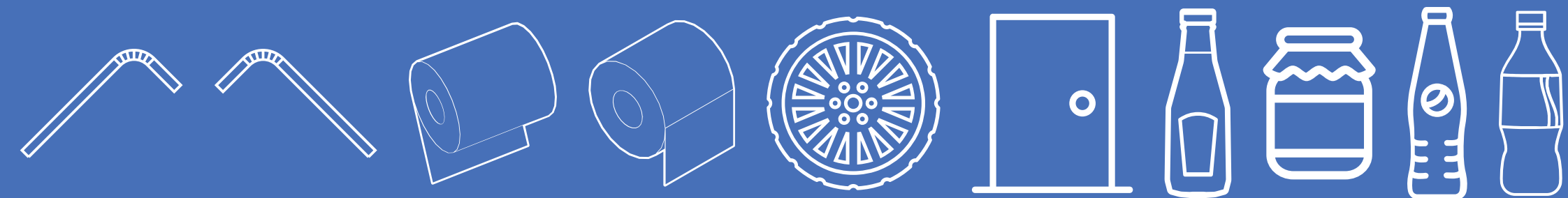


CAPSTONE PROJECT

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# WORST ENEMIES



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PROJECT BY: ERICK LUE



## The Idea :

While working at a bar in Seattle the regulars and employees would always have discussions like:”is kraft blue box better than Velveeta” and it got me thinking.

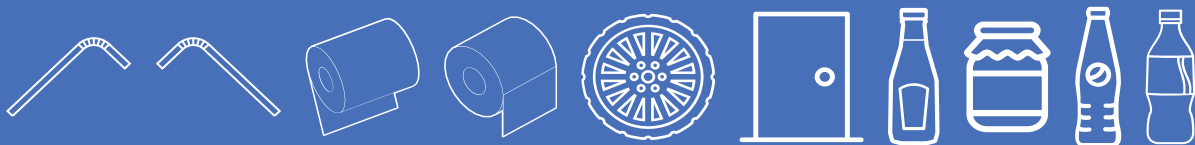
How fun it would be to have an app based around questions similar to that and be able to tell people how wrong their opinions are.

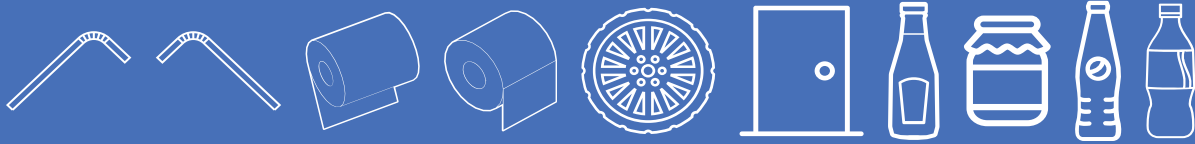
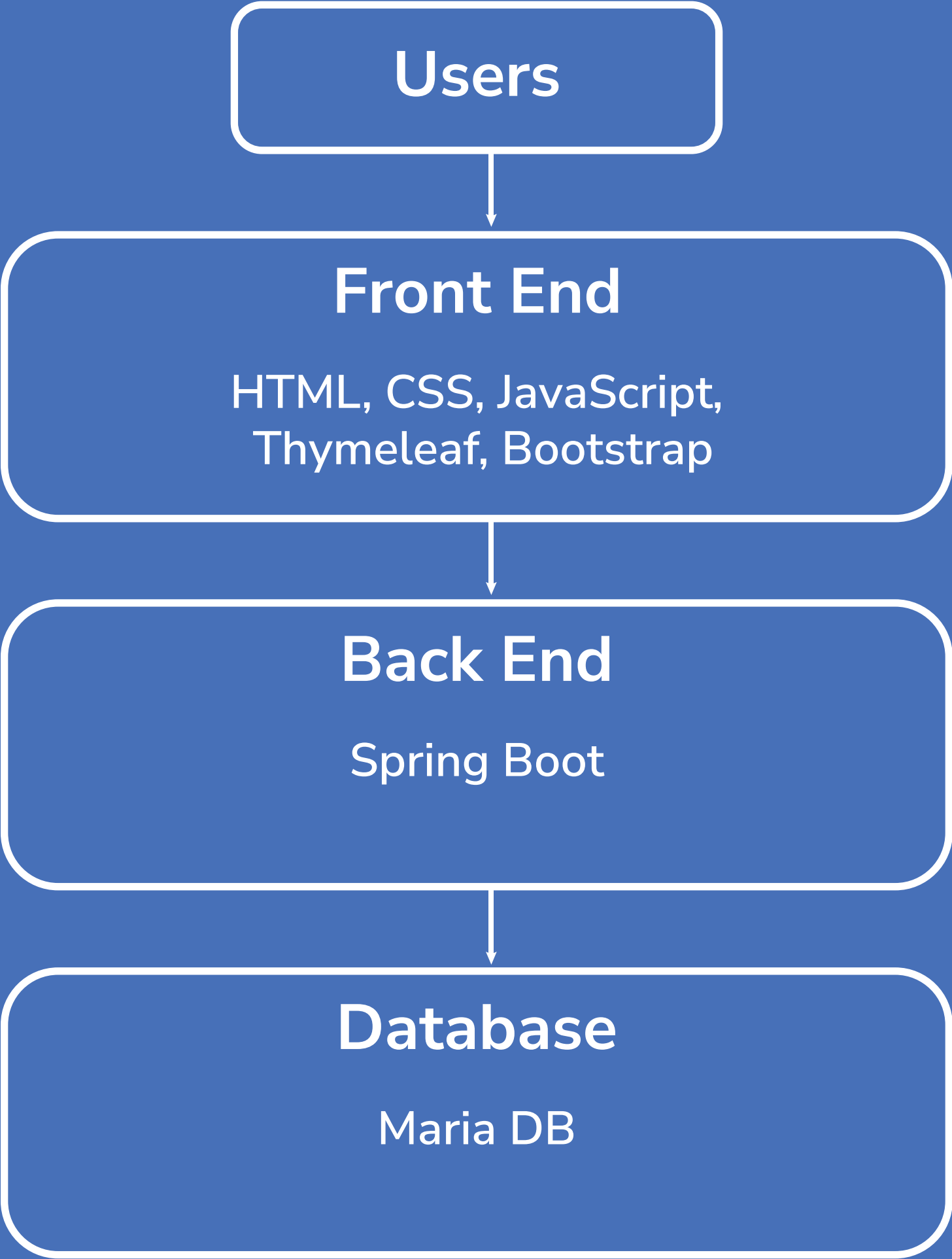
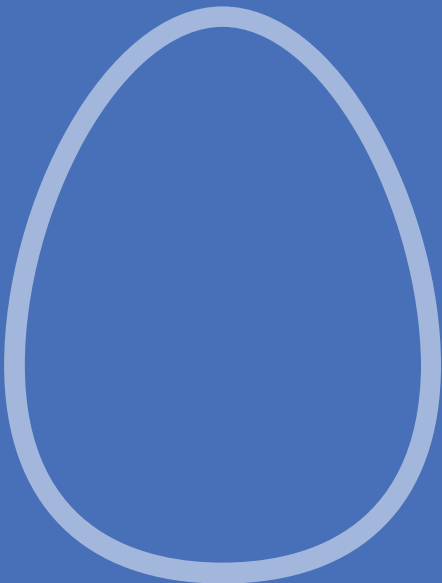
## Figma Mock-Up Link:

