Project Summary

Topic and Purpose

GridHelper is an online platform specifically designed to lend a helping hand to individuals who find enjoyment in engaging with the Basketball edition of the ImmaculateGrid Trivia Game. Often, enthusiasts of the ImmaculateGrid quiz encounter a somewhat familiar situation where they find themselves caught up in one of the sections, experiencing a distinct sense that the answer is right there on the tip of their tongue but somehow eluding them in that particular moment. Negotiating this mental roadblock proves to be quite a challenge for numerous players, casting a shadow of disappointment over their overall gaming experience.

In response to this common problem, the need of GridHelper becomes apparent, aiming to extend support to those grappling with such situations by providing a thoughtfully curated set of hints. These hints are strategically crafted to serve as gentle nudges, steering players towards the correct solution without outright revealing it. This considerate approach seeks to act as a mnemonic catalyst, revitalizing the cognitive processes of individuals immersed in grid-solving activities and facilitating the recollection of seemingly elusive information that may have temporarily slipped from their immediate awareness.

Through its user-friendly features and supportive methodology, GridHelper not only assists players in overcoming challenges but also contributes to enhancing their overall gaming enjoyment by ensuring a smoother and more satisfying gameplay experience.

How the site works

The functioning of the website is based on a straightforward process that allows users to select between two teams, each corresponding to a specific quadrant in the ImmaculateGrid. Initially, the site presents the number of players who match the criteria for the selected quadrant. This information serves as an indicator of the quadrant's difficulty level, with a lower number of matching players suggesting a higher level of difficulty, as it might be more challenging to identify a player meeting the specified criteria.

Following this, the system randomly picks one player from the group of matching players, keeping the true identity of the player concealed. At this point, users are presented with the option to click on the 'Hint Me' button, a playful reference to Blackjack, to obtain hints about the selected mystery player. The hints provided can be instrumental in unraveling the mystery and making an informed guess. Importantly, users retain the flexibility to switch to another player if they prefer a new challenge or decide to uncover the identity of the mystery player right away.

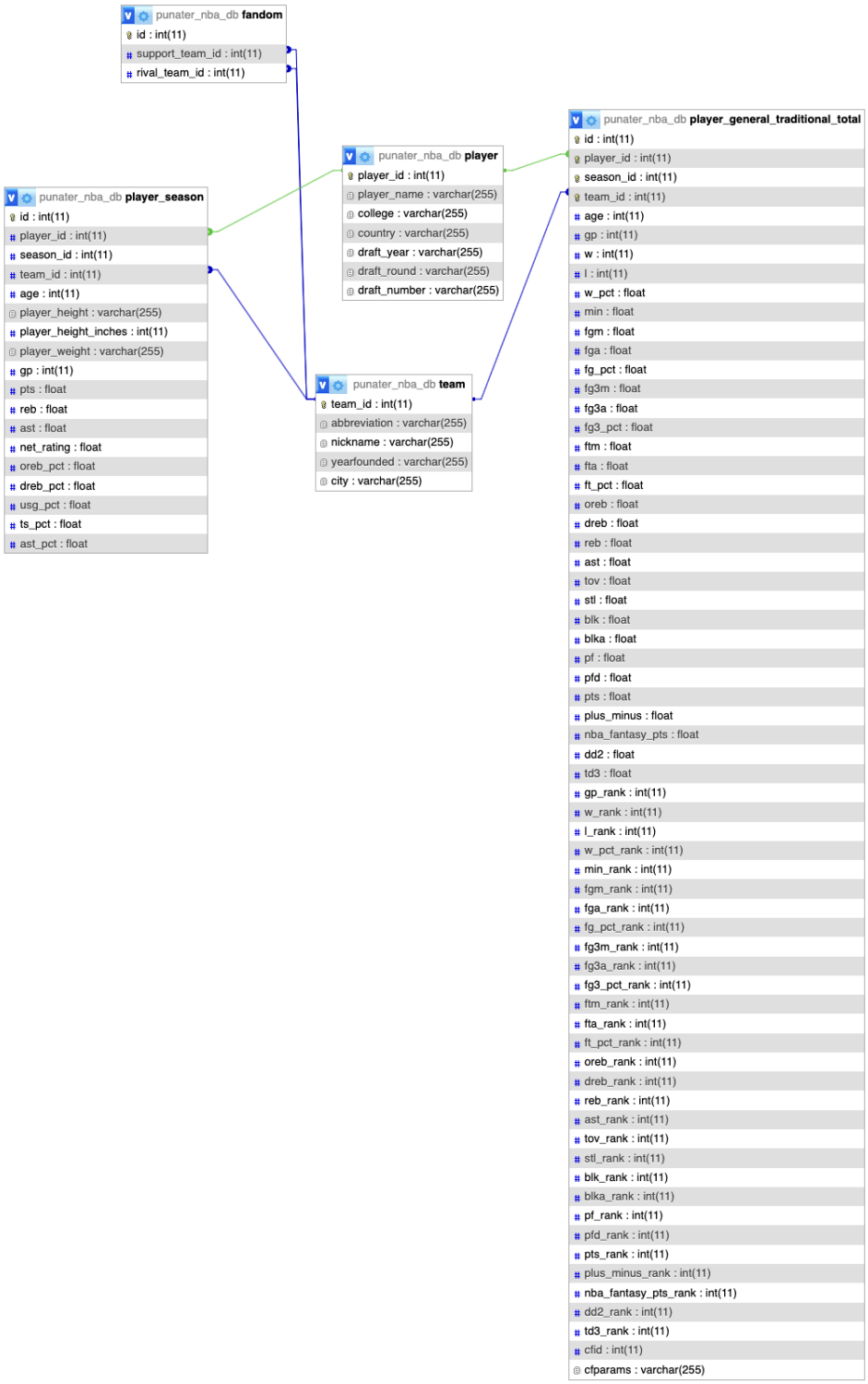
This interactive and user-friendly process not only adds an element of excitement to the gameplay but also empowers users to tailor their experience according to their preferences. Whether seeking an extra challenge or desiring more assistance, users are in control of their gaming journey, making the overall experience engaging and enjoyable.

The site also has a fandom page where users can mention their favorite team, and their rival team. The user also has the ability to delete their record in the same session they create it in. The overall statistics across users is stored in the database.

Source of my data

The source of my data is using webscraping on the nba website. The results were then added to the database.

Database Diagram



Extras Used

1. Responsive Web Design
2. Event-driven DOM Manipulation:
3. JSON / JSONP API
4. SQL Aggregate Functions,
5. Sessions / Cookies,

CSS Frameworks Used

- Bootstrap 5.0, along with its associated javascript library.
- Fontawesome for icons