

# Interactive Game Rating Recorder

SI 579 Final Project Zichen Jiang

# Why This Project

- Why I built it:
- I wanted a clean, lightweight way to log games I've played
- Existing tools felt too complex for casual use
- · Good practice for DOM manipulation, localStorage, and dynamic UI

### **Core Features**

- Add a game with:
- Name, rating, date, optional review
  - View the game list
  - Sort by name, rating, or date
  - Delete entries
  - Save in localStorage
- Similar to PS4, but extended
   Supports multiple sorting options and editing

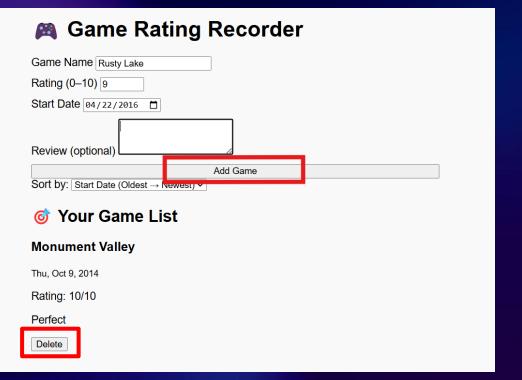
### **Demo Time**

#### M Game Rating Recorder

Game Name	Required
Rating (0–10) Must be between	n 0–10
Start Date mm/dd/yyyy 🗂 Required	
Review (optional)	
Add Game	
Sort by: Start Date (Oldest → Newest) ✓	

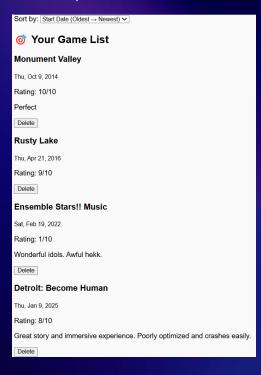
**6** Your Game List

### **Demo Time**

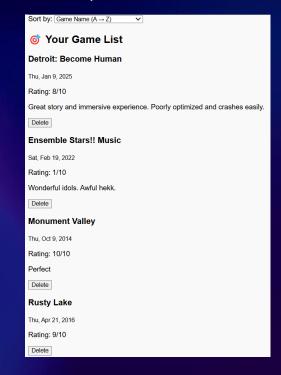


### **Demo Time**

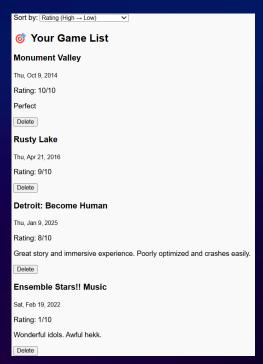
#### Sort by: Start Date



#### Sort by: Game Name



#### Sort by: Rating



# How It's Built

#### ★ Tech:

- HTML + CSS + Vanilla JS
- innerHTML for DOM rendering
- All user input validated before saving

# Challenges

#### Challenges:

- Figuring out how to make sorting work correctly
- Validating all input fields before saving a game
- Making localStorage save data correctly

### What's Next

#### ☆ Planned next:

- Add "Edit" button
- Improve styling and layout
- Polish for final submission

# Thanks!

Do you have any questions?

GitHub: <a href="https://github.com/mtjqmszb/579-final-project/">https://github.com/mtjqmszb/579-final-project/</a>
 Live App: <a href="https://mtjqmszb.github.io/579-final-project/">https://mtjqmszb.github.io/579-final-project/</a>