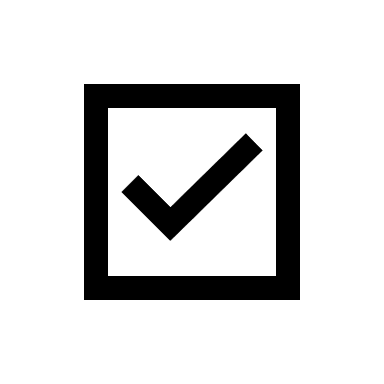
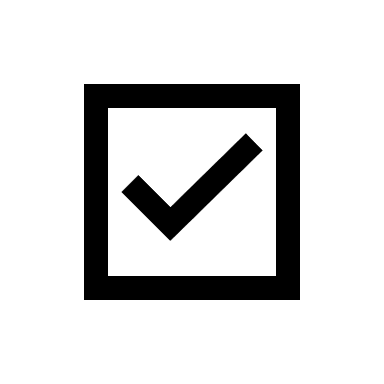
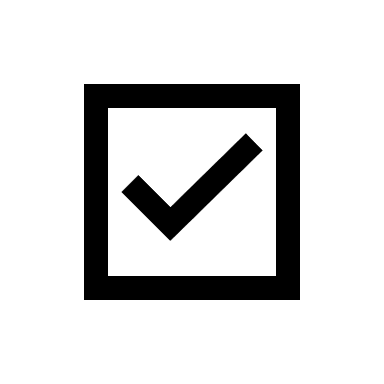
Woodcraft Haven Web Application Summary

Jon Hayden – CSS/450 – Professor Iles

# Tasks

* Create all the images and basic UI design and architecture 
* Create a skeleton for all the individual web pages needed 
  + About
  + Contact
  + Profile
  + Shopping
  + Designs
  + Community
  + Cart
* Setup environment 
  + Node JS
  + Express
* Setup database (In-progress)
  + CSV starting inventory
  + CSV cart contents
* Testing

It was difficult knowing exactly when to stop working on this for week 2. Finishing the first half of features didn’t make sense to me. It was easier to work on all the features at the same time, but only do the high-level skeleton of each feature. So, I was able to create all the needed web pages, images, and design aesthetics.

# Functionality

I added JavaScript code to be able to switch back and forth easily between each of the web pages. I created a bunch of CSS code to display all the output to fit the design. Next week, I’ll be incorporating the core functionality into the code, specifically addressing the components responsible for reading and writing to the CSV file.

# Challenges

The biggest challenge was just trying to figure out how to make a web application since it was never taught in any of the classes. We had some basic Python, Java, and HTML coding along the way, but only in snippets of code inside Zybooks. Having to put together an entire MVP application was way more than what I was prepared to do. I spent most of my time just watching YouTube videos, and going through tutorials, and relying heavily on examples of code I found. The other challenge was just coming up with what the design looks like and then creating tons of images to make it come to fruition. I like the way it looks, but it’s kind of clunky and maybe not the most practical, but I’m pushing ahead with it.