1. Briefly describe the artifact. What is it? When was it created?

My initial artifact was a mobile application from CS360 Mobile Architechture and was designed for pairing players to game events. I created it in November 2024, intending to expand it into a larger project as part of my capstone.

2. Justify the inclusion of the artifact in your ePortfolio. Why did you select this item? What specific components of the artifact showcase your skills and abilities in software development? How was the artifact improved?

I selected this item because converting it from a web application into a mobile seemed like a reasonable step in the direction of reaching my goals toward full-stack development, which would be strong targets for Artifacts 1 and 3. This section is applicable because of the uses of React on of the most popular business frameworks that is used by large industry companies such as Wal-Mart and Netflix. The conversion from Java and MERN is a large scope. The addition of any additional work at this time would be too much, but in the future, long-term goal. I plan to have the queue update to include matchmaking criteria.

Did you meet the course outcomes you planned to meet with this enhancement in Module One? Do you have any updates to your outcome-coverage plans?

I met about half the final goal; there are a few more goals that have to be left off to complete the MERN stack application at this point. I included the initial express framework, but before implementing the CRUD portion

of the application, I wanted to wait for the database I'd be making in milestone 3. But I've included the initial framework for using Express and set the starting UI.

3. Reflect on the process of enhancing and modifying the artifact. What did you learn as you were creating it and improving it? What challenges did you face?

My biggest struggle on this project has been pacing. I have discovered a tendency to make larger projects that can be filled in the allotted time. In future projects, I will shrink down the chunks to smaller, manageable assignments and to improve my workflow.

Below is a link to the GitHub repository for the project. I will be including images for the project discussing the improvements

Original Android App: https://github.com/SiegeTank-90/GamerEvents (Java)
Updated Webpage: https://github.com/SiegeTank-90/gamer_events_webpage
(HTML/CSS/JS/REACT)
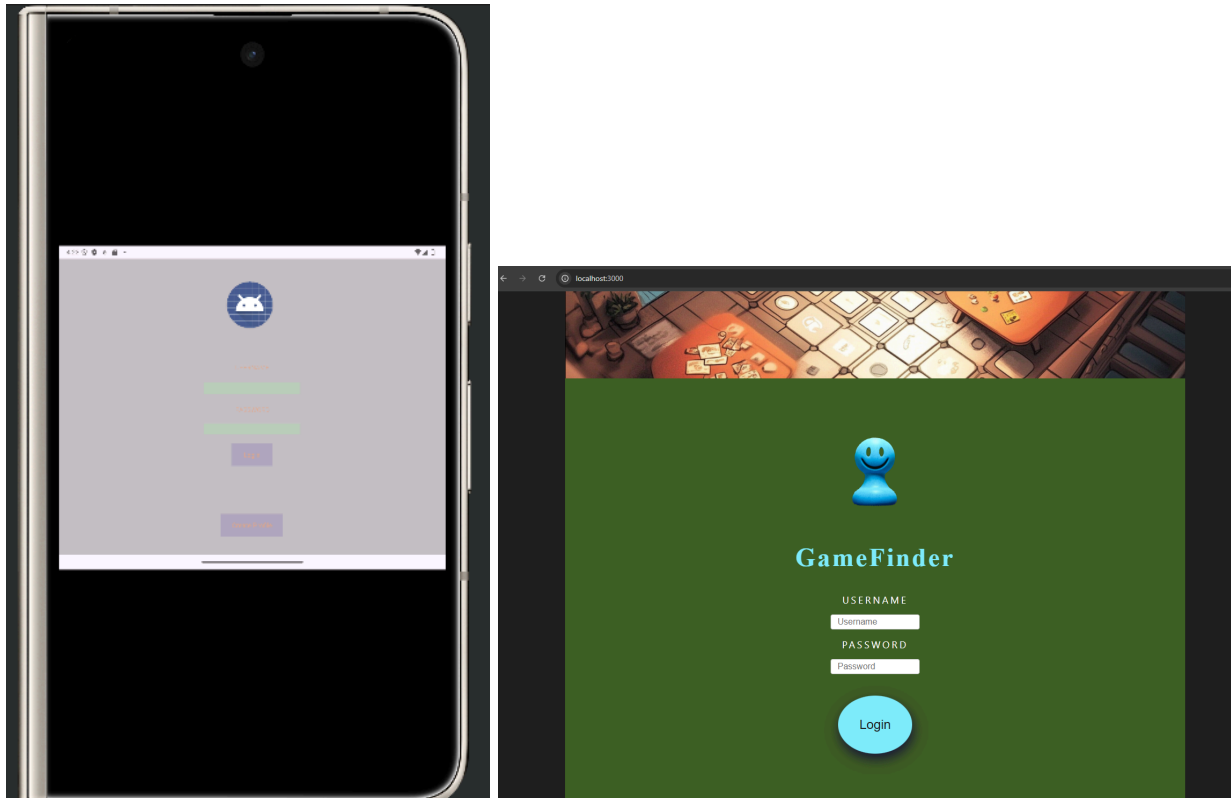Converting from Mobile to a webpage using React.

