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## Final Project Reflection

When reflecting on my final project, I have mixed feelings, with some parts of the assignment being enjoyable, while others were not so much. Some of my difficulties can be attributed to my own faults when implementing the website, while others were the fault of the project's requirements.

The hardest feature to implement was probably the page navigation between the different pages on the Pokemon shop. I had an implementation that worked, but it was beyond complicated, so I won't attempt to explain it (hundreds of lines of code, numerous global variables). Then, on the Wednesday before the deadline, I reviewed the requirements and realized that I need to make my own GETs and POSTs for retrieving product information. At the time, I was using PokeAPI for fetching the information, so I had to completely rehaul my entire client-side code to switch from their API to my API. The page navigation problem resolved itself once I had my own API fetches, and I cut out maybe 300 lines of code. The lesson I learned was that I should read the entire spec before starting, but I was deterred initially from reading it in its entirety because it was very long. The resources most helpful to me were the lecture slides. Aside from that, I didn't really use anything else since my previous knowledge from the CPs was enough.

There weren't any features that I was unsuccessful in implementing, but I would've added more if I had time. If I had another week to work on the project, I would improve the website's design, since I was aiming for a maximalist website design with lots of animation, but I was very picky on art to feature (I scrolled through art for hours to find pieces that looked good

on the website). I would add Pokemon strengths and weaknesses, which are a more complicated statistic. I would make a POST endpoint for saving the Pokemon cart in a file. I would also add sound effects upon button clicks, perhaps Pokemon-specific noises when they're added to the cart. I also wanted to add a team visualization feature, that showed the 6 Pokemon in the team as animated sprites together when the user checks out. Lastly, I wanted to add a team tryout feature which connected to Pokemon Showdown such that when the user checks out, their team is generated on the Pokemon Showdown website and they could try battling someone with their team.

The part that I enjoyed the most about the project was seeing everything come together and be automated. The back-end part was fascinating since there were so many Pokemon in my store (1025) that my code was generalized to, and yet, everything was pretty fast and accurate. I would probably change how the assignment is broken down and what is due. The contact form felt pretty unnecessary, and the cart too since it was kind of a dead end (no actual checkout).

I would not recommend the project in the future personally since it was a bit too much in the short amount of time. Especially with CP4, the final project felt repetitive and unenjoyable, since at least to me, the two projects felt quite similar. To future students taking the course/implementing the Final Project, I would definitely recommend not aiming too high, since doing so burnt me out, and resulted in something close to ~2300 lines of code. The work felt pretty tedious throughout, but I would definitely say I'm biased since I do not like web development that much, at least at this level. Another piece of advice I would have is read over the entire spec before starting the project. Generally, for CPs it worked well to just dive in, implement what you wanted, and add the requirements you missed afterwards, but this is not a great idea for the final project.

Peer Review Discord links:

API documentation:

<https://discord.com/channels/1224522707698192487/1245587432414380042/1251203950154088548>

FP demo:

<https://discord.com/channels/1224522707698192487/1246605141780594698/1251222758403084371>

FP peer review:

<https://discord.com/channels/1224522707698192487/1246605141780594698/1251227703747547239>