**Quarterly Project: Coding**

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| **Purpose:*** To develop a short JavaScript (500 lines max.) to produce and demonstrate a meaningful output using the skills and concepts the students have learned in class so far
* To be able to work and communicate effectively in small groups (must be between 2-3 people)

**Example Projects: each group is responsible for writing a JavaScript which will produce one of the following project types (first draft due March 15, 2017 for 50 project points):*** A simple video game (e.g. checkers or a memory game)
* Educational project (e.g. flashcards, a quiz program, etc.)
* Digital art: code producing a facsimile of a class appropriate image from a book or magazine

**In addition to the code, each group is responsible for the following documents:*** **Proposal (20 project points, due at the beginning of class on March 8)**
	+ Names of group members
	+ Choice board selection
	+ A sketch of the end product screen(s)
	+ A requirements list (use the document you generated previously for the Magic 8-ball as an example)

A teacher-approved project proposal from each group is required before coding begins.* **Narrative (20 project points, due at the end of class on April 15)**
	+ Descriptions detailing the tasks each group member did during each day work was performed. The number of minutes of hours for each task must also be included.
	+ Each member must draft at least one paragraph describing what he/she accomplished and learned.

Note: 10% will be deducted each day for lateness. |
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