MyGamePlan - Full Stack - Assignment : Timeline

- 1. Preparation of the project (40min):
 - Storyboard creation of a sketch of the application: 20min
 - Analysis of the database MongoDB Compass: 20min
- 2. Backend Nodes.js & MongoDB (2h30)
 - Connection to the MongoDB database: 15min
 - Creation of the backend routes + Testing with Postman: 2h15
- 3. Frontend React Components, Styled Components, React Hooks (5h30)
 - Creation and Design of the components: 4h30
 - Queries and displays of data (teams and formations) for dropdown inputs: 1h
- 4. Management of data useful to several components Redux (2h)
 - Creation of the redux store: 10min
 - Creation of the inputValuesReducer and associated files : 40min
 - Creation of the crossesReducer and associated files: 40min
 - Queries and storage of crosses using Redux Thunk: 30min
- 5. Retrieving data from the Redux Store and processing the data to display the required information Data Processing/Algos, React Hooks, React Components, Redux (4h30)
 - Display the statistics about the club (both charts): 1h
 - Display the statistics of the 3 best crosses takers: 1h
 - Display all the crosses of the club on the field: 2h
 - Display a pop-up when the user hovers over a cross: 30min
- 6. Making the site responsive CSS Media Queries (1h30)
- 7. Switching the front-end from JavaScript to TypeScript (4h)

(since I still had some time, I thought I would show you my TypeScript skills)

- 8. Update When the user clicks on a player, show only the crosses made by this player on the field (1h00)
- 9. Deploy the application on Heroku (10min)

Total time spent on the project:

- To meet the instructions (items 1-6): 16h40
- To improve the project (items 7-9): 5h10

=> Total time spent: 21h50

Sketch of the application:



Calculation of the information needed to display a cross:

To display a cross (represented by a div element and positioned using CSS), you need:

- A starting point
- A length
- A rotation angle (rotation from the center of the element because that's how CSS works)
- A translation according to y and a translation according to x (to reposition the starting point at the right place)



