Report

My web-app is called Video Game Catalogue. The idea is that it’s a web page that allows you to navigate through a library of games from every console. It would allow you to browse the library of games for each console is a simple and easy way. The page would then allow you to click on any title you wanted more information on, it would then take you to the relative page for each video game and give you more details on it.

I started by designing the Navbar, this was vital to my Web-app as it was the main selling point, allowing people to easily navigate to their desired consoles and games. I then focused on the CSS of the page, making sure that the design would catch people’s attention. I chose to implement some fancy code for the main title, but keep a more basic sub-title to contrast it. This would be everything on my base page, this would carry over to every page with the exception of the sub-title being interchangeable. I then spent time making sure the pages linked together. After this I downloaded all the images I would need into my static folder including, the background, and every video game box art I would need. I then added the selection of the popular games of each console to the home page, and then I added all the individual games to their relative consoles. The next part took the longest, this would require me to flesh out every single page for each game with details on them, as well as making sure everything linked correctly.

If I had more time or knowledge on developing web pages, I would have added a search bar for finding any particular game the user required, as well as letting you search for developers, publishers, and so on. I would also add a function to let you sort by ratings, or by release year. I would also if given more time, add more games and other consoles to flesh out the page more. Lastly I would improve the style of the web page as a whole if I had more knowledge on how to do it.

To critically evaluate my web-app I would say it is an ambitious web-app that falls flat a bit. The idea was really good but would have taken a lot longer to execute fully. In the end I am happy that the web page functions in the way I want it too, but I am disappointed in the lack of content, poor style, and the fact that other web pages have a much better version of the web-app I tried to create. The code is also a bit of a mess, and could use a bit of polish.

This coursework has taught me that a simple idea can be very hard to execute through code, it showed me that to make a single page root can require a lot of patience, and a lot of knowledge to make it nice. Due to my sloppy writing I faced the challenge of going through all my code over and over, removing any typos and extra spaces. I also faced the challenge of writing the same code over and over for every page draining a lot of my time. However this was also a learning curve for me, I learned a lot of useful code that I can use in the future, as well as useful command functions in python to allow for an easier time, functions such as yanking lines of code and pasting them, saving me a lot of time in the long run.

The resources and references I used were:

* https://www.google.co.uk images for the background image and game box art
* http://stackoverflow.com to find out why my code wasn’t working, so I could check my code alongside other peoples.
* https://en.wikipedia.org for information on each video game, which I then translated into my own summaries.
* I then used levinux, putty and in built flask, python and bootstrap software to create the web-app.
* I also used GIT to upload my repository into.