#FriendFinder README#

Heroku Deployment

FriendFinder

Overview

This app is a simple compatibility evaluator.

- The user is prompted to input name and a link to a personal photo.
- The user will answer 10 questions designed to evaluate 10 aspects of the users personality. User will answer each question with a numeric response from 1 (Strongly Disagree) to 5 (Strongly Agree).
- The user's answers to each question are compared with the answers for several representative individuals. This data is stored in "app/data/friends.js". The individual whose answers have the least amount of difference from those of the user is chosen as a match.
- The "match" is displayed in a modal pop up. The user's data is pushed into the data structure that holds the "friends" information.
- There is a link at the bottom of the home page that will display, in JSON, the current contents of friends.js.

Notes on the Application

- Compatibility is determined by building a "compatibility score" that measures the total difference between the user's answers and those of each of the pre-defined "friends".
- The pre-defined "friend" whose score differs least from that of the user is the match.
- These pre-defined "friends" are made-up people. Their information is stored within the app/data/friends.js file.
- The user's name, photo link, and answers are stored temporarily in memory, along with the data from app/data/friends.js.
    - There is no persistent storage (e.g., a database) of user data in this iteration of the app.
    - Once the user refreshes the site or leaves the app, the user's data is gone.
    - The next version will use Sequelize with MySQL to provide persistent storage.

Technology Used

- Express.js
- Node.js

- Heroku
- NPM packages
  - body-parser
  - express

Author

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