**Capstone Two: Step Two**

**Write a Project Proposal**

1. **What tech stack will you use for your final project? We recommend that you use React and Node for this project, however if you are extremely interested in becoming a Python developer you are welcome to use Python/Flask for this project.**

*For this project I will use Node.js for the development of the back end that will be in charge of processing the routes, data and connection with the API that will provide part of the information that will be used. For the front I will use React to develop the interface with which users will interact, making use of several libraries seen in the course for handling forms, data verification, schema, routes, style and more.*

1. **Is the front-end UI or the back-end going to be the focus of your project? Or are you going to make an evenly focused full-stack application?**

*For this project it is necessary to carry out a full-stack development, it will be necessary to develop both the back-end and front-end so that it can carry out all the processes it must do to make it work correctly.*

1. **Will this be a website? A mobile app? Something else?**

*This project is intended to be a website but it can be viewed from any type of device, be it a computer, tablet or phone.*

1. **What goal will your project be designed to achieve?**

*The main idea is to develop a project in which you can test everything learned for back-end and front-end development and compare how this project was developed before and how it can be developed now with new technologies.*

1. **What kind of users will visit your app? In other words, what is the demographic of your users?**

*For this project, the demography can be quite broad since it is a website whose idea is to "guess" the results of the World Cup soccer games, which makes it interesting to be able to participate with other people and in the end see who is the winner, but this demographic could be segmented by just thinking that the majority of users could be male/female people of any age but who like soccer. From previous experiences, it has been seen the participation of people who have no knowledge of soccer but do it for the thrill of participating.*

1. **What data do you plan on using? How are you planning on collecting your data? You may have not picked your actual API yet, which is fine, just outline what kind of data you would like it to contain. You are welcome to create your own API and populate it with data. If you are using a Python/Flask stack are required to create your own API.**

*For the project, own data and data from a third-party API will be needed and used. The own API is in charge of processing the data that will be used by the web page in addition to being in charge of being connected to the own database where data of the participants and the games will be stored. The API of a third party will be used to obtain generic information such as information about countries, teams, players, cities, venues, etc.*

1. **In brief, outline your approach to creating your project (knowing that you may not know everything in advance and that these details might change later). Answer questions like the ones below, but feel free to add more information:**
   1. **What does your database schema look like?**

*The final schema of the database is not designed yet, but as a base it would use the one used in this same project previously, which includes the following tables: participant, user, team, stadium, phase 1 games, phase 2 games, phase 1 pools, pools Phase 2.*

* 1. **What kinds of issues might you run into with your API? This is especially important if you are creating your own API, web scraping produces notoriously messy data.**

*At the moment I would only be concerned with error handling from the API to the front-end and how the front-end should act when receiving an error as a response.*

* 1. **Is there any sensitive information you need to secure?**

*At the moment only information such as email or password would be the most sensitive data that should be protected*

* 1. **What will the user flow look like?**

*The participant must register on the website, after his registration he will have access to the system that will show him step by step the games in which he must place the results of each match until completing the teams and results of all the matches until the final. Then the system shows you that your pool is complete and that it can be modified at any time until an established deadline to make any changes, after this you will no longer be able to make any changes. The participants when logging in after the deadline will be able to see the table of positions of the participants.*