**Peihao Zhu – Project2**

* **What were some challenges you faced while making this app?**

There are couple of questions I faced like:

* 1. When I try to build up the keyboard on screen, I referred the code from an existing GitHub project by displaying all keyboard as buttons. And every time when we click a button, it should be captured by Grid components to display in cell. I had the chance to learn event bubbling.
  2. I troubleshooted a bug that when we hit a button, the letter will not displayed in cell
  3. How to create answer when we render the Game once we select the difficult mode or directly use the URL only once. If I just randomly pick up a word in GameDetail component, every time a state under GameDetail changed(we hit a button of a letter), it would be re-rendered. So I just put this state in useState hook change the answer word only when we reload the page and reset the game.
  4. When I built the route to detail game page with normal or hard mode. I used the <Route render=“”/> to render the GameDetail component, but then each time I went to the page, there was a blank page. Then through careful search online, I figured out the reason which was because latest react-router-dom doesn’t support render or component anymore. I need to replace it with element.
* **Given more time, what additional features, functional or design changes would you make**

I will try to introduce fancier component library rather than just display just several buttons in each page. And I would love to use state management tool rather than just apply useContext to maintain global states.

* **What assumptions did you make while working on this assignment?**

I think the project documentation is very clear which indicate almost all functionality of the project. So I just follow the instruction to work on each part.

* **How long did this assignment take to complete?**

I spent nearly 5 days finishing this project by myself which consists 1 day for reading the project statement and building the basic React framework; 3 days for adding different pages like Rule, Game and Keyword, 1 last day for testing the functionality of the project, making adjustment to code style and writing questions.