Jolene Bodika
Sabine Rosenberg
CART 351 – Networks and Navigation
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Exercise IV

**Eamon - Well of Fortune (https://github.com/eamon1000000/cart_351_proj2_EamonFoley)**

The UI was very neat, and I appreciated that the application maintained a consistent theme throughout its different pages. The different font styles and images used helped to give the project an older feel. It has an interface with a well that asks the user to decide between making fate or receiving fate. If you decide to choose your fate, you can choose to make it positive or negative. Once you receive your fate, you can go back to the menu. I appreciated the fact that there's some kind of decision-making logic with the program. It calculates a 90% chance that the user will get a positive reading and 10% that it will be bad. It allows the user to be surprised by the unique fate they receive, whether it is good or bad. I enjoyed the idea of allowing the user to make a choice and be able to contribute to the project with intention.

I believe a different way to elevate this project would be to add more animations, such as a potential coin flip that falls into the well, or hearing a chime whenever you hover over text on the main screen.

Looking at the code, you can tell Eamon spent a lot of time making the application uniform and visually pleasing by the different choice of colours and by implementing technical animations on the home page with CSS properties and JavaScript to bring the website to life.

**Andre & Hugo - Flaskemy Feud – (https://github.com/dreneder/cart-351-project_2)**

Flaskemy Feud is a fun and very interesting project, as it shows the students' understanding of the course material through the different integrated components. They're taking a known game show and adding their own spin to the title, which I found very clever. I enjoyed the animations they had, for example, when a correct answer was entered, one of the slots turned and displayed the answer, or when the answer was incorrect, the screen would display an X. The most compelling thing about this project was the ability to contribute meaningfully to the game through the survey. This allows the users to feel more involved in the conception of the game.

I think a way to improve this application is to allow the user to make more than one guess per question, as this would improve the user experience by making the program more gamified and longer.

I appreciate this team's attention to detail by creating a logo and adding some error checking for invalid inputs. The code for this project is neatly organised and follows programming language style guides, and the website is very cohesive and intuitive.

**Owen - Sierpinski Triangle (Couldn't find the link to the project: https://github.com/Ow-Hill?tab=repositories)**

This program is very interesting and creative. The project was inspired by a theorem of the Sierpinski triangle, where essentially you can have infinite equilateral triangles within an equilateral triangle, through recursion, and it wouldn't break its structure. This project is very technical, and I could tell that Owen was very knowledgeable about this subject. The program combines technical concepts with creative exploration to allow users to interact with it.

I believe the project could be expanded if users could view other users' triangles and maybe change them to create a new triangle combination. The possibilities are limitless, although it would just take a bit more technical logic to get that to work.

The overall layout of the page is well done. As I was interacting with the program, I enjoyed the playfulness and the ability to control how I wanted the triangle to look by making any kind of variation I wanted. I liked that Owen added randomness for the colours of the newly generated triangles as it makes the triangles more fun and unique. The smoothness of the program was greatly appreciated as well. I liked how responsive the triangles were to quick movements, and I enjoyed that Owen used some error checking to make sure the program wouldn't break if the user tried to make more triangles than the threshold within a section.