Reflection Paper for Project 2

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This report describes my experience working on Project 2 and the rationale for using specific tagging systems.

**Experience**

I have enjoyed having the opportunity to improve and practice my previous skills and knowledge of HTML and CSS as well as learn XML and XSLT. I think I will have to keep practicing the latter to understand them. XML isn’t hard, but I realized I struggle to create structures of hierarchy. It seems so simple, but I didn’t realize how hard it would be. This is one area I hope to keep improving on. For XSLT, I understand the concept and know which coding to use for specific areas, but I think it is something I will have to keep practicing. I would prefer knowing the code itself than just copying code every time.

**Rationale for XML**

As I am the audience of my database, I chose categories catered towards my video game activity. For instance, I included the mods section because I started playing PC games over the summer and recently discovered the mod community. Since I am new to this area, I included this category in my table to help me keep track my current mods and know which ones I can add in the future – the database will keep me from downloading a mod I already have.

I created the other categories to assist in organizing the database and to meet my needs as the user of this information. The below section describes each category that I have included in my table and why I believe each meets the target user's needs.

**ID**

I included the ID section in the table to organize my information. This section enabled me to keep track of how many entries I had in my database as well as allowed me to keep track of and see how many video games I own.

**Name**

I included this section because I needed the name of each game in my database to organize its related information. For example, I needed to include the name of game 1 – *The Last of Us* – so I would know what the information in its row concerned. Since I have *The Last of Us* there, I know that the DLCs, release date, awards, and more all relate to this specific game.

**Release Date**

I chose to include each game’s release date because it is an essential part to every game. I play games from the 1990s, early 2002s, and more recent ones. If I feel like playing an older game, I can use the database to see their release dates.

**Systems**

I included the systems category to list the systems required for specific games. If I do not have access to specific consoles, I will know that I cannot play specific games on the list.

**Maturity Rating**

I included the maturity rating in my database because I may need to know the rating in case I am playing with younger individuals.

**Genre and Synopsis**

These two areas work hand in hand. I chose to include the genre section in case I feel like playing specific kind of games. For instance, if I feel like playing a shooter game, I can look at the genre section to find a game that is a shooter I chose to include the synopsis section because I can read the summary of the game to decide if I feel like playing it at the moment – the synopsis section will be more helpful if I haven’t played a game in a while and want to remember its story.

**Number of Players**

I added this section into my database in case I plan to play games with others. I will know which games are only single player and know which ones have multiplayer options.

**Game Rating and Awards**

If I haven’t played a game in a while, I can look at such information as game rating and awards to see which game I would have the best experience playing. For example, if I had to choose between playing *The Last of Us* or Final Fantasy, I will choose the former because it has the highest rating and more awards.

Under Game Ratings, I used hierarchy to show the raters first and then the ratings they gave for each game.

**DLCS and Mods**

For mods and DLCs sections, I wrote the ones I currently have and own. The mods section of my database is small at the moment. I was only introduced to this area a few weeks ago. I plan to add more information as I download more. If I choose to look for more mods or DLCs, I can use this list to see which ones I own, so I do not add a mod or buy a DLC that already have on my PC or console.

**Developer and Publisher**

I am a gamer who likes playing series and loves anything that specific game developers and publishers make. I am a fan of Square Enix, so if I ever want to play a game specifically from their company, I can find one of the games they have published or developed.

**Other Information**

I also linked each video game to GameFAQS because I use this website to find walkthroughs and cheats if I am struggling with a video game. This website also features further information about each game including trivia, images, reviews, and more if I am interested in reading more about game.

**Overall Thoughts**

I am a little disappointed in myself on this project. I should have used my time more wisely. I wanted to practice and see what I could create through HTML, CSS, XSLT, Javascript, and JQuery. I wanted to spend more time learning Javascript to where I would not have to look at the code of others to figure out how to sort information. I think it will have to be a winter break project instead. I like my project, but I feel like I could have done a lot more and made the final webpage look more professional and not like one out of the 1990s.