Login Page
Improvements/Changes from the Initial Page:
Added AI Artwork/Colors
Implemented React HTML/CSS/JS with the React Responsive Framework.
Set up Linking between this and the Dashboard Page.

To Do:
Hook up to the database from Milestone 3. For the Login to function for different users.
Implement rejections for incorrect user and user-specific logins.

Overall Overview: Most of the UI work is done. I'd like to add more visual interest. Security and Database Hookups are still to do, but authentication is outside of the scope of the assignment.

Improvements From Original
Added AI Artwork/Colors
Converted to Webpage and React,
Loaded Express Initial Pages
Included conditional rendering styles - (The current day is always in white)
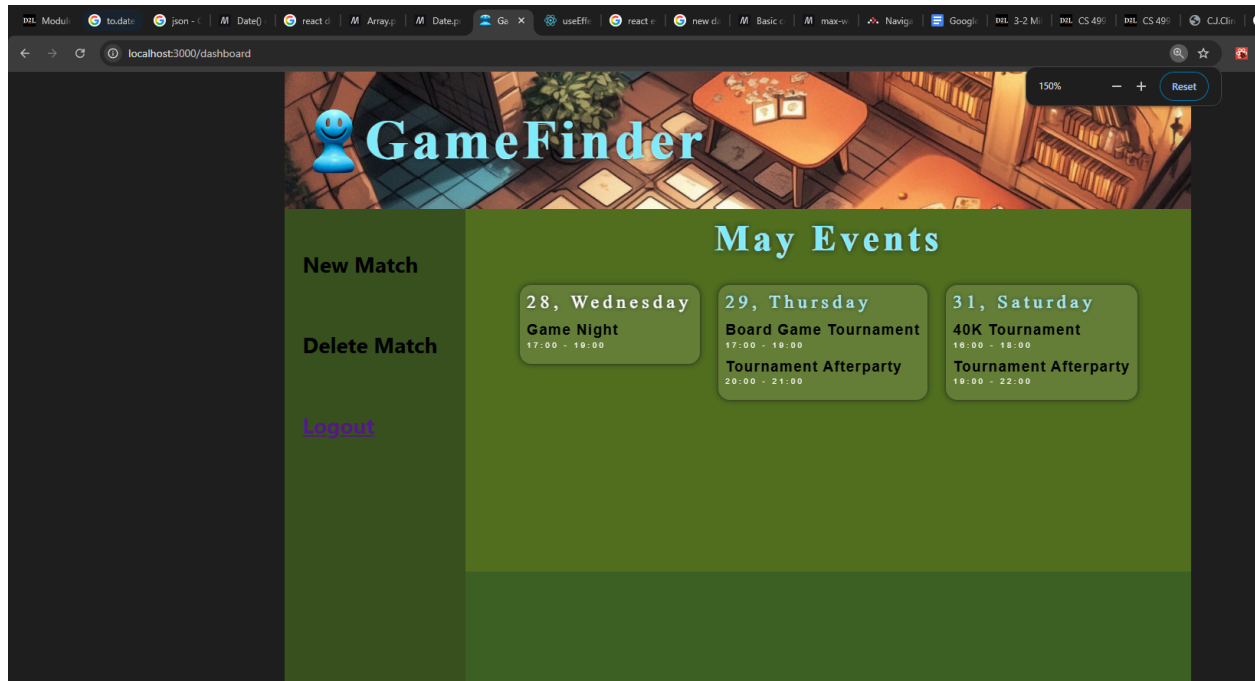Logout directs to the Login Page.
Set up UI to read from local JSON

To Do:
Implement functioning CRUD.
Have express server middleware handle database requests.

Next Project To Do:
Implement a setting for the distance from your location to find other people searching for games.

Overal Overview: While the base outline is set up, I would prefer to use more React hooks. These will be implemented right before the crud in the following weeks.