*Rich Media II Project 2*

By: Evan Clark

**What does the site do?**

The purpose of the website is to feature exciting game related products for consumers to browse through and consider purchasing. The site has a section for scrolling through products that have been added to the site by the developers. Users can view these items and then either click a link to where they can be purchased or they can add products to a favorites list that is displayed on their own account page.

**How is it profitable?**

The site works as an affiliate marketing site based around the niche of video game merchandise and products. The owners of the site would join affiliate marketing programs with companies like Amazon and Etsy to showcase their products and provide affiliate links that would make commissions on each purchase. Affiliate program companies would pay a small amount to the owners of this site if a purchase was made on their site after a customer clicked on an affiliate link.

**Which templating language was used?**

Handlebars was used to set up the templates for each page.

**What was Mongo used for?**

Mongo was used to store basic account information for users on the site. It was also used to hold product information that could then be viewed on the site. Account info was stored and retrieved to allow users to log onto the site and access their own favorites page where they may have saved products. Product information was used to display a variety of products to the user including product images, prices, and referral links. Delete and save functionality was implemented to allow users to save products from a Products page to their Favorites page. Products on a user’s Favorites page could be deleted by deleting the saved data from Mongo.

**Above and Beyond?**

A lot of time was spent making the site UI and styles look appealing and easy to use. I like how clean the site looks and it was a challenge to add working saving/deletion functions that could work with Mongo to correctly load and display products. Since the final version of the project is currently not working due to bugs that occurred on the weekend of submission, it was difficult to add many above and beyond elements when I really needed to get the base site working. I would have loved to add all sorts of cool stuff given more time. I wanted to create a site directory that would have allowed you to search for products based on the game they are from. I would have loved to work with an API such as Amazon’s where I could automatically display shopping results from their website. I would have also liked to add more products to the database and more fields of information for each product such as description and reviews. This certainly gives me a lot to think about and expand upon for my final project which is exciting. On the bright side the site is already made using React so I won’t have to spend any time converting my site over to the framework.

**Group or solo project?**  
Riding solo.