**Part One**

**1. How might you use an ePortfolio for the benefit of self-promotion?**

I would use an ePortfolio to show off my skills and projects to people who might hire me. It’s a great way to keep all my work in one place so employers can see what I can do like my card game project in React. I can share the link in job applications or during interviews to give them a quick way to see my work.

**2. How might you mitigate risks while maximizing the marketing potential of the ePortfolio?**

To make the ePortfolio look good, I’m making sure everything is neat and easy to navigate. I’m also double-checking for broken links and making the descriptions simple but professional. To stay safe, I won’t post anything sensitive or private, like personal data or passwords. I’ll also make sure the code I show doesn’t reveal too much about how it works if it’s something that could be stolen.

**3. Describe possible downsides or risks—for instance, the risks of posting intellectual property online for public consumption.**

One downside is that people might copy my code or use my ideas without asking. There’s also a risk of accidentally posting something that could get hacked, like sensitive database info. To avoid this, I’m only sharing what I feel comfortable making public and making sure everything is secure before I upload it.

**4. Which course outcomes have you achieved so far, and which ones remain?**

* **Achieved so far:**
  + I’ve started working on creating better code structure in my React project and adding features like animations.
  + I’ve improved the shuffle algorithm for the card game to make it more random.
  + I’ve designed the database structure to store player data and game history.
* **Still working on:**
  + Finalizing how my database connects to the game and testing it.
  + Adding more examples to my ePortfolio to show a variety of skills.
  + Writing about how the enhancements relate to the course outcomes.

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| **Checkpoint** | **Software Design and Engineering** | **Algorithms and Data Structures** | **Databases** |
| Name of Artifact Used | React.js Card Game: War | React.js Card Game: War | React.js Card Game: War |
| Status of Initial Enhancement | Working on cleaning up components and starting animations. | Updated the shuffle algorithm to Fisher-Yates. | I’ve made a database schema for saving scores and records. |
| Submission Status | In progress. | Almost done. | Still working on it. |
| Status of Final Enhancement | Not started yet. | Will refine tie-breaker logic next. | Starting backend connection to integrate it soon. |
| Uploaded to ePortfolio | Not yet. | Not yet. | Not yet. |
| Status of Finalized ePortfolio | Still working on it. | Still working on it. | Still working on it. |