Coursework Report
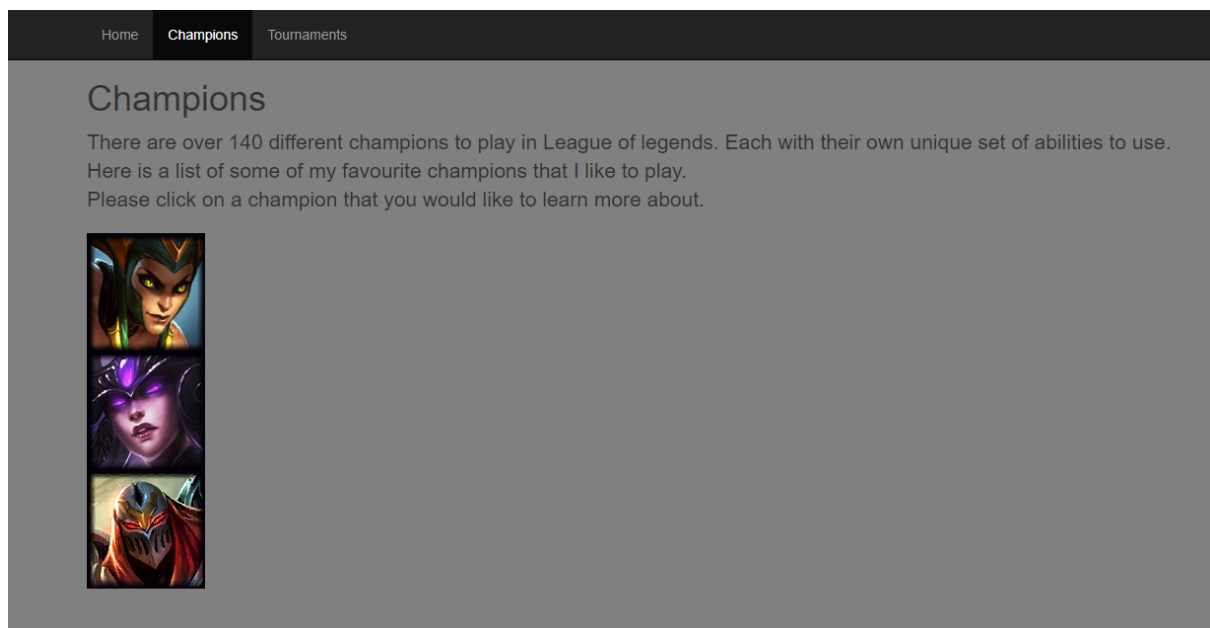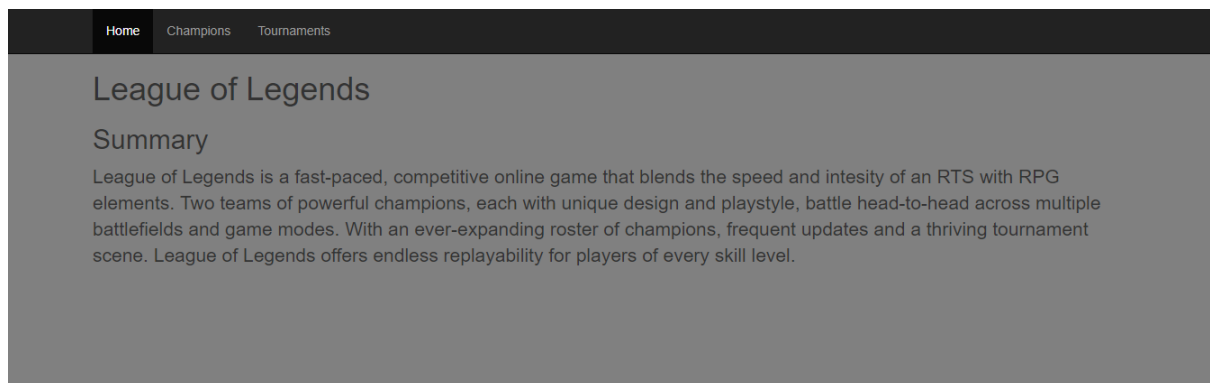
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Introduction

The web-app that this report is referring to is an informational website on the video game League of Legends. It allows the user to learn more about the aspects of the game and the different things they can do within it. Users can look at a few of the champions in the game and read a description of each one.
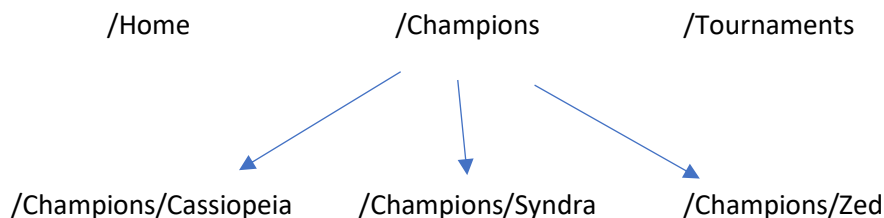
Design

The website uses bootstrap for the navigation. There are three sections at the top that allow the user to easily navigate through the website. It has a home page, champions page and a tournaments page. The home page gives a description of what the game is about. The champions page shows a few different champions that can be played. If the image of the champion is clicked on, it will take the user to the page for that champion. It then shows a description of that champion including his/her strengths and weaknesses. The tournament's page then displays the winners of the world championship each year since the game was released.

The URL hierarchy is as follows :

Home, Champions and Tournaments are all connected, whereas to look at separate champions, you need to access the champion's page first.

/Home   /Champions   /Tournaments

/Champions/Cassiopeia   /Champions/Syndra   /Champions/Zed

Enhancements

More sections could have been added to give the website some extra content to browse through. JSON could have been used to take in data from users and more needs to be done with the overall appearance of the website. More interactivity could also have been added for the user.

Critical Evaluation

What has been built is an easy to use, informational web-app for the video game League of Legends. It gives a good description of what champion's strengths and weaknesses are. It only contains a few pages but the navigation between pages is smooth and simple. The layout of the information on the pages could have been completed in a better format as there are some spaces that could perhaps been better utilised.

Personal Evaluation

I feel that I put a lot of effort into going through the workbook that was provided, but I was not able to utilise the wide variety of material that I learnt from it. I have discovered a lot so far in regards to using putty, linux, vim and python flask. Vim took a bit of getting used to as it is quite different to standard text editors. It was quite a challenge trying to get the navigation working with bootstrap but after going through each line of code thoughtfully, I managed to fix this.

Getting the images to print on screen was a problem as I did not have the images stored in the static file originally. Overall, I am fairly happy with what I have done but there is definitely a lot of room for improvement.