

## Fantasy Baseball Simulator

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### Objectives:

- To update defunct code for a fantasy baseball simulator to run with Angular.js and Amazon Web Services.
- To optimize low performance pages by converting backend functions to asynchronous function calls.
- To deploy a live version of this application so Curve10 can show it to investors with the hope of bringing the product to the marketplace.

### Tools



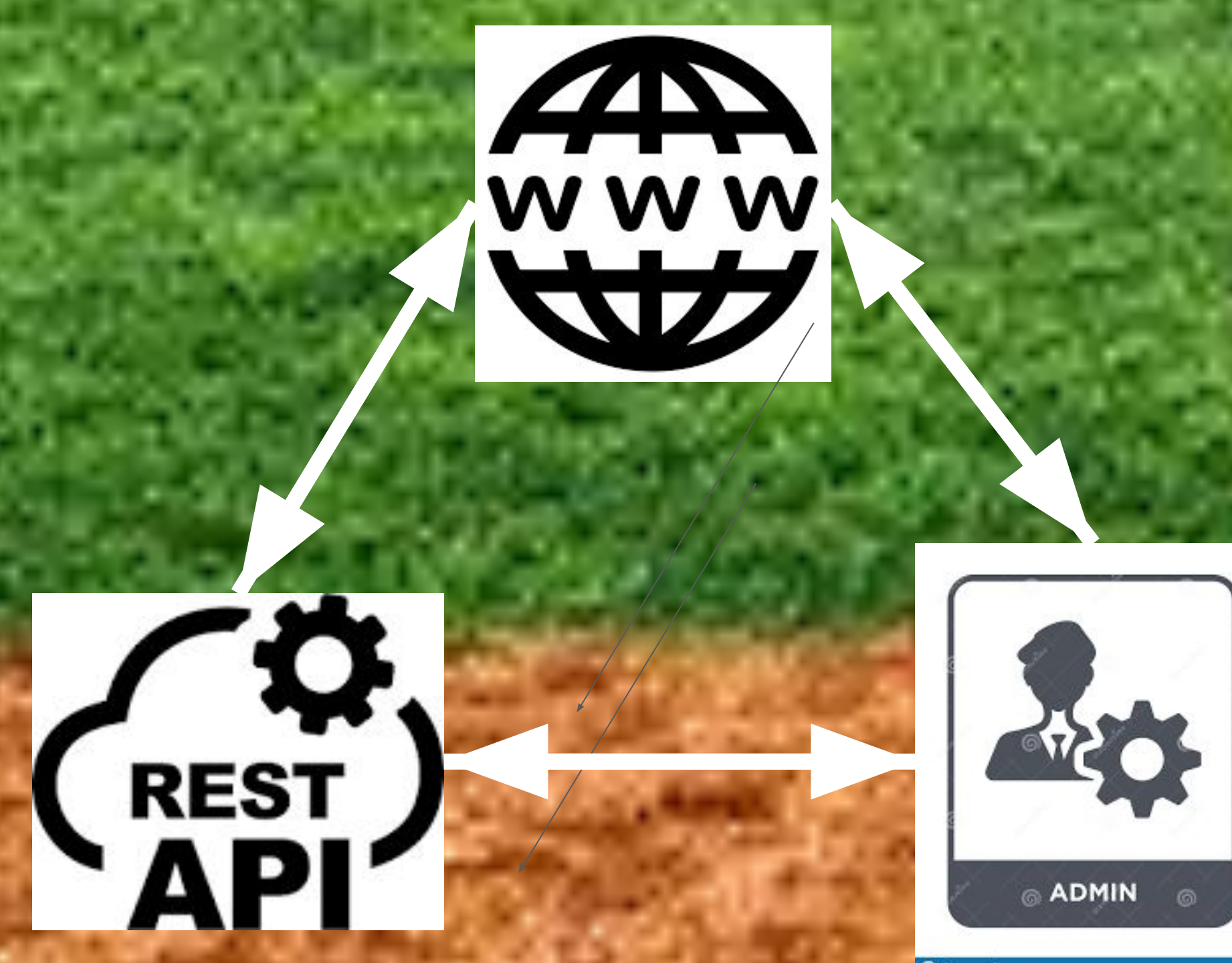
### Technical Challenges:

- Updating the old javascript to the more modern ES6 framework. The complexities of using asynchronous calls.
- Sorting through a massive and complex database. ~4.5 GB of data across 61 collections.
- Storing such a large database onto the cloud and learning how to access it.
- Stripping the numerous HTML pages of former branding without breaking the site.

### Knowledge Gained:

- Professional Github skills: pull requests, proper branching and branch naming. Good insight for how Github is used in industry with a team of coders.
- How to use asynchronous functions in a web application and the efficiency improvements that they bring.
- Understanding front-end file structure for web applications.
- How to properly use a debugger.

### Architecture



### Accomplishments:

- Former Investor's name and logo removed from all pages.
- Converted all functions that could be called asynchronously to ES6 format.
- Updated code to work with modern practices and libraries.
- Deployment of the service on AWS.
- Lead investor says the app is ready to show off to secondary investors.
- Had fun and played some ball.