Grand Circus

September 2022 After Hours JavaScript Bootcamp

Final Project – What’s Shakin’

04/06/23 Presentation Notes

**INTRODUCTION:** Jakob

Hello, I’m **JAKOB** and I’m excited to share with you our Cocktail Recipe App, What’s Shakin’, created as part of the JavaScript class.

Like many people, during COVID lockdown periods we missed being able to support local businesses and enjoy a cocktail by yourself or with friends. To replace that, we started making drinks at home and that meant discovering a variety of resources for cocktails both familiar and new.

But how do you keep track of them, organize them, and keep them on the go? You end up with a physical recipe book, playlists, or bookmarks that can be difficult to keep organized, updated, and available wherever you are. With the What’s Shakin’ app, keep all of those in a single resource that’s available anywhere you are!

Let’s introduce the rest of the team to tell you more about this exciting culmination of our Bootcamp!

HAND OFF TO NEXT SPEAKER BY FIRST NAME

NEXT SPEAKER THANKS PREVIOUS SPEAKER AND SAYS THEIR FULL NAME

**FIGMA + MIRO SLIDES:** Clint

Show the PowerPoint slides and discuss the process of putting the wireframing and flow chart together. Talks about how this helped us envision the App, which also helps inform how the code is written.

**KEY FEATURES:**

RICA

* Header – both how it changes style dynamically, but also responds to a reduction in screen size by replacing the NavBar with the Hamburger Icon + Container. The App Name, Logo, and Links all connect to either take you Home or to a particular component page and change color when you hover over them.

\*\*\* Show all of those actions being taken – scroll down to show the colors and height changing, click on a link (then come back), and reduce the screen size to show the Hamburger Icon -> click to open the Hamburger Container \*\*\*

* Hero – sets the tone for the App to engage users, reinforce the App name, and provide a mission statement to quickly explain what the App can do for them.
* Footer + Scroll to Top – note that you are jumping ahead and show off the Footer at the bottom and how the Wave moves across the screen.

\*\*\* Scroll down to the bottom of the page to show off the Wave moving. Then, hover over each of the links to show them change color. Finally, click the Scroll to Top button and show how it automatically takes the user to the top of the page.

CHRISTIANA

* About Us Page – this page includes some information, including names and images, of each member of the team.
  + When you hover over the member’s image more information is displayed and the card changes.
  + As the screen size changes, these automatically adjust their position and how the card expands.

\*\*\* Pull up the page and show the cards, then hover over them to see them change. You can also Inspect the page and reduce the screen size to show how the cards move and at the smallest screen size how the text and contact me button appears\*\*\*

* Recommendation Carousel – this section allows us as the App Developers to provide recommendations to the user.
  + For someone who is just starting to get into cocktails this can be a great jumping off point with some classics. But it can also be changed to reflect the season, holiday, or other significant event.
  + Clicking on the image / cocktail name takes the user to the Details page for that cocktail where they can learn more. From there, they can add it to their Favorites list and a red Heart Icon will appear to reflect that.

\*\*\* Show all of those actions being taken – scroll through recommendations, click on one, add it to Favorites, then come back to Home screen to show the red Heart Icon \*\*\*

CLINT

* Search Form – this is where we connect to an existing third party database and this is known as an API because it acts as the user interface to request and receive data.
  + The user can search for cocktails in that database with the various options shown. Some options require user input in the Search Bar (Name, First Letter, Ingredients) while others do not (Lucky aka Random, Recently Added, Most Popular).
  + When the user types in a search term they can either hit Enter or click the Search button. When they provide a value, we have to anticipate a variety of problems to ensure the value entered is sent appropriately to the third-party database so it receives a valid request. The third party database requires words with a space (Dry Vermouth) to appear with an underscore ( \_ ) so we have to create logic to do that automatically.
  + For search options that don’t require a value, we alert the user that they can simply double click to make the search request
  + When the user hovers over a search type it changes color and when they click that color changes again and sticks. When they click the placeholder text changes to alert them what is needed and if they click on a new search type, then it changes and clears out the previous value entered to avoid errors.
  + If there aren’t any results from the search terms entered, then a message will pop up to alert the user that the search was successful, but ‘No Results Found’

\*\*\* Show all of those actions being taken – hover over search types, click on various search types to show how the placeholder text changes, double click on one of the searches that doesn’t require a value, then each of the search types that does (Name = “ **margarita** ” (returns 6), First Letter = “ **g** ”, Ingredients = “ **gin, lime juice, green chartreuse** ” (returns The Last Word) or “ **gin, lemon** “ (returns 8)\*\*\*

* Recipe List
  + Once the user completes a search the Recipe List component is populated with Recipe Cards. The information received from the third-party data base could include 1, 10, or 100 cocktails. By default, we show 10 Recipe Cards, but give the user the option to display between 5 and 50. To clear this the value is temporarily 0, but we have accounted for this, so the Recipe Cards don’t just disappear and confuse the user; then, when they select the number of cards dynamically changes.
  + The third-party database includes a variety of cocktail types – cocktails, ordinary drinks, shots, and more and all of those are returned with the search results. We also give the user the ability to only show certain kinds of drinks. While not built currently, it would also be easy to change this and allow the user to exclude certain kinds of drinks.

