**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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