



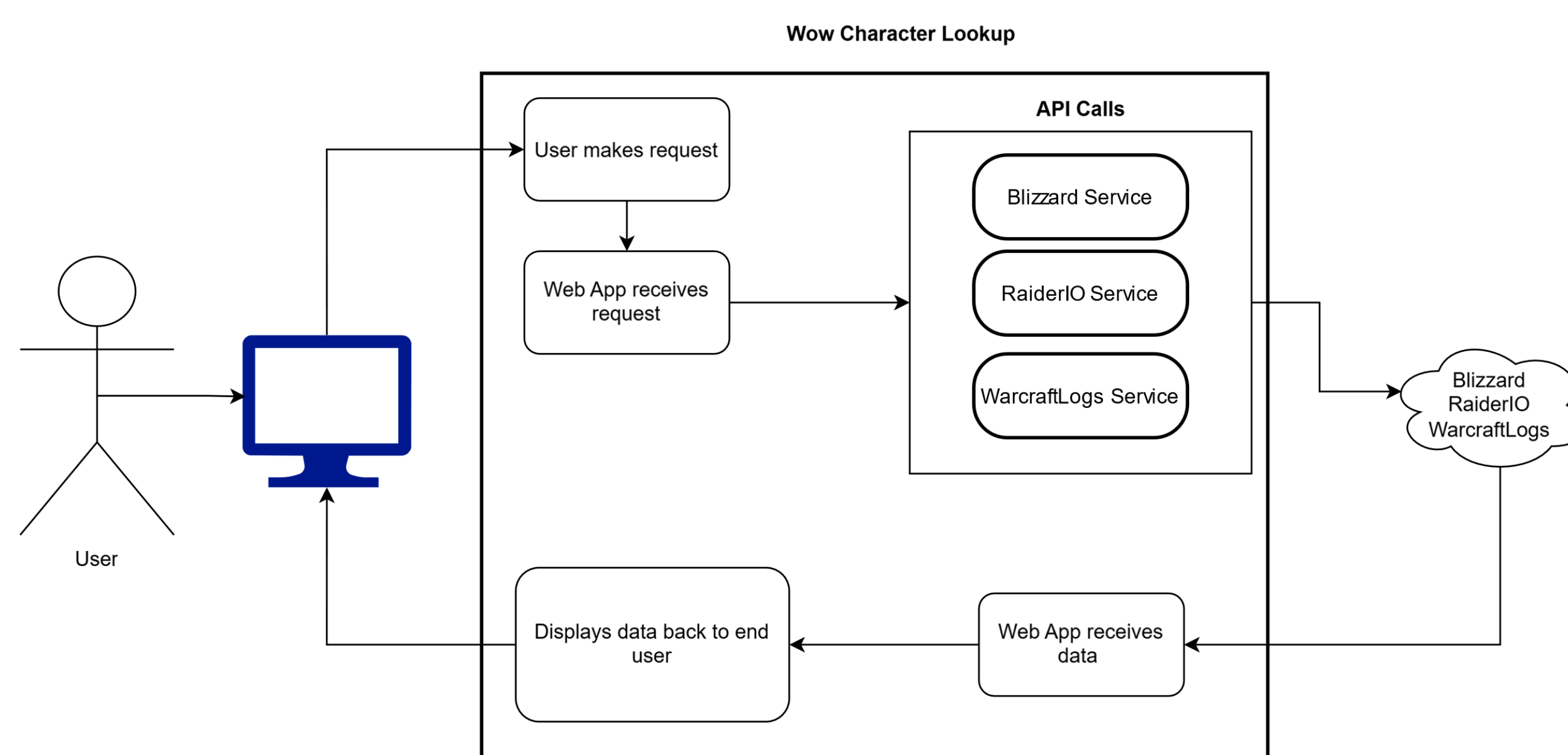
World of Warcraft Character Profile

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Introduction

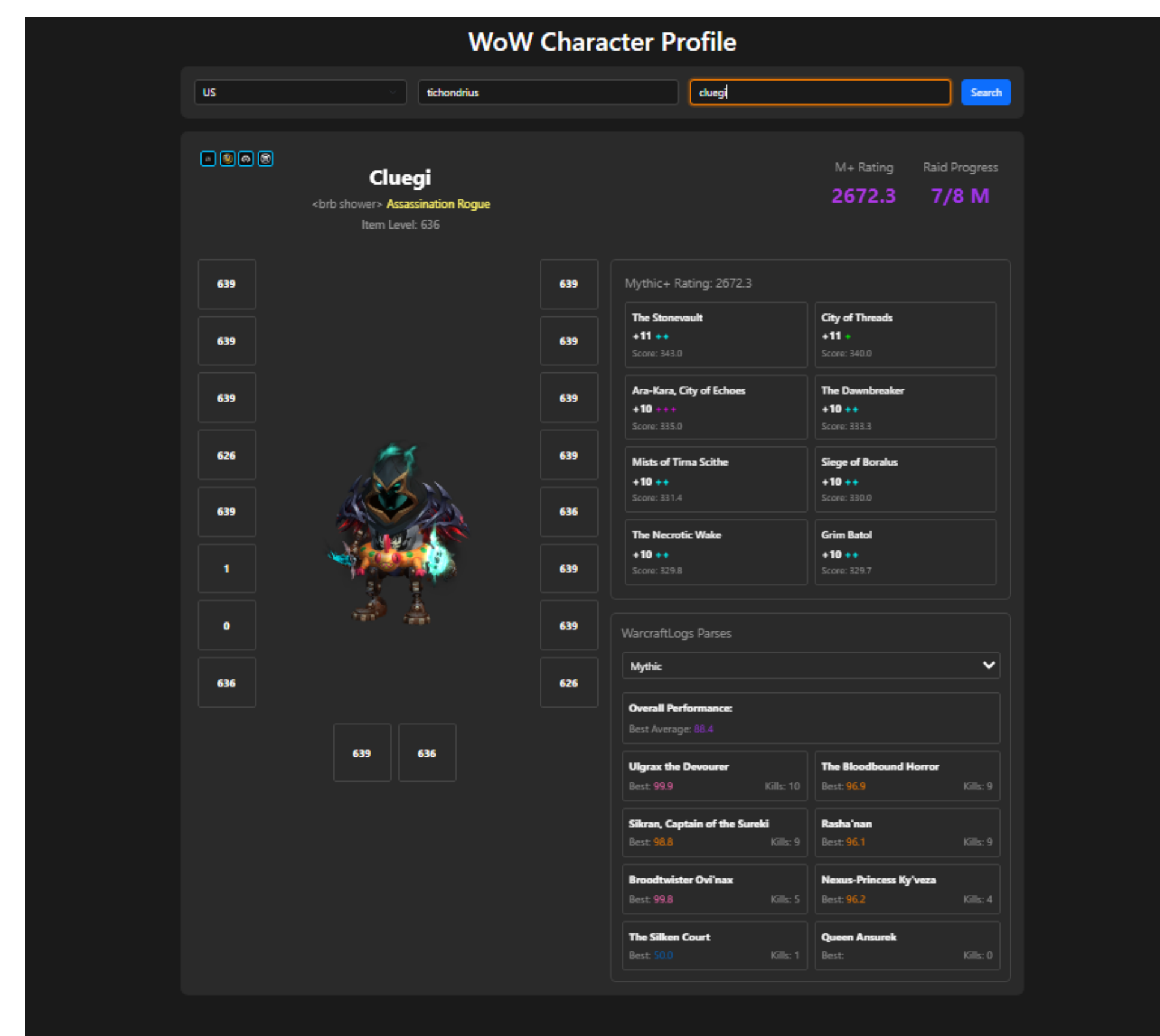
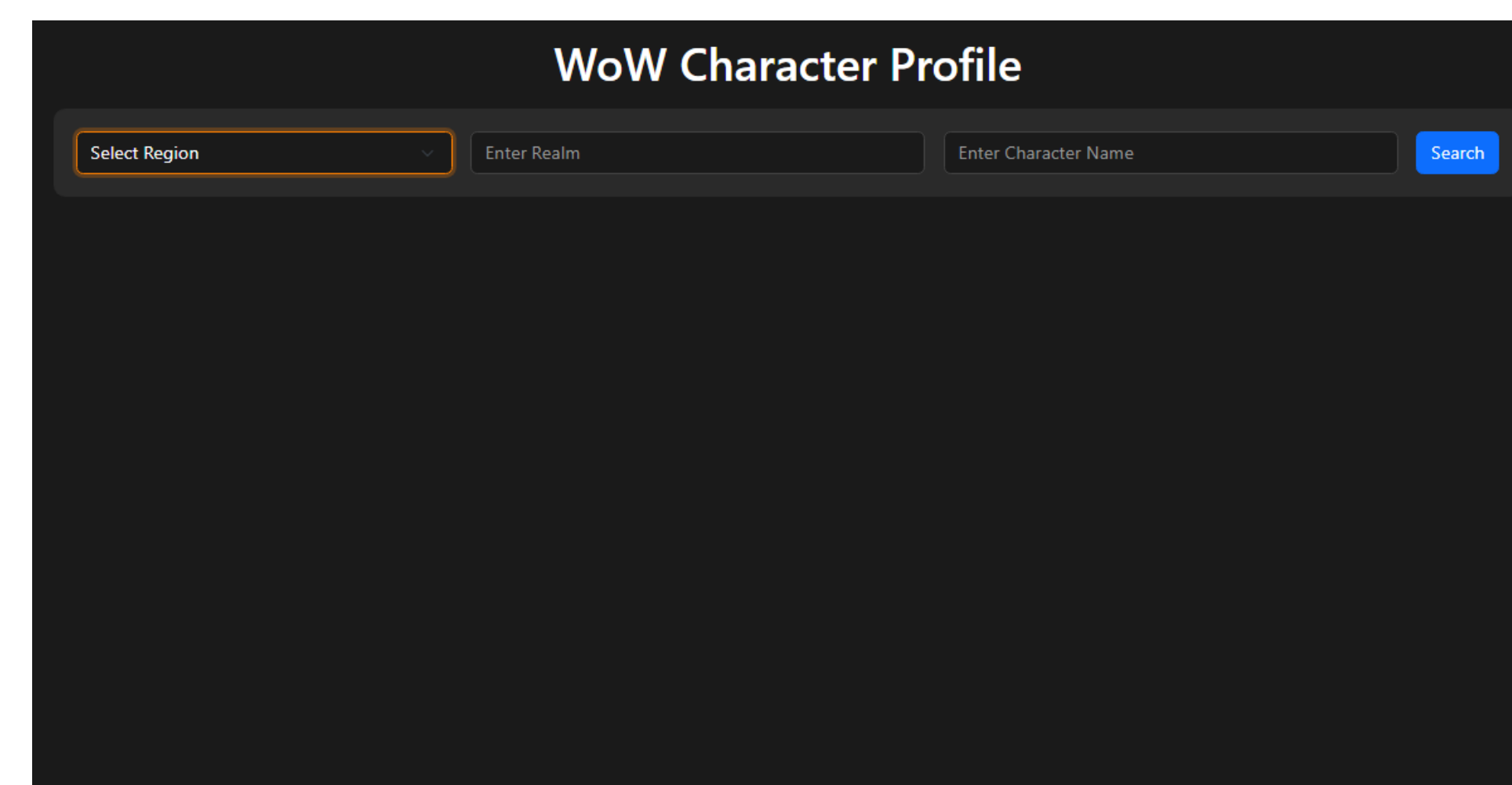
The WoW Character Profile project started from annoyances that I had having to visit multiple websites just to get a few pieces of information that were important to me. This includes data about the Character, their associated raid “parses” which are a score relative to other players, and their dungeon completion. There were also many other pieces of information stored on these websites with bloat of ads, which I wanted to avoid with this project.

