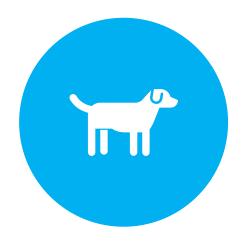
PET ME!

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PET ME - WEEK 4 CODING PROJECT



ABOUT OUR PROJECT



CHALLENGES WE FACED & WHAT WE LEARNED



WHAT WOULD WE HAVE DONE DIFFERENT?

ABOUT OUR PROJECT

We designed a page to help match you to either a cat or a dog (or a surprise animal ③) as a pet. Using a mix of CSS styling, html, and JavaScript logic we evaluate the answers to the questions and automatically display a cat/dog/surprise animal photo with a link to direct you to the additional fact pages. Once you have made it through the questionnaire and read some facts about your new pet, you can visit a pet adoption website to find your new pet!

CHALLENGES WE FACED & WHAT WE LEARNED

- Knowing what we want the code to do, but not knowing how to make the code work
 - We learned how to research code thoroughly and then test/modify that code to match our ideas
- Having very large ideas to start out
 - We learned to have an MVP version and grow/enhance our ideas when we had extra time
- A mix of videos and images are being pulled in via the fetch call to the dog photo API
 - We discovered this late in the day on Thursday, we discussed how to skip over MP4 files and continue the fetch until a JPG/PNG file is returned, but this bug still exists on our site right now
- Having trouble getting multiple event listeners in one JS file
 - We learned to make sure we were evaluating for null when searching for IDs on a page where they don't exist

DEMO - HTTPS://KAYLASWARTZ.GITHUB.IO/PETMEPROJECT/

WHAT WOULD WE HAVE DONE DIFFERENT?

- If we had more time:
 - We wanted to work on the code to move past the MP4 files in the random dog photo section so that it would only display the JPG and PNG files.
 - We would have wanted to add more standard pet animals (lizards, rabbits, etc.)
- What we would have done differently:
 - Find ways to tighten up the structure of the code to make it more readable
 - Add additional forms to the animal facts pages to further help determine what breed of dog/cat you should get