CART-351-2252-A
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Project #2 – FLASK Application

“Flaskemy Feud”

Following the success of “Who Wants to Breath a Million Air”, Hugo and I thought that a *Family Feud*-like game would cover all the all the competencies that the project required and the contents covered in class.

Family Feud is known for conducting surveys and gathering public opinion prior to the show’s broadcasting, during the show, the contestants must guess the popular answers in order to score points. Personally, I really enjoy entertaining people, and this felt like a great way to for users to fill up forms and guess answers.

Python and Flask have gotten progressively harder as we delved into the content, and all stages of the class have contributed to the code we wrote. The site consists of a two-part system: a survey and a game.

Our survey reflects that aspect by storing the information of responses in a JSON file. Every time a repeated response is added, it adds to the count which reflects in the point system of the game. The game part retrieves the information from the JSON and extracts the four most voted responses and their count. The count is appended to the user’s score if a response is guessed correctly.

I found it really hard making Python work with JavaScript. I initially wanted to have the responses of the game be processed in Python but at the end it only served to read the JSON data and transfer it to a route, therefore, the whole game was processed in JavaScript using DOM event listeners. I did think of maybe resorting to P5 because it would be a lot easier building states and making the logic work, however, I already had the whole structure built in HTML and CSS and the game board was looking pretty good, so I decided to commit to that.

A fallback would maybe be that, even though the project seemed really simple to program in python, we ended up reusing a lot of code from previous classes and exercises and did not have a chance to explore it on our own, resulting in quite a lot of repetition. That is perhaps the biggest difference I see from project one, where I had some more room to explore methods and understand how Python works. Either way, this still turned out quite complicated as a project for the amount of work it required.

In the end, even with repeated code and limited exploration, “Flaskemy Feud” helped solidify what we learned about Python development and resulted in a nice-looking and functional game.

Most of our planning was mostly done with google docs for live sharing:

https://docs.google.com/document/d/1byK5RpiDLpcy_576EcthxdD0J0YD6zO5YsUJXT2GUA0/edit?usp=sharing
https://docs.google.com/presentation/d/1NacwWkiJnGWoeEWgufW2QHUoieY8oa84wAgxhLAL-w0/edit?usp=sharing