gets all products in cart)
PUT: '/api/cart/:id' (comes with new
quantity in body. Updates quantity of
product on cart)
POST: '/api/cart/' (adds product as a body
from All Products to Cart)
DELETE: '/api/cart/:id' (removes item from
cart)

What is it?

Gift Finder: A website to help you find unique gifts that
fit a certain category. You're met with one sentence:

"I'm looking for something ..."

Categories: Cool, Weird, Stupid, Funny, Heartwarming
and Jon*

Component Structure

App.js

STATE:
 selectedView: 'store'/ 'cart'
 switchView()

Header.jsx

STATE:

PROPS:
 switchView()

Store.jsx

STATE:
 productsInCart: [],
 addToCart(),
 removeFromCart(),
 updateQuantity()
 currentView: 'store'/ 'cart'

PROPS:
 selectedView: 'store'/ 'cart'

Nav.jsx

STATE:

PROPS:
 switchView()

StoreView.jsx

STATE:
 selectedCategory: '',
 selectCategory(),
 productFilter()

PROPS:
 addToCart()

CartView.jsx

STATE:

PROPS:
 productsInCart: [],
 removeFromCart(),
 updatedQuantity()

Product.jsx

STATE:
 name: '',
 image: '',
 price: null,
 id: null,
 category: ''

PROPS:
 addToCart()

CategorySelect.jsx

STATE:
 categories: []

PROPS:
 selectCategory()

Steps

1. Set up server.
2. Create All products data and ensure
accessibility.
3. Create endpoints with controller(s), test
with Postman.
4. Set up App.js.
5. Move to Header and Nav.
6. Move to Store.
7. Move on StoreView.
8. Move to Product.
9. Move to CategorySelect.
10. Move to CartView
11. Test, Test, Test.
12. Styling.
13. Check requirements, ensure meeting
all criteria.
14. Move on to stretch goal(s).

Stretch Goals

1. *1/10 Chance Jon's head flies across
screen and unlocks secret Jon category