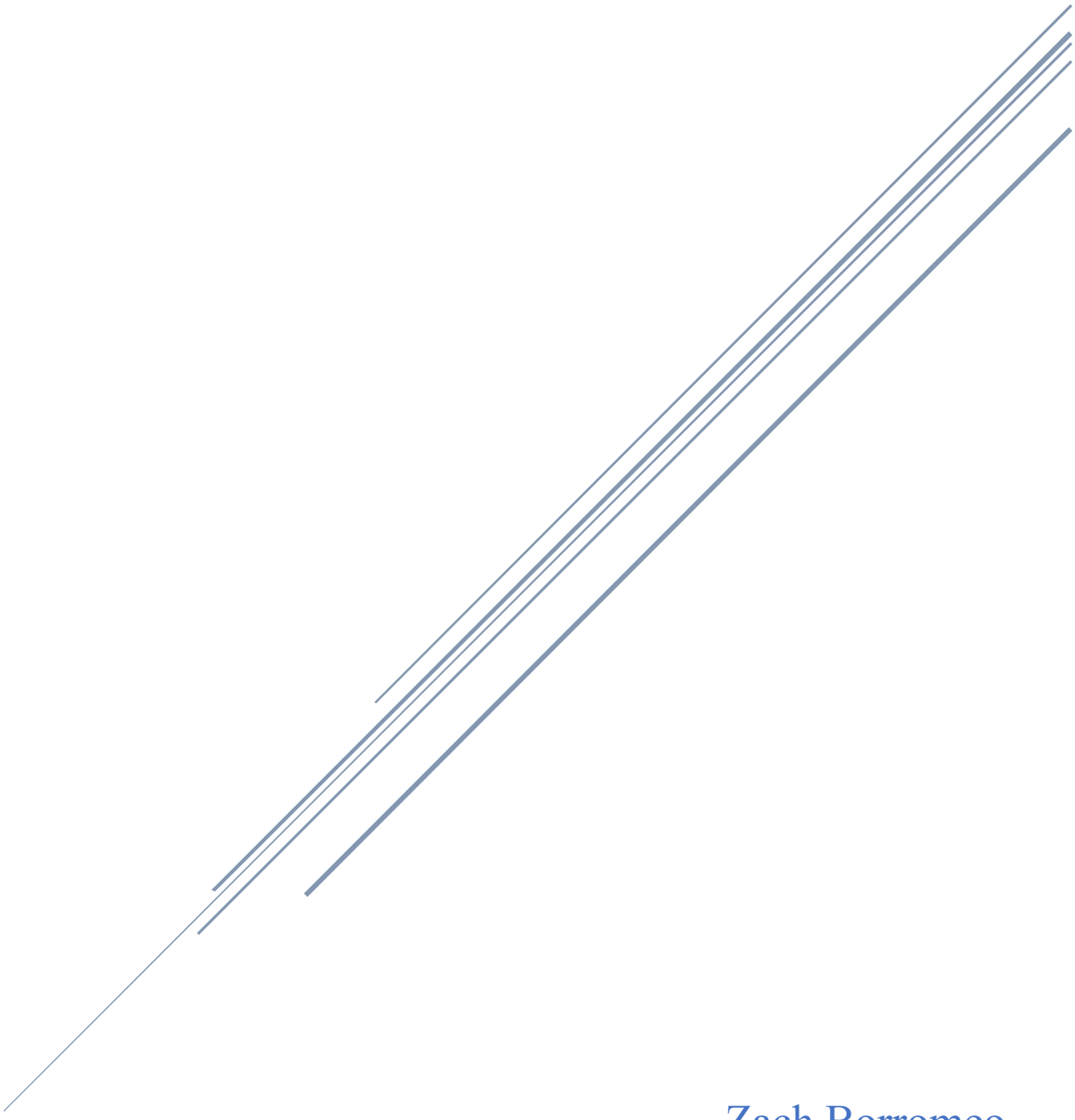
ROYALS PLAYER DATABASE

Project Summary



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Disclaimer:

This is a README document for the Player Database created by Zach Borromeo for Paul Turner with the Kansas City Royals as part of an interview process with the organization. It was developed over the course of a few weeks, between the dates of December 19, 2022, and January 6, 2023. The project was written primarily in JavaScript with the implementation of HTML and CSS. Additionally, the JavaScript file has been commented thoroughly in order to provide explanation as to what certain code blocks do and their functionality in the project.

