*Rich Media II Project 3*

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. Users can also sort products by the game category that they belong to.

**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.

**How was React used?**

React renders nicely formatted containers for each of the products’ information. Product properties such as price, product image, and purchase links are updated every time React puts new html into the DOM on either the products or favorites page. React also injects the window that is used for changing the user’s password as well as the sign-in/login pages.

**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 were 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. Each product also contained a new “tag” attribute that I used to help sort through products to display them based on matching tags.

**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. I also really like the new functionality of the product sorting menu allows 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. In terms of going above and beyond I would vouch for the overall look of the site as well as the cool CSS buttons (favorite, buy, delete) that have FA icons and cool animations that make the site feel more like it belongs on the web. With the favorite button in particular I would have loved to have more time to give the user some sort of feedback when they press the button. Currently they don’t know that their favoriting has worked until they go to their favorites page and see the items there. Overall more improvements could certainly be made but coming from an entirely broken project 2, I am very proud of being able to get my project 3 working and adding some more functionality as well. Not to mention more styles that make the site finally feel like a fuller experience. Big thanks again to Professor Willoughby for taking much of his time to work through the many challenges I faced with this project. Without him I would not have come even close to the project 3 that you see today.

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