

| COHORT                      | HW COMMENT(S) / FEEDBACK   |
|-----------------------------|--|
| ucf0328-0329 (bootcampspot) | Great job on your homework! My only suggestion would be to organize your array of objects more like this: characters: [ {name: 'Sponge Bob'}, healthPoints   |
| ucf0328-0329 (bootcampspot) | Good job on your homework. I agree with you, when you get a chance, try to refactor your code and make it DRY (Don't Repeat Yourself). I liked that you explored timers in your code, but as I user, I would rather being able to click the button instead of watching it. :) Overall your site looks good though.   |
| ucf0328-0329 (bootcampspot) | I SHOULD deduct points for the use Midi-chlorians but I'll let it pass... Great job with this! You can refactor a few things to cut down on code by having the click event on a class that is assigned to all 4 users and then use \$(this) to get specific data off of the element clicked (whether it be the value or the ID to then parse to get the value of each character). Great job overall though!  |
| ucf0328-0329 (bootcampspot) | Good job on your homework. I agree with you, understanding scope easier said than applied. You actually had a scope problem. You declared a local variable 'randomNumberV', inside a function and you were trying to access it outside of that variable. I played with your code and fixed that 'randomNumberV is not defined' error and left comments throughout your code. Take a look at this link: <a href="https://gist.github.com/carolinapowers/80dd9021be0c67879e70e73484762c27">https://gist.github.com/carolinapowers/80dd9021be0c67879e70e73484762c27</a> . Let me know if you have any questions.  |
| ucf0328-0329 (bootcampspot) | Susan, please double check the heroku link that you submitted. It doesn't seem to be the right one.  |
| ucf0328-0329 (bootcampspot) | Great job on your homework. For some reason, your files didn't upload on heroku. I was able to pull it locally and see the functionality. Next time, if it doesn't work on heroku, let me know and we can figure out how to fix it.  |
| ucf0328-0329 (bootcampspot) | Patrick, your app doesn't seem to work for me. It allows me to pick the fighters, but the 'Box' button doesn't seem to be triggered on click. Please come see me when you have a chance so we can talk about it. I'll grade your homework after we talk. :)  |
| ucf0328-0329 (bootcampspot) | Great job on your homework. :) I'll add the gif back now for a A+. Great job making use of the timers as well. Keep up the good work. :)   |
| ucf0328-0329 (bootcampspot) | Good job on your homework. It looks good and it works well, but I believe that according to the instructions, the crystals should have generated a random number each time that they are clicked. :) I have a suggestion in regards to the look of your code. In JavaScript, make sure to use indentation for legibility. And finally, please make sure to add 'https://' to your heroku link next time. :)  |
| ucf0328-0329 (bootcampspot) | Max, please provide the links for your Github Repository and Heroku.   |
| ucf0328-0329 (bootcampspot) | I'm sorry to hear that. We will do our best to provide the list every time we can. The person who does them, got sick and fell behind. But he said he will do his best to keep up with it. Next time you need help to organize your code, don't hesitate in setting up a 1:1 office hour, so we can help you to start putting the pieces together.   |
| ucf0328-0329 (bootcampspot) | I see you have somewhat of an understanding on how to approach this problem, but I see a lot of repeat code. You have the exact same function 4 times with the only difference being the crystalVal. With repeat code like this, you can extract the differences and replace it with a parameter and then call that function, you will send through the difference as the parameter. For example, when declaring the function you will call it calculate(crystalParameter) and anywhere you are using the crystal (i.e. crystalVal1, crystalVal2, etc) you will use crystalParameter instead. Then when calling the function it will be calculate(crystalVal1) or calculate(crystalVal2), etc. Also, I don't think you need to alert every time the user clicks. You should just update the screen with the current user score. Finally, you aren't updating the losses column. You want to make sure you're giving enough time to work on these homework assignments and not waiting until the last minute. |
| ucf0328-0329 (bootcampspot) | Also, your heroku didn't work because your file name was incorrect with your index.php. In fact, your index.html is actually called index.html.html so because of that it didn't link up. Make sure you are going over the heroku steps PDF available here: <a href="https://github.com/UCF-Coding-Boot-Camp/03-16-Class-Content/blob/master/0329-tth-class-content/02-bootstrap-heroku/2.1/Supplemental/HerokuGuide/HerokuSteps.pdf">https://github.com/UCF-Coding-Boot-Camp/03-16-Class-Content/blob/master/0329-tth-class-content/02-bootstrap-heroku/2.1/Supplemental/HerokuGuide/HerokuSteps.pdf</a>  |
| ucf0328-0329 (bootcampspot) | Still working on attack button to make it fully interactive  |
| ucf0328-0329 (bootcampspot) | Make sure you're devoting enough time to the homework assignments. I see your first commit was 1:39pm on the day the assignment was due. If you work on it a bit at a time for a few days, you will see a drastic improvement. You know this stuff! Just need to devote a little more time and planning to get it there! Also, you should be using the command line to push your work up to github and not uploading directly using the UI. Most every job you work will have some variation of using the command line   |
| ucf0328-0329 (bootcampspot) | Fantastic job!! You said it yourself with the redundancy but keep working at it and try to see what you have in common and create a new function that uses parameters to make up the difference between the click handlers. Take a look at the solution to see how it was done but great job overall!!!  |
| ucf0328-0329 (bootcampspot) | Great job on this! You only had two functions and it works perfectly! My only suggestion would be to try to re-write this when you can as an object with no global variables. Also, when submitting your github link, please use the link directly to the repo ( <a href="https://github.com/Dborns/week-4-game">https://github.com/Dborns/week-4-game</a> in this case). Great job!   |
| ucf0328-0329 (bootcampspot) | Good job on your homework. I fixed the wins, loss and alert functionality and I left comments throughout your code. Look at this link: <a href="https://gist.github.com/carolinapowers/cabfe0bd790bb63505c803000251b1e6">https://gist.github.com/carolinapowers/cabfe0bd790bb63505c803000251b1e6</a> . And, let me know if you have any questions.   |

[illegible]









