

pojomon

Purpose

We wanted to create an app which reminded people of the 90s and brought a sentimental or nostalgic feeling back, as well as creating an app that was useable for young people, and that could keep them preoccupied during COVID.

Features

We wanted to create a POJOMon that was able to be fed, and looked after in general, so you were able to clean up after them and they were able to die so that there were consequences to not looking after them properly.

On a timer

Given a monster that already had attributes

Updates state as you use the buttons

Libraries

- Cypress
- Cors
- Rspec
- Bcrypt
- Puma
- Factory-bot
- Knock

Trello

We used Trello, but didnt have to delegate tickets as we pair programmed the whole thing, went separate ways briefly, for testing and some of the documentataion

Live Demo

<https://pojomon.netlify.app/>

Challenges

Rails:

- Rspec Testing
- Learning factories

React:

- Generally getting head around React
- Updating state when multiple things are on timers
- Refactoring code to set state in a single function
- PUT request to rails

Things we enjoyed

- Programming a game, something different
- Working out game logic, timing etc
- Styling
- Revisiting Rails

Further Improvements

- User profiles with previous monsters listed with stats
- Add a custom background to the sprite screen
- More monsters
- More animations (eating, cleaning poop etc)