



# C1- Code & Go

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C-WEB-150

# JQuery Rush

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MindMap



# Foreword

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In the upcoming days, you will be working on a short project, you will build a JQuery plugin.  
**Turn in:** JQuery\_Rush.



# MindMap

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**Mandatory:** Your project **MUST** be in the form a JQuery plugin.

**Restriction:** You cannot use any external JQuery plugin/library

**Turn in:** JQuery\_RUSH

For this rush you will reproduce a MindMap.

Wiki: [https://en.wikipedia.org/wiki/Mind\\_map](https://en.wikipedia.org/wiki/Mind_map)

Example: <https://bubbl.us>

When the plugin is loaded it will display a way to initialize the map by clicking in the drawing zone, using a form, or any other way.

The map will be created in a specific drawing area, with a master node. Your MindMap will implement the following features:

- The map will be named at creation, this name will be displayed in the master node;
- Create childnodes, any node should be able to have children;
- Rename nodes;
- Change color of the nodes;
- Delete Nodes recursively (Children die when removing their parