***Documentation Packet [ 13 02 12 22 ] Dec 2nd, 22***

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| Student Name: |  |
| Goals:  1. Start preparing for the NOCTI    * Read/Write JSON Files    * Handle POST requests | Events:  1. No School Monday |
| Included Documentation  1. Weekly [Contribution / Study] 2. Reflection | Required Documentation:  1. Weekly [Contribution / Study] 2. Reflection |
| Changes/Notes:  * Weekly Study changed it uCertify CIW: Javascript Specialist | |

# Weekly Study

* You need to complete the ***Working with Variables and Data in JavaScript*** chapters of ***uCertify CIW: Javascript Specialist*** this week.
* Run through the flashcards until you get all of them right each time (honor system).
* Quizzes must score equal to or higher than 90% to be "complete".
* You must complete all mini-activities in the lessons.
* Each time there is a Lab in the coursework, you must complete that lab.
  + Create a new directory in this DocPac called “CIWLabs/FirstnameLastname”.
    - Must contain the following files:  
      ***lab2-1.htm, lab2-2.htm, lab2-3.htm, lab2-4.htm, lab2-5.htm, lab2-6.htm, lab2-8.htm, lab2-9.htm***
* When complete, commit your changes and open a Pull Request to the remote DocPac repo.

# [S] Weekly Contribution

You must contribute for the csmith1188/formbar and document your contribution.

* Pick an open issue and have the Project Manager assign you to it.
* Submit a Pull Request from your working branch to the formbar RC branch
  + If the issue is too large to be reasonably completed by one person in a week’s time, create new issues to break the problem into smaller steps, link them in the original issue, and have this change approved by the Project Manager immediately.
* Have the Pull Request reviews and merged (or closed with approval) by the Project Manager at the next Code Review.
* Submit additional Pull Requests for other issues in separate branches.

In the box below, write the identifying number of every Pull Request you wish to be reviewed and graded:

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# [J] JS Canvas Game

Using Space Elves on Jetbikes or an online tutorial, create a new game that uses a game controller to move a character around a game field using Javascript <canvas>.

Add the files for this project to the “CanvasGame/<FirstnameLastname>” directory of this DocPac. If the directory does not exist, create it.

Create a new Pull Request to the DocPac repo. In the description, provide concise information on what you created, and how to test it.

# Bounty Board

Refer to the Bounty Board in class. You may complete any of the tasks on the board for rewards. If you do, write them in the box below and inform the instructor. If you have teammates working on the same bounty, also write their names in the box.

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# Reflection

**What is one technique you learned in your coding this week, and what kinds of things can you use it for (the more specifics the better) ?**

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**What was a challenge to your time management this week, and what can you do to avoid it in the future (specific plan) ?**

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**What opportunities did you take advantage of in school this week? How do you think it will benefit you in the future?**

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| 10 | You went above and beyond expectations. You applied knowledge that was not taught in this class in addition to what was taught. | * All assignments start at 9/10 possible points * 1 point is deducted per infraction   + Lateness   + Mistakes   + Unprofessionalism   + Not following instructions   + Etc. * Outstanding submission increase by 1 point and yield a pog. |
| 9 | You performed as well as can be expected for this class. You show a complete understanding and made no mistakes. You have mastered the subject. |
| 8 | Assignment is complete. You show a good understanding of the subject, but there are mistakes or minor incorrect details. You are ready to move to new subjects. |
| 7 | You show and understanding of the subject, but there are serious errors, or there are pieces you can practically use without understanding them. Remediation needed. |
| 6 | Assignment is incomplete but/or you showed that you understand at least the fundamentals of the subject. Assignment is low effort. Serious need of remediation. |
| 5 | You show minimum effort, assignment is incomplete, or have serious mistakes. You did not demonstrate that you understand the content or purpose of the submission. |
| 0 | The work was not submitted, damaged, seriously incorrect, or unprofessional. The submission is rejected. |

# Weekly Study

# Weekly Study

# Bounty Board

# DocPac/Reflection