The Crawl

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Description:

The Crawl is a web app that allows users to plan out a bar crawling experience by searching cities or addresses and marking nearby bars on a map.

Features:

* Search a city or address
  + Search radius controlled by user
  + Bars nearby are revealed on the map
* Clickable markers on map
  + Markers create info window filled with bar information once clicked
* Directions become available to user as bars are added to the route
  + Customizable start and end points are available
* Layout changes based on browser width
  + Only available on web browsers as of now

HTML5 Technology:

I decided to use geolocation for my HTML5 technology. When the user opens up the webpage, it starts the map off where the user is located. It’s a small feature as of now, but I feel as though it added a bit of pizzaz to the app.

High Level Architecture:

All map functionality is contained within an IIFE. This clears up the global namespace and makes it look like I know what I’m doing. In addition to that, I used Google Places and Directions’ classes in order to implement a map, search box, and directions output.

Design Decisions:

The background is that of a city at night, which I specifically chose because that is the audience in which I want to capture with this app. The app is design for those who wish to partake in bar crawls, which are easiest in the city.

The colors used throughout the page are taken from the background in order to maintain a consistent color scheme.

All main aspects of the page are centered, which is a typical web design layout that I saw would fit best for this app.

The responsive design moves the controls directly under the map and hides the “Crawl Route” sidebar. I felt that sidebar was not as necessary as the rest of the page and having it would create an unnecessarily long page.

Technical Decisions:

I chose to keep the entire functionality of the map inside an IIFE. I felt this was the best course of action for the type of app I created and it worked perfectly. A multitude of functions are used to update and display the map and other areas around the map.

A major technical decision I made was to scrap the Yelp API. It was extremely difficult for me to grasp and then once I did I was having the issue of my Yelp request not returning accurate results. Instead, I realized that Google Places has the same functionality as what I’d be using from Yelp so I ended up just using that. Yelp does have more info about restaurants compared to Google because Yelp is so widely used and Google does all its reviews through Google+, but for this project the information is displayed and it works hassle free.

Extras:

The majority of my code comes in how the requests are manipulated and used to display the information on the screen and also in how the controls work with the information received.

With the controls:

* The search bar slider adjusts the search radius of the search query
  + We did do this in class however
* Starting and Ending Bar select tags
  + When you add a bar, it adds that bars name to the lists of both select tags
  + It does not repeatedly add the same bar if you click the button over and over again
* Calculating the route can either calculate an optimized route or non optimized route depending on what the user does
* Clearing the route gets rid of the directions display on the map
* Bars can also be singly removed

With other stuff:

* Divs fade in and out based on relevancy and if they have relevant info in them
* Custom error messages appear below the title on the web page and then disappear when addressed
* Beautiful custom icons are placed on the map when bars are found

Credit:

Background image:

<http://picspaper.com/nyc-night-skyline-wallpaper/7734/>

Google Places API:

<https://developers.google.com/places/documentation/>

Google Directions API: <https://developers.google.com/maps/documentation/directions/>

Grade:

I would like an A for this project. This is one of the few projects that I put a lot of effort in and completed all by myself. I believe it is functional and pleasant to look at. The moments I had where I figured out a piece of code or my code worked the first time I implemented it were extremely gratifying and I’m glad I was able to make something like this.

I do plan on working on this further, which is something I have not felt with any other project.