Report

1. **Introduction**

My web-app is called Digital Shop. The initial idea was to develop further from my last web-app, the Video Game Catalogue. The idea was to integrate a fully functional digital shop, one where you can add many digital items such as video games, music, and movies. You could browse through each of the products and add any item you wanted to your basket, including the option to choose the platform you desire. After you finish, you can access your basket and proceed to check out (of course no actual payment system is implemented). I would also, with my new found skill, integrate a sign-up and login system that allowed you to save your basket for future uses. I will also allow people to sign in with Facebook, twitter, and g-mail, all too easily get basic information for your profile. Finally, I would make everything look nice, and add a search bar for easy navigation.

1. **Design**

I started by redesigning assets I had used the past. I changed the Nav Bar this time around to implement features I wanted to add last time, and features that would fit my new project idea. My new Nav Bar had a smoother feel, it had a sign in button, as well as login button at the far right for my new signup/login features. It also had a search bar integrated into it. Next, I got my images and information for my shop’s items. I then added some of the items on the featured page and put the rest onto each item’s exclusive pages. This, much like last time, was very time-consuming. It involved me getting a lot of assets from the internet such as pictures and item summary’s, I also had to write every page root in the index.py file and make sure they all work accordingly. I also added a new background picture that felt more fitting to the digital shop idea. After this I worked on creating the login/sign up page, this was very time consuming as I had to get the code just right for functionality and good design. I then had to write code that allowed it all to work, meaning people could log in with their e-mail and password. After this I worked on the basket functionality, this was very tricky as I had little knowledge on this. I worked on the code that allowed items to be added to the basket first, and then I worked on making a page for the basket. Finally, I neatened everything up and added an error page that allowed users to easily redirect back.

1. **Enhancements**

This web-app could definitely use a lot of enhancements. To begin with, the search bar’s code should be functional, as well as the signup/login code. The basket was also a failed project which needed more knowledge to complete. The shop could also use overall better design and code as well. Finally, more filter options could be implemented, such as organising by the publisher, as well as more digital item categories if given more time, such as apps and books.

1. **Critical Evaluation**

To critically evaluate my digital shop I would say that it was an ambitious project which didn’t do so well in the end. A lot of the features that were set out from the start, didn’t do so well in the end. The search bar is just for show, defeating the whole purpose of it. The login function only allows for the template login, and even with that, there are no visible changes when logged in, like name appearing in the top corner. The sign-up feature seems to not function properly which again defeats the purpose, as well as the social media logins which are a nice idea but could not be implemented correctly without the proper know-how. Finally, there is not a lot of variety from the first project, due to days being spent working on code that never worked in the end, leading the rest to look similar.

1. **Personal Evaluation**

This coursework has taught me that sometimes when you try an ambitious project like this, you can easily bite off more than you can chew. I’ve learned that features learned in the module, such as logins and password databases, can be very hard to implement into my own code without better know how. I’ve learned sometimes to give up when I’m ahead, as literally days have been spent here working on codes for the basket idea and the signup/login features when in the end I didn’t have enough knowledge and skill to implement it how I would have liked too. This coursework has taught me that getting ideas from code in other web pages, can be extremely hard to replicate with my little knowledge of designing web pages. Overall I feel like in hindsight I should have spent less time trying to figure out code that was above my intellect, and rather more time working on adding features to my web-app that are in my skill level. I may not be pleased with the end product, but at least I was able to pull off the basic idea I had sought out to create at the beginning, so in the end, I am happy for what did work in my Digital Shop.

1. **Resources**

The resources and references I used were:

* https://www.google.co.uk images for the background image cd albums, movie posters 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, as well as get inspiration for new code.
* https://en.wikipedia.org for information on each item in my shop, which I then translated into my own summaries, genres, etc.
* 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.