Pflugerville Library Girls Who cOde  
Avatar Maker impact project

January 9, 2019

# Overview

## Project Background and Description

As part of the Girls Who Code international organization, each club chooses an impact project they wish to create. The facilitators assist the girls in acquiring the skillset needed to code the project, and the girls do the coding work. The 2018-2019 Pflugerville Library GWC Club has chosen to create an Avatar Maker which runs from an internet browser, so that it may be run from any device with network connection.

## Project Scope

The Avatar Maker impact project will allow makers to choose among the following features:

1. Various body styles
2. Different types of eyes, ears, and mouths
3. Color of skin
4. Hair type, length, and color
5. Clothes
6. Expressions
7. Heights
8. Age groups

with which their Avatar will be made. This is a real-time system, where every new choice results in an immediate change to the pictured Avatar in the browser window.

The Avatar may be saved at any time to the maker’s local device.

The color of any feature may be changed by the maker.

Help will be available to explain how each element may be used.

As time allows, additional elements may be coded to add to an Avatar, including accessories (hats, glasses, scarves, etc.), tattoos, fantasy appendages (horns, tails, etc.), animal face types (eagle, rabbit, demon, angel), and animal body types.

## High-Level Requirements

The new system must include the following:

* Ability to allow makers to build an Avatar without downloading any additional software.
* Avatar Maker should work on any device which can connect to the internet.
* The means to ‘pull’ the most recent working code version of the Avatar Maker while coding features. This will require the use of Source Code Control that is accessible to each girl.

## Deliverables

Deliverables include the code, images, and help documentation for each feature that can be used to make an Avatar.

## Specific Exclusions from Scope

Excluded from the scope of the Avatar Maker project is the ability to animate the Avatar or creating a game around the creation of the Avatar.

## Implementation Plan

While the GWC Club is working on code, images, and help documentation for any given feature, the deliverables will be in a ‘WIP’ (work in progress) section of source code control. The WIP section includes all currently released deliverables plus the code, images, and documentation which the girls are working on to finalize the next released feature.

The GWC Club will provide all deliverables (code, images, and help documentation) for each Avatar feature, and the finalized version for each feature will be put in source code control in a ‘released’ section of source code control.

By working in this manner, one feature at a time, the girls will always, after the first feature release, be able to demonstrate what they have accomplished.