

# Rainbow Six Siege Operators Shop

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## 1 Abstract

I created an online shop of Rainbow Six Siege operators. Operators are playable characters in the game, each with different abilities, weapons, and equipment. Players start out with a few free operators and must purchase the rest with Renown, the in-game currency, if they wish to use them.

The goal of this application is to allow Rainbow Six Siege players to calculate how much Renown they need to purchase their desired operators. It's valuable because players can optimize their Renown spending by carefully choosing which combination of characters they would like to purchase and working towards the total cost.

While developing the site, I learned how to develop an interactive interface, use interface components, and tie the components to an internal data state.

## 2 Design

The main app is broken into a sidebar and main screen. I placed the filters into a collapsible section so the total count and cart items would not be obscured.

The sidebar contains the Filters component and cart, which is a map of CartItem. The Filters component has a Sort By dropdown menu and list of organizations. I originally had the organizations listed as checkboxes, but changed them to buttons to save space and be more aesthetically pleasing. There are also buttons to select or deselect all organizations for convenience sake.

On the main screen, all operators are presented as a grid of ListItem. Each ListItem displays the operator profile, badge, organization, and cost in Renown. There is also a button that reads "Add To Team" before being clicked and "Remove from Team" afterwards. This adds/removes the operator from the cart depending on the state when clicked.

I tried to match the theme of Rainbow Six Siege. Below is a brief diagram of the main elements as well as a more detailed description of how I styled the ListItem.

