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## Documentation – Pilot app

This Rails application is a solution to the problem of putting together an external application that displays content served by a CMS API, under the assumption that the “structure of the CMS and how to treat it” is known.

## Justification of the development process, strategies, architecture you followed and chose

My interpretation of the problem is:

- 1) The CMS is an internal server application. It has a well-documented API. We have full control over its source code (in case there is something wrong with it). It can be accessed via GET requests.
- 2) The application should be built with focus on simplicity and maintainability, it should have structured and readable code and plenty of tests to prove that it works properly.
- 3) It is also desired that the design of the application should be stable under modification to the content of the JSON response (i.e. more or less games).

With this in mind I started to browse through the server code. The challenge is clearly in how to handle a dynamic change in the index response. Since the CMS will list my games, and also have all information about the games, I came to realize an important design decision: There is no need to have any model(s) related to “games” in this application, since it will not have any game related duties except to display them.

Possible solutions I did consider:

Option 1:

Make an index method in a regular Rails controller that makes a request to the CMS server to fetch the index from the CMS server and stores its contents in a couple of variables, rendering an index page which would look at these variables.

Pros:

- Simple
- Less JavaScript

Cons:

- Worse user experience since we have to wait for CMS response in order to render page (which in the worst case leaves them with only a blank page and a spinning mouse icon to look at).
- Very questionable choice for requirement [1]! It does not feel like an ok decision to initiate a GET request from a controller, I do not wish to base my design on that.
- Good choice for requirement [2] since we are leveraging off the Rails way and we will also be able to test the application entirely within the familiar domain of Rspec
- Excellent choice for requirement [3] since the templating will keep this in mind

#### Option 2:

Make an index method in a regular Rails controller that simply serves a more or less empty file with room for content to be added dynamically via JavaScript.

#### Pros:

- Better user experience as the page will appear to be loaded and content will arrive later into the assigned viewport when the CMS has responded (asynchronously).
- Seems legit, this is basically how it should be done (at least how I have been taught).
- Excellent choice for requirement [1] using jQuery's API's which are already tested
- Good choice for requirement [2] as long as the Coffeescript code is easy to follow
- Excellent choice for requirement [3] since the templating will keep this in mind

#### Cons:

- A little bit more complex
- More JavaScript

I had no choice but to go for Option 2, which also seems to be the more fun alternative by a landslide.

## Justification of the used tools/gems

Excluding the gems that comes with "rails new app", in order of appearance:

<b>haml_coffee_assets</b>	For interpreting hamlc files with JST
<b>exec_js</b>	For generating html from templates with JST
<b>haml-rails</b>	For generating html from haml files
<b>rspec-rails</b>	Framework for rails unit testing
<b>jasmine-rails</b>	Framework for javascript unit testing
<b>jasminerice</b>	To run jasmine specs in the browser

<code>factory_girl_rails</code>	I love FactoryGirl, but in retrospective adding it at this stage of the app was a huge overkill. But now it is there. No regrets.
<code>timecop</code>	Also a personal favorite: Better testing with respect to time.
<code>bootstrap-sass</code>	I'm not a CSS expert or a front page "artiste", I just wanted to get a quick css theme going.
<code>rails_layout</code>	See above, or <a href="https://github.com/RailsApps/rails_layout">https://github.com/RailsApps/rails_layout</a>

## Project structure and why you chose it

I saw no reason to deviate from the project structure supplied by Rails. In fact, trying to fight is a path that only leads to Pain. I probably did not understand this question properly, and I should probably stop trying to answer it here, and instead offer to discuss this in person.

Sincerely,

Mathias Klippinge