***Documentation Packet [ 02 31 08 23 ] Aug 31st 2023***

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| Student Name: |  |
| Goals:  1. Set Up DocPac binders for year 2. Learn about using HID in Javascript 3. Compare what you learned about Python to Javascript 4. Continue work on previous year’s projects | Events:  1. DocPac Due Aug 31st 2. Picture Day, Aug 29th 3. No School, Sep 1st + Sep 4th |
| Included Documentation  1. [J] Button Masher Game 2. [J] Python to Javascript 3. [S] Senior 1st Semester Projects 4. Reflection | Required Documentation:  1. [J] Button Masher Game 2. [J] Python to Javascript 3. [S] Senior 1st Semester Projects 4. Reflection |
| Changes/Notes:  1. Major changes addressed in Weekly Review | |

# Personal Project Progress

What did you work on with computers and technology over the week(end)? In the box below, write where (specifically) the instructor can find proof of this work or test it.

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# [J] Button Masher Game

1. Open the “**Button Masher Game.docx**” file in this DocPac.
2. Follow the instructions in the document to complete the assignment.
3. When complete, name the HTML file **FirstnameLastname.html** and place it in the “**Button Masher Game**” folder in this DocPac in your fork of the DocPac Repo. If this folder does not exist, create it.
4. Submit the assignment in a Pull Request.

# [J] Python to Javascript

1. Open the “**Python to Javascript.docx**” file in this DocPac.
2. Follow the instructions in the document to complete the assignment.
3. When complete, name the HTML file **FirstnameLastname.docx** and place it in the “**Python to Javascript**” folder in this DocPac in your fork of the DocPac Repo. If this folder does not exist, create it.
4. Submit the assignment in a Pull Request.

# [S] Senior 1st Semester Projects

1. Partner with the students you were in a “company” with last year.
2. Locate and review all of the documentation and from the previous year for the project your “company” was working on.
3. Determine if you wish to continue this project or not.
4. Either way, research what your goals would be for the first quarter of the schoolyear for this or a new project.
5. Fill out the questionnaire below:

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| What project do you wish to work on for Quarter 1? If it is a new project, provide a name and brief summary: |
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| What specific goals (features/upgrades/etc) do you have for this project that can be achieved in Quarter 1? |
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| By what method do you plan on achieving the listed goals above? |
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| What materials or resources would you need for this project? |
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| Who will you be working with? |
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# Reflection

**What was/were a serious obstacle(s) to your success in this class last year? What are things you plan to do differently to overcome this?**

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**What opportunities might you have missed to advance your career or develop a skill over the summer?**

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**What are obstacles this year that are new? What will you do to avoid them becoming a problem for this class?**

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**What do you hope to accomplish this year in school or in Computer Programming class? How do you plan to achieve it?**

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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. Additional rewards are given | * All assignments start at 10/10 possible points * 1 point is deducted per infraction   + Lateness   + Mistakes   + Unprofessionalism   + Not following instructions * Outstanding submissions, or submissions on assignments not marked in “Required Documentation” can reward pogs |
| 10 | 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. |

# Personal Project Progress

# [J] Button Masher Game

# [J] Python to Javascript

# [S] Senior 1st Semester Projects

# Reflection