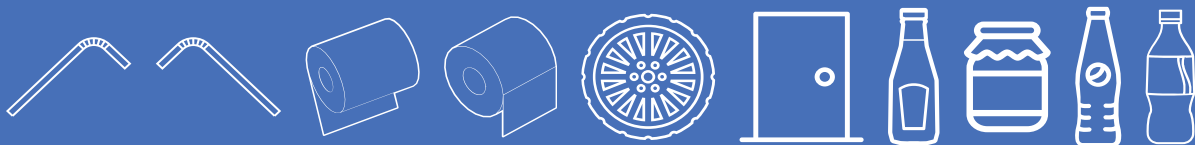
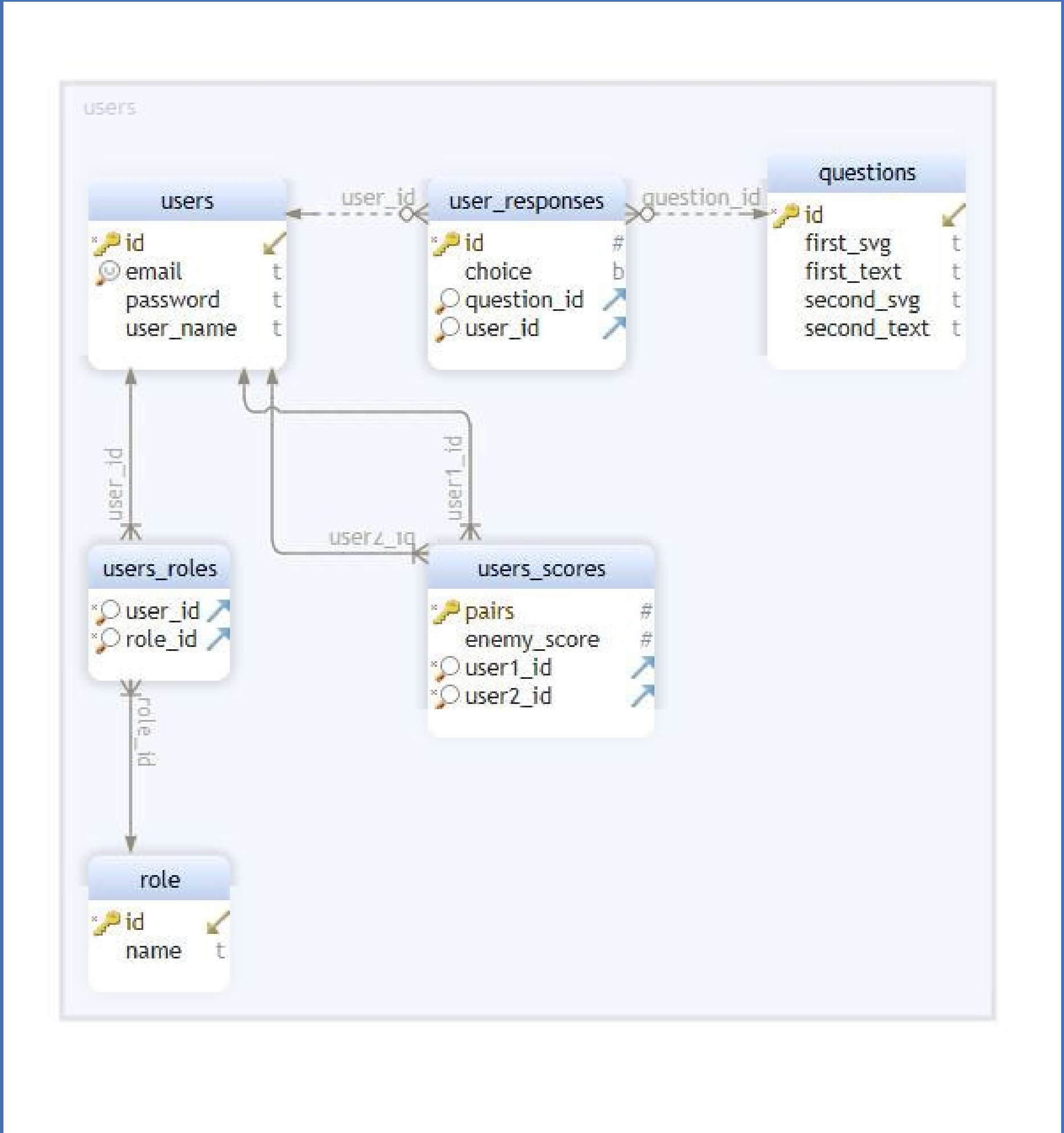
[Worst Enemies Mock-Up](#)

## The Overview :

A social place where you can stand on your soapbox and tell the world how you really feel about controversial topics such as is Kraft Blue Box better than Velveeta. Pick and side and find out who your worst enemy is!



