CSCI 185: Project Planning Worksheet

Please fill out the following planning worksheet by answering the 8 questions asked below. In the appendix (pp. 3-10), I have given you a few examples of how these worksheets might be completed. Feel free to refer to them / use text from the samples to get ideas. Also feel free to do your own thing (don’t feel constrained by the sample projects)!

| 1. Which option did you select?  My group will be creating an interactive website also including existing API |
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| 2. What is the primary goal of your project? Note: you can implement a small part of a larger project as well.  The goal of this website is to simulate and inform the user on ADHD |
| 3. Will you be working alone or in a group (list team members if you’re working together)?  My group consists of me (Ben Gibson) and Karuna Li |
| 4. What technologies will you be using to implement your project (just list them)?   (e.g. HTML, CSS, JavaScript, p5.js, any additional JavaScript libraries, any APIs, etc.)  HTML, CSS, JavaScript, & API’s |
| 5. What resources / tutorials will you be using to help you?  If you’re exploring an API, a library, or a framework, make sure that there are ample online resources / tutorials / documentation / sources of inspiration that can help you. Please list some links to relevant resources that you will draw upon as you pursue your project (based on your preliminary research).  We plan to use websites like W3 schools for tutorials (along with past lecture videos and notes). Libraries for a moving wallpaper and spotify, wikipedia, and youtube to be implemented as external links. |
| 6. What will you have made when you’re done?  Be specific (# of screens, description of basic functionality). You will break this down into steps below.  The goal is for the sure to be welcomed to a chaotic home screen with a plethora of links and pictures, all of which will be strewed across. The goal if for the user to pick the wrong links they have selected each time, links to youtube and spotify, and a game that my group and I are planning on implementing |
| 7. Of the features you listed above, which of these will be accomplished by the midterm deliverable date on 4/19?  We hope to have the home page and links available for use, the game we hope to have a roughly usable version. |
| 8. If you are working in a group, how will you divide up the work?  My group plans on doing most of this project in person with one person on design and another on application. Essentially we trade off if one person is researching the method of implementation then the other will be implementing it (this trades off). |

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