The main goal for this project was to utilize multiple APIs could be used in unison while keeping a minimal modern display for the user. The decision to use React was based around the ease of access I had to resources that were involving it, and my limited knowledge of frameworks, so it was an easy decision.



Results

The result is a successful integration of three APIs and displaying their data upon request of the user in an average amount of load time. It has an intuitive and straightforward search process. It also has an optional light and dark mode, for user preference.

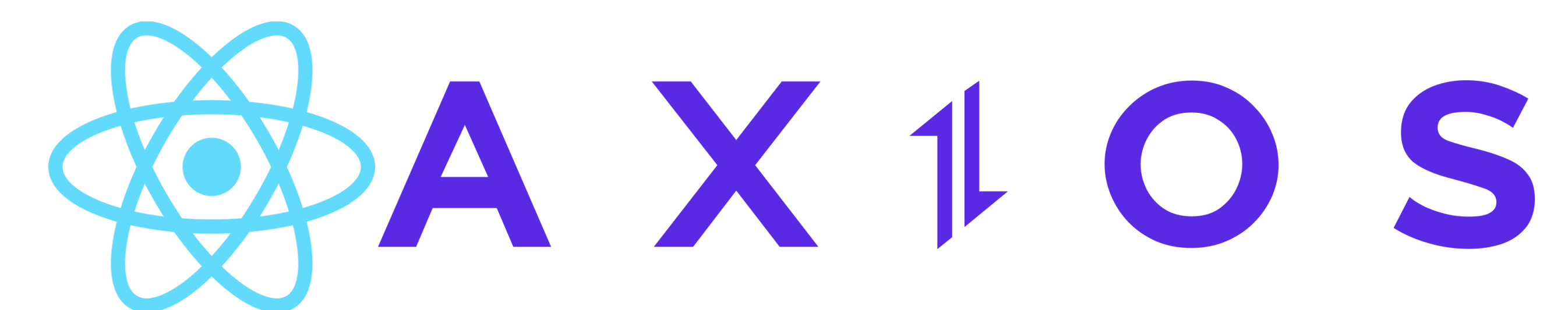


Future Improvements

As with most computer applications, and tech in general there can always be improvements, and this project is no exception.

Some features can be added:

- Ability to look further into the listed data for Raids and Dungeons
- Talent Loadouts
- PvP Information
- Online hosting of the web app
- A database and backend to handle an increased load of requests for a public web application
- A further customized view of what specific fields the user wants to display
- Guild integrated features such as viewing the guild and their members
- User accounts and profiles
- Sharable character profile links



Challenges

During this project I faced a few challenges, the largest was the scope of the project changing, requiring more knowledge on web development that I did not previously have. This was also my first time tackling data retrieval using APIs, and my first real experience with them.

- No prior knowledge of APIs and query languages
- Lack of experience using JavaScript
- Using CSS and styling to keep a clean, minimal web page
- Various bugs within the styling, or APIs
- Security of API keys and credentials

Conclusions

This World of Warcraft Character Profile project was completed by integrating multiple third-party APIs into one web application.

I learned a lot about development, including proper storage of key credentials, not publishing API keys, correct error handling, and proper data normalization.

Acknowledgements

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