COHORT	HW COMMENT(S) / FEEDBACK				
ut0418-0419 (bootcampspot)	http://codepen.io/cathydutton/pen/ldazc?editors=0010\n\nYou CANNNOT copy and paste someone else's code. This is plagiarism straight up and is not tolerated in any sense! I understand looking to sites like codepen or stackoverflow to get a better understanding or inspiration for your project but you MUST NOT copy their code directly. Rewrite the code, make it suit the needs of the assignment. Make the code your own! Additionally what you submitted, while impressive, does not meet the requirements in that the user cannot hit a key to submit a letter				
ucf0328-0329 (bootcampspot)	I'd make boolie a local variable to your document.onkeyup function (which does not need to be wrapped inside document.ready); and look at using .text(), instead of .append() for $('#guesses'). This will ensure duplicates are not added where you're displaying the users' guesses. Great use of functions to separate concern. I would not get in the habit of storing HTML inside of Javascript strings. Your pictures array should be of the image source only (then dynamically create HTML elements using jQuery). Very elegant design!,				
ucf0328-0329 (bootcampspot)	I'm unable to see your game on heroku due to an incorrect file reference in index.php. You're also using an absolute path to reference your javascript file: \C				
ucf0328-0329 (bootcampspot)	Very creative (and violent)!! Great use of audio! Great job supporting more than one word via spaces. Fantastic use of comments! Good check to ensure only letters are used. Instead of manual spaces between underscore/blanks, check out CSS \letter-spacing\". Great use of positioning. I'd like to see more logic in your game object instead of scattered about in the document.onkeyup function ",				
ucf0328-0329 (bootcampspot)	I'm unable to see your game on heroku due to an incorrect file reference in index.php. Your javascript references a \userGuess\" div that does not exist in your HTML. There's also a psychicGame function that is never called. If you're able, I'd suggest starting on homework earlier in the week. This is a great start but, I know you can complete this given enough time!",				
ucf0328-0329 (bootcampspot)	We have not gone over do/while loops and the code is not listening for user input (via document.onkeyup) as your \guess\" variable is not defined. This is a good start but, I know you're capable of better. I'd like you to schedule 1-on-1 time, please reach out to Ricky or Jonathan.",				
rut0125-0126 (github issues)	Awesome! Nice touch with GoT and the direwolves as lives. Also good work combining your css with Bootstrap to get the effect you wanted. Great code structure and work overall.				
rut0125-0126 (github issues)	Good work overall! Nice code structure and execution.				
	Some things to note:				
	1) Try to separate your js from the html file				
	2) Try not to user alerts as much but rather update the html document with feedback to the user.				
rut0125-0126 (github issues)	Awesome job on the homework! For the record I beat it the first time haha Everything works so overall I gave you a good grade, but you game was missing a theme. Though it seems silly, it still was one of the objectives. Creating a game with a theme was an opportunity to exercise your creative muscle and use CSS3 and explore Bootstrap's feature. However, that was secondary to actually getting the game to work properly and meet the objectives of the assignment.				

	Good job!				
rut0125-0126 (github issues)	Awesome job on the game! You went above and beyond and it really looks good and works perfectly! I know this is your cup of tea and I think web game development is really cool. I wish I could get into it more myself, but I don't play that many video games. I think you need to really love video games to under take programming them. Anyway as someone who loves the idea of game programming but can never bring themselves to do it I always intrigued by JS libraries that handle game programming such as Create JS and PhaserJS. These are some cool resources regarding those libraries: http://www.lynda.com/Phaser-tutorials/HTML5-Game-Development-Phaser/163641-2.html http://www.infiniteskills.com/training/interactivity-with-html5-and-createJS.html				
rut0125-0126 (github issues)	Great job overall! Your objects are awesome! You're well on your way to having object-oriented code. Don't forget to add the script tag for your javascript code in your .html file. It should be at the bottom of the html file (so that it loads last, after your html and css have loaded) and should look like this: <script type="text/javascript" href="hangman.js"></script> make a hangman.js file and put all of your javascript in there. Now that you've got the basic functionality, work on two things: 1. adding spaces (instead of hyphens) in words. I can't send you a hint when you get stuck. 2. show a picture of the movie when the player guesses the word correctly. We went over a problem in class where you had to use jQuery to reveal 8 divs in the browser to spell the word "perfect". Use that example as a reference.				
rut0125-0126 (github issues)	Siiiiick. This is very cool. I like that you made it your own and used click events instead of keystrokes. Now that you have the basic structure down, instead of hard-coding var winner = "fitzgerald", make an array of words and randomly select one. So var winner = randomWord. Check out the solutions that Ahmed posted. You could easily integrate one into your app to make it object-oriented. Great job, so far.				
rut0125-0126 (github issues)	Awesome job! wins and losses and guesses left are incrementing/decrementing properly. Your .js file is nicely structured with all variables declared at the top.				

