Group: Group Response Code 200
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HTML Group Project Write Up

Description: our website sells video games.

Templates: almost all pages (except the checkout and thank you page) have headers and footers that are consistent and are linked correctly, so the user is aware they are on the same website. The header has clickable links: logo(storefront/homepage); games(storefront/homepage); login(profile picture image); system preferences("S" image); shopping bag(bag image).

Products page/storefront: There is an image for every product we are selling, along with a title and price. The layout is very visual and appealing. All product images and titles are links (one of them is linked to a product page).

Specific product page: implemented a product page for DiRT Rally 2.0. Consists of multiple pages which look relatively the same but are linked together and show different content. Shows the game, two videos, images, which can be "switched" dynamically (the end user can do this).Can add to cart and will redirect to home page.

Login page: this links to "forgot password" page, "create account" page, and back to the homepage if the fields are filled out as indicated. Forgot password requires an email address (links back to login) has a working cancel button.

Shopping bag: we put headers for each column. One column contained the quantity, while another contained the price per product. We wanted to make it very clear to the user what each category represented. At the very bottom, we displayed the total price which included shipping and tax costs in addition to the sum of all the prices of the products in the shopping bag.

Shopping Bag Check Out: has required fields, lists shipping and billing address fields, payment information, a place order button which links to the main page if filled out correctly, and a cancel order button which links to the main page but does not require inputs. We also have a checkbox for the billing address to be the same for the shipping address for convenience. This will be implemented later. After the user places the order, they will be redirected to a thank-you page.

FAQ: listed all the questions and answers one by one using a table.

CompanyInfo: our company (all of our team members) are listed on this page--including how we were founded and what we sell. We use tables and insert our pictures in the page to introduce members of our group/company.

System preferences: consists of multiple pages which look relatively similar--templates. Each page has been formatted to look similar, even with editing fields. System preferences consists of multiple pages (to the end user): personal info, preferences, and payment. Personal info has fields which can be edited by clicking the "change" button per field (try it out!). Preferences may use AJAX to save data. Payment has required fields with correct field input required.

Add/Update Payments page: user can choose to edit or update any payment information they had or add a new card into the system. There are required fields. There is an Add/Update button as well as a Cancel button in case the user changed their mind.

Problems:

For the product page and storefront, we thought about the products that we would sell on our website. Honestly, it took us a bit of time to think about which products to sell in order to capture the attention of our customers when visiting.

In the end, the group decided to sell various types of games and would attack a young audience. The first thing we need to do is to have a display frame and layout to present the product in the most eye-catching way.

 We made some CSS mistakes by confusing such as style, text align center, and span then we help each other to figure out and fix by using instead of span as an example. We also had problems pushing on github which was conflicted when we tried to push many times. Then we figured out that we needed to merge or pull before we pushed. We also had trouble with some files and couldn't use normal push, we had to use push -f which we knew they are safe to replace.

Getting the work to be tested and debugging.

Screenshots: please see the demo for more "screenshots."