Summary:

This project was assigned as part of an interview process with the Kansas City Royals for a Front-End Developer position. The project was assigned by Paul Turner, the Lead Developer for Baseball Systems with the Royals.

Initially, the project came with a handful of requirements and requests, along with a JSON file containing information on a large quantity of players in Major League Baseball. The overall goal for the project was to develop a JavaScript based player search system with a front facing page written in HTML with some CSS added for styling purposes.

In the project prompt provided by Paul, it was stated that the following items would be looked at in the project: use of a modern JavaScript Framework, code and component reusability, UI/UX choices, and styling (use of color and spacing). Additionally, some components Paul suggested might be useful for the player pages were: player images, biographical information, statistics, upcoming schedule, a player search bar, and a report list. All of these items were taken into consideration during the creation of the project.

Project Development:

Between the dates of December 19, 2022 and January 6, 2023, the project was developed through several sessions of coding, debugging, researching, and testing. Prior to this project, I had zero working experience, either professional or educational, with JavaScript, HTML, and CSS. This project is a culmination of the information I have learned over the course of its development between the aforementioned dates.

In order to complete this project on schedule, several steps were taken. I needed to have an understanding of how JavaScript, HTML, and CSS all interacted with each other and how to properly start a project. Through the use of Google searches and some consulting of peers with limited working knowledge of the three languages mentioned, I was able to sit down and build out this project.

To complete this project on schedule, several steps were taken. It was necessary to have an understanding of how JavaScript, HTML, and CSS interacted with each other. A proper starting point was also needed. With minimal knowledge of the three languages, I researched the languages utilizing Google and speaking with some peers. After I had armed myself with a better understanding of the languages, I believe I have successfully built the project.

Initially, the goals were simple: load in the player data from the JSON file and try to display the players on my newly created HTML page. I wanted to add basic player information to the cards and images. I settled on making player cards to mimicked baseball cards in the real world. Naturally, the player cards are not identical to a baseball trading card, but they do contain the same information: a player's name, their image and likeness, their height and weight, and their team. All the cards are stylized with each team's colors in order to add variety to the project.

After creating the basic player cards, the second goal would be to develop a method to display important player statistics. However, I did not want to overload the page with text. The workaround was to implement a search and filter tool on multiple levels. These two work with each other seamlessly. When a user searches for a player based on a name, or, filters out players based on either (1) position, (2) team, or (3) a combination of three statistics, the program generates new player cards which appear to display the statistics and upcoming games for those players. This removes an overload of text on the screen. It also allows for searches and filters to be applied to the list of twelve-hundred players in the JSON file.

Throughout the process, I developed the code and tested the functionality simultaneously. As I wrote the code for searching and filtering, I was testing the functionality to discover if any bugs were present at any given time. I was also researching the cause of any errors which may have been occurring. One particular error that took some time to correct was that a player card would appear and then disappear on a search and leave the screen empty. In work sessions when I was writing code, I was working on the CSS/styling portion of the project, ensuring the page written in HTML was functional and appeared nice and clean concurrently. There were multiple instances which required additional research. I would have to research how to do something in HTML properly and how to write CSS classes for HTML elements. I am pleased with how everything works as intended. It exceeds my expectations. This project has been fun, and truly a learning experience. I have extra skills to add to my resume as well as a project I am proud that I built with information I learned via research and hard work.

Project Time:

The total time spent on this project is in the range of thirty-five to fifty hours, mostly due to previously mentioned reasons such as a lack of working knowledge about three programming languages and the need for a large amount of research on my end in order to solve issues or learn new techniques.