	Add pseudocode to your files. You may not think you will, but you'll forget what your code was supposed to do. Having pseudocode will help jog your memory. It'll also be easier to find pieces of code that you can use later in other apps.				
	Lastly, be careful where you put your window.onload function. Put it at the end of the document. That way, you ensure that all of your files (all of your images, html, etc.) load first before any code runs.				
rut0125-0126 (github issues)	Great job on the h/w! You nailed all the objectives for assignment 1. Assignment 2 you never linked to bootstrap css which is necessary for your bootstrap-cosmo.css to work at full capacity. Also I noticed that nothing is rendering properly in heroku though your file structure seems correct. Do you have this issue when you view your website in the browser locally (on your own computer)?				
rut0125-0126 (github issues)	Great job on the homework! You hit all the objectives and it works perfectly! However, you never picked a theme for your game. If this game had a theme, what would it be?				
rut0125-0126 (github issues)	Awesome game! Great touch with having the user keep guessing with a set number of guesses/lives until they guess all the car companies. Also you had good code structure and logic.				
	One thing I would like to see is using bootstrap to make it more appealing and so you can practice using it. However that being said you still did a great job.				
rut0125-0126 (github issues)	Hilarious game! You did really good job with the sound effects and the theme of the game. I 'm glad you got everything working. I know we were in the swamp for a minute there in its creation, but ultimately the game came out very good. Keep it up!				
rut0125-0126 (github issues)	Great job on the game! You have awesome style and everything worked well, except that the wins/losses/number of chances level areas did not populate with the corresponding numbers. Did you have trouble achieving this? If so, I can help you :)				
rut0125-0126 (github issues)	Hi Allen, awesome job on the game! I see you are a fan of the Rocky Horror Picture Show haha. It looks like you hit all the objectives so you obviously got a good grade, but my recommendation if you want to take the game further would be to make the game stop at zero and a message pop up saying "You Lose" rather than going into negative numbers. However, that's only my two cents overall you did a great job on the game!				
rut0125-0126 (github issues)	Good work overall! Nice code structure and execution.				
	Some things to note:				
	1) Try to separate your js from the html file				
	2) Try not to user alerts as much but rather update the html document with feedback to the user.				
rut0125-0126 (github issues)	Awesome work! Nice star wars theme and integration with bootstrap. Also, noticed you used audio in your game, glad to see you taking it a step further.				

	One thing to note, is that the requirements were to include the use of objects in JS. Try to get used to using objects when they are appropriate, as it will make your code and website more efficient and flexible.				
rut0125-0126 (github issues)	This is a great start. Your onkeyup function is well-structured.				
	All of your javascript code should be in the game.js file. There shouldn't be any javascript in the html file. It's possible that your files aren't compiling properly because of this.				
	You wrote at the top of your game.js file that global variables are bad form. This isn't necessarily true. You don't want to have too many global variables, and before you declare a global variable, you should think about where you need it to run. If it doesn't have to be global, don't make it global. But in general, global variables aren't bad.				
	Watch Ahmed's video tonight. It's really helpful to see how we set up our files. Declare all of your global variables at the top, write your functions in the middle, and write the functionality to run the game at the bottom (this is where you'd call all of your functions and start the game). https://www.youtube.com/watch?v=lm5fWlYSIa4				
rut0125-0126 (github issues)	Great start, Brian. Your code is well-structured. A few thoughts: you have the wrong jquery link in your html file. you should add it to your head tag like this: <script src="jquery-1.12.0.min.js"></script> It's possible that that's why nothing is loading. In the future, if your code isn't running, stop coding. Are you writing a few words of code, saving, and refreshing the browser to make sure it's working? When did your code stop running? Let's chat next week about catching you up and going over the structure of the assignments.				
rut0125-0126 (github issues)	I'm blown away with your hangman game! Especially how the body parts of the guy appear when you get a letter wrong. In addition to meeting the objectives of the assignment you also nailed the bonus objectives as well, which is awesome. The only thing I would say is bring over your js code over into a file entitled game.js, which was also one of the requirmenets. Other than that... again great job!				
rut0125-0126 (github issues)	Please put your js code in a separate js file. Do the same for css code - put it in a css file. Also, make a separate repo for each hw assignment so than I can clone the repo and look at your code using my text editor. When you edit and resubmit, I'll mark you down as having submitted the hw.				

