

Making off

The main idea behind this project is to provide an application that will allow players around the world to have an idea on what games are causing a good impression in the gamer's community. That is to avoid player on being let down when playing games that are not on a good standard and therefore spending money on those.

And for that purpose, I have created a game vote system that will allow players to leave a vote based on their personal experience, therefore when any player visit the website will be able to see the most voted games.

For that purpose, I have used VS code to implement the application, along with that the language used was HTML. As for the style I have used CSS and for the functionality of the website JS was used.

Timeline of the implementation:

- Started on creating the 4 pages: index.html, top5.html, about.html, contact.html, all linked to each other.
- Next thing was to organize the layout of the page and then to add some functionalities, buttons and images.
- After the land page was done, I have started the development of the top5.html (which was top10 but as I came to realize that was not necessary for the purpose of the project it was reduced to 5).
- All games were added and the voting system created.
- I have also used the link of the cover image for the games.
- Then the responsiveness of the web application has been implemented and tested in multiple devices.
- The counting system has been changed due to some difficulties with the implementation of the drop box selector.

As for the difference between the concept idea and the results:

- Most of what was planned has been achieved.
- The voting system as it's the main part of the entire application it's working as it should.
- Now for the things that I could have done to improve the application is to store the data of the votes, so when any person accesses the application and vote it will store it's vote.
- Also, another functionality that should have been implemented was to stop users from double voting.
- In the same line of thinking, the previous voting system, was storing the votes, but I could not make it work with specified games. As the previous method was using a drop box selection, I could not get the index to direct the vote to that specific game.
- Then I started to create separate buttons to each game, each with its own votes as it was way easier but at the same time not very professional, but unfortunately, I was not able to find a better solution in time.

Other things that I would implement in the future:

- Top 3 to be shown in the land page.
- Icon to be filled according to the number of votes, or star icons to be added according to the votes.
- A trailer of each game.
- Page with the annual awards of the best games.
- Page to compare the best price of the games.

What has been learned:

- Many things were learned in terms of JS but I could not implement in time, but I'm sure that with more time I would be able to deploy a much better project with more JS functionalities.
- Responsiveness was one thing that I never used before and it makes everything so much easier in terms of using a different browser or device to access the same application.
- Git repository was also something that in my previous web application project I didn't figure out how to use it and basically what was missing was the public key to be shared with GitHub.