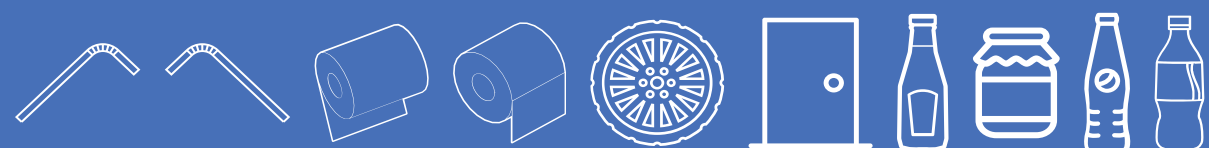
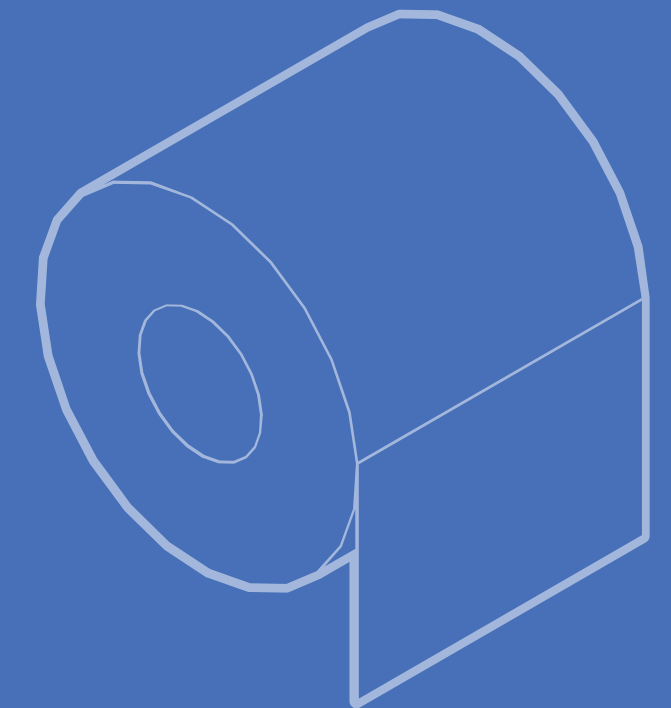
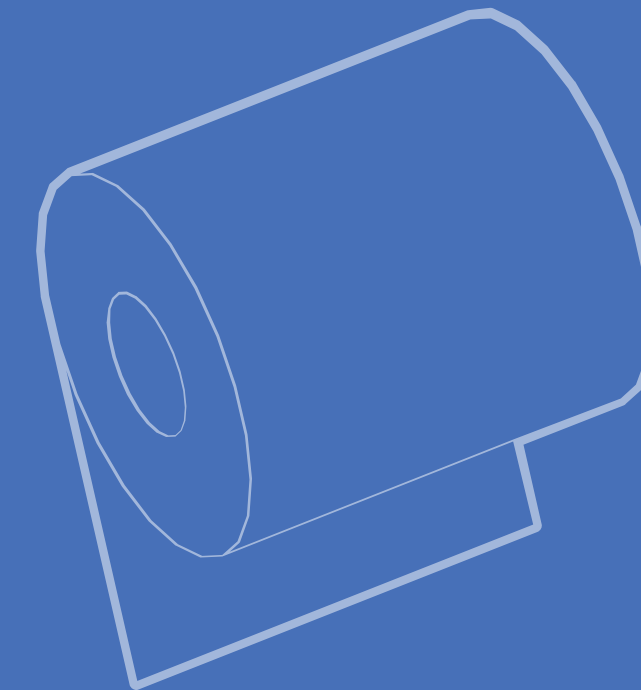






## Challenges:

- Being able to implement everything from my mock-up:
  - My background is in design and I enjoy a making fun and easy to use interfaces but not knowing how to implement certain features/being able to create my design exactly like my mock up. The solution to this issue was “killing my babies”. By this I mean that even though I made something that I really liked I need to be able to cut my losses with necessary to be able to complete the project on time and satisfy the requirements.
- Hooking up the front-end to the back-end
  - Having some experience with front-end development, hooking up the back end was a big hurdle for me. Having to figure out how the different sets of data were to be stored inside of the data base was the first step. After talking with fellow classmates I was able to clearly understand how I wanted the information to be stored, which really helped me get this project off the ground.

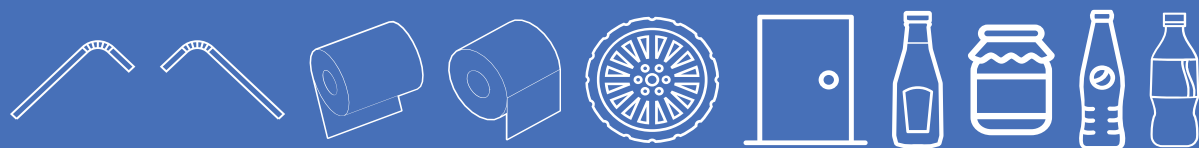


# FUTURE FEATURES



## Future Implementations:

- Adding in a chat features called “Soap Boxes”
- User suggested questions
- Custom profiles
- A true matching up of enemies
- Different categories of questions



# THINGS I HAVE LEARNED



## Taking Big Steps:

- Finally having an understanding of the process:
  - Being a designer I have always handed off designs to developers but never fully understood the amount of work that went into the development process. Even with this simple app I struggled a lot but found the best resources was asking for help and not being afraid to make mistakes.
- Finally being able to code:
  - I have always stayed as far away as possible from coding, except for the occasional CSS/HTML and didn't think I was capable of anything past that. Now after this course I am excited to code and get my hands dirty.