rut0125-0126 (github issues)	Awesome work! Great work doing both games! Like the integration of images in the Hangman game to go with the theme.					
rut0125-0126 (github issues)	Great Start!!! Your `Student` and `Bus` constructors are well made. You have the right approach in your `main.js` file. You just need to call `addStudent` in `main` to see if it runs properly.					
	Overall glad to see this quality work and approach.					
rut0125-0126 (github issues)	Great job on the game! Everything worked perfectly and the style of the game is very, very unique!. So extra points for that haha					
rut0125-0126 (github issues)	You nailed the homework! You completed all the objectives and your space style theme is awesome!					
rut0125-0126 (github issues)	Awesome job!					
	Put your javascript code in a .js file. And link to it using a script tag in your html file. It should be at the bottom of the html file (so that it loads last, after your html and css have loaded) and should look like this:					
	<script type="text/javascript" href="hangman.js"></script>					
	watch your identations. Tab/indent one space to keep track of nested functions/if statements/etc.					
	Now that you have the basic structure down, work on making this code a bit more DRY (don't repeat yourself).Instead of typing out each letter of the word in your wordBank array, use for loops to access the letter in the word. Something like this would work:					
	var wordBank = ["pancakes", "waffles", "muffins", etc. etc];					
	for (var i=0; i<wordBank.length; i++){					
		for (var j=0; j<wordBank[i].length; j++){				
			do something with each letter in each word			
	}					
	}					
	I'm really impressed with your work ethic and your approach to the assignments. Text me anytime for help.					
rut0125-0126 (github issues)	Awesome work!!! Love the animation as well as the fonts. Great UI overall. Good job combining bootstrap with your own css to make it your own.					
	Some things to note:					
	1) Organize your files better with an assets folder and proper subfolders (you may have already done this for week 4 HW)					

	2) Separate out your JS from your html documents.				
rut0125-0126 (github issues)	Awesome job on this assignment. Your code is really well-structured and you obviously spent a lot of time planning.				
	in your compare method, you end with an "if" statement. Try to avoid that; it's not the best form. An "else if" or "else" statement should follow an "if" statement, and you should end on an "else" or "elsif".				
	Now that you've got this functionality down, add some code that resets everything to 0, after the user has won 3 times.				
	Great work. Once you add some css to make it pretty, you should add this to your portfolio.				
rut0125-0126 (github issues)	Great work! The game works great.				
	Some things to note:				
	1) Separate your JS from the html in a separate file.				
	2) Use css to spice up your layout and design, specifically Bootstrap.				
rut0125-0126 (github issues)	Great job on the game! Looks like everything works and you have a great theme for the game. How do you feel about javascript? Are you getting the hang of it?				
rut0125-0126 (github issues)	Great attempt at the game, the Grateful Dead theme is a "grate" way to go! What was your objective building a game with this theme? Are the words to be guessed song names or member names? I noticed that when I clicked on start and began to type nothing happened. When I went to check the conlose there were multiple errors. Here's the big error Uncaught TypeError: Cannot set property 'innerHTML' of null line 250. I would start by correcting these errors and begin building your game from there. PM if you need additional help.				
rut0125-0126 (github issues)	Great job, overall. I'm proud of you for wiping the slate clean and regrouping. Your hard work paid off.				
	Nice work on the keystroke function.				
	Clean up your files. your javascript should be in your games.js file, not in the index2.html file. Also, get rid of the index.html file; it's a duplicate.				
	what happens when you win? Display something. Right now, you're only displaying something when the user loses.				
	Look over your code. Right now, a user is able to guess a letter when guessesLeft = 0. They shouldn't be able to. Add that condition to your code. In other words, what happens when guessesLeft = 0?				
rut0125-0126 (github issues)	Hi Lou,				

	You got the game down! It works and it looks good. Good job! How do you feel about JavaScript? Do you think your getting the hang of it?				
rut0125-0126 (github issues)	Awesome design! And I love the theme.				
	Watch Ahmed's video tonight. It's really helpful to see how we set up our files. Declare all of your global variables at the top, write your functions in the middle, and write the functionality to run the game at the bottom (this is where you'd call all of your functions and start the game).				
	Think about what you want to happen when the page loads:				
		wins = 0			
		losses = 0			
		generate a random word			
		...etc etc.			
	All of these steps can go into a function called startGame(){}. You just need to move a few things around to get your game object inside of a startGame function. That should help if getting the game restarted when a player wins/losses.				
	You owe me $9.25 for missed semi-colons.				
	Great job overall. That "game" object is boss. You're one of the only people that used objects in their code.				