\*\*\* Show how changing the Category or # Results changes the Recipe Cards below\*\*\*

* Recipe Item
  + While the third-party database provides a lot of information (drink name, category, glass type, image, ingredients, and instructions), but for simplicity we only display the cocktail name and image for starters and this is what is initially displayed on the card.
  + When the user hovers over the card the image, cocktail name, and background moves and buttons move into view. These allow the user to view more details, such as the items mentioned previously, or click on an icon that adds or removes it from their list of favorites. When they do this the styling of the icon changes to let them know it was added. Adding in the functionality to add / remove based on the button’s current status is more intuitive for the user – image adding a cocktail to your favorites, then changing your mind, and having to navigate to the favorites page, find the cocktail, and then click remove. That’s a pain and not what modern users expect.
  + Speaking of the add to favorites button icon, when the user completes a search, we compare the cocktails to those already on their favorites list and the card will reflect this. That way the user can quickly identify if something is already on their favorites list or not.

\*\*\* Show how the card looks by default, then hover of the card to reveal the buttons. Click on the Favorites button to show the styling changing, then click on the Details button to take us to that page\*\*\*

* Details Page CRISTIANA
  + While the user is initially only shown the Cocktail Name and Image received from the third-party database, we are actually receiving additional information, but using React for our Front End we determine what is shown to the user.
  + On this page we show the Name and Image still, but also add the Glass Type recommended, the Ingredients, and the Instructions.
  + We also give the user the option to add this to their Favorites page
  + We also allow the user to Rate the cocktail. While not stored currently, when fully implemented we would be able to aggregate the data and allow users to see the Most Popular Cocktails as determined by App users. We could also use this to help make Recommendations to the user in the Recommendations Carousel previously shown.
  + While not built out currently, an idea we have for the future is that when the user saves a cocktail from this database to their favorites, then we would grab the ID for the cocktail so we could always get this info, but allow the user to add the Rating, Additional Info, and a Comments section. This information would all be saved to our database, blending the two sources together. By only saving the ID we would save on data storage because we don’t have to save the name, image, etc. and let the third party database keep that info.

\*\*\* Show how the card looks by default, then hover of the card to reveal the buttons.

* Favorites Page CRISTIANA
  + This allows the user to save a list of their Favorite cocktails found on the third party database into one central place. While not fully built out, when a user logs in and they add one to their favorites, that cocktail’s ID would get saved to our database and associated with their User ID so we could pull these up. This would personalize the App for each user and allow for quick reference on the go.
  + To help the user sort through their list of Favorites, we give them the option to only show drinks that include a certain Base Spirit by clicking on the name at the top. The default is to show ‘All’.
  + Because the third party database has the Ingredients saved in separate properties (Ingredient 1, Ingredient 2, etc.) and the base spirit isn’t always saved as Ingredient 1, then we have to cycle through all the ingredients just in case. An example of this is the Kiwi Martini, where Vodka is the third ingredient.
  + Additionally, some cocktails include multiple base spirits, such as ‘Long Island Tea’, which includes Gin, Vodka, Tequila, and Light Rum. By setting up the logic the way we did, then it will appear in each of these filters.
  + Another thing we had to account for was variations in how ingredients are capitalized (Light rum vs. Dark Rum) and some ingredients (Ginger Beer – found in Cocktail Horse’s Nick) including a Base Spirit (Gin).
  + To help users further sort through their saved cocktails we also allow them to sort A-Z and then switch to Z-A. If the user just wants to randomly find a Favorite, then they can also hit the Randomize button (which has a fun animation of sorts).

JAKOB

* Add New Recipe Form – aside from being able to access cocktails from the third party database and save them to the user’s favorites, the other key feature is being able to add your favorite cocktails and keep them in a centralized source that is available on your computer, tablet, or phone. This is done with the Add New Recipe Form.
  + Starts off mostly hidden on the screen, but the user is made aware of it with styling
  + When they click the caret the form expands and the user is provided a variety of input fields that will get saved to our database once completed.
  + It includes:
    - Cocktail Name
    - Recommended Glass Type
    - Source Name, Source Type, Source Additional (Page #, URL, etc.)
    - Add to Favorites
    - Cocktail Rating
    - Image Upload
    - Ingredients (Name + Volume), plus button to add up to 15
    - Instructions
    - Additional Info

\*\*\* Show how the form opens and closes, then go through the process of adding a Cocktail and multiple ingredients, clicking the button\*\*\*

Example Cocktail:

* Name: Painkiller
* Glass: Rocks Glass
* Source Name: How to Drink
* Source Type: YouTube
* Source Addl: <https://youtu.be/di1O9mppUcE>
* Rate Cocktail: 5
* Ingredient 1: Orange Juice / 1 oz
* Ingredient 2: Cream of Coconut / 1 oz
* Ingredient 3: Pineapple Juice / 4 oz
* Ingredient 4: Rum / 2 oz
* Instructions: Shake over ice and open pour into double rocks glass
* Additional Info: A classic Tiki Drink made popular at the Soggy Dollar bar, this has a rich, creamy taste from the Cream of Coconut and taste like a classic island drink

JAKOB

* Stretch Goals
  + While showing off the page we talked about the way we would build out some of the additional back-end features to save user data and personalize it for them.
  + This includes:
    - Giving the user greater ability to add new drinks and access those
    - Save ratings to these cocktails and cocktails from the third party database
    - Aggregate the ratings to allow users to sort by their ratings, allow all users to access this information to find most popular user-provided cocktails, and more
    - Allow the user to change between Light Mode (current) and Dark Mode, as this has become standard for websites and apps.
    - Consider allowing the user to change color themes for certain parts of the App (there is a limit to this because you want people to associate your App with certain colors and such).

**OUTRO:** RICA

Thank you for letting us share with you the culmination of months of hard work. This project utilizes a variety of skills, techniques, and methods of thinking we have added and refined during this course and applied in unique, free form ways. From all of us to all of you, cheers!