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## CS2300: Project 2 Rationale

Users can deliver input in two ways: via searching and via adding new entries. Searching does not require filtering inputs as the inputs are never placed on the site or written to any files; they are only read. Since entries require specific formatting, however, they are filtered.

Five inputs are taken when adding an entry.

For titles and developer names, I only stripped HTML tags to prevent messing with the site structure, as the creative nature of both means it is possible to run into one with special characters (e.g. colons, apostrophes, exclamation marks, question marks).

For the release years I validated the input as integers, as years should not contain anything other than numeric characters.

For the image URL I validated the input as a URL, as it should be a working link.

For the tags I take alphanumeric characters, hyphens, apostrophes, and periods. I decided on this specific subset by scrolling through Steam's user-submitted tags and seeing which characters the tags contained. The pipes are the character by which my data file separates tags, so I allowed those as well.

Duplicate entries are not allowed, as they are redundant and introduce clutter.

Search can be performed over multiple categories: title, developer, release year, and tags. For example, you could perform the following search:

```
{ Year of Release: 2014, Tag: Dark }
```

and you would get *The Binding of Isaac: Rebirth* instead of, say, *Lethal League*, which was released the same year but does not have the dark tag. Searching multiple fields is an "and" search, satisfying all of the search terms entered. Since I was treating my site as an archive and less of a browser/store like Steam, the intent is not to discover, which would benefit from the breadth of "or" searches. Instead, it is meant to store and revisit old memories, for those "what was that stealth game release like five years ago called?" moments, which benefit from the specificity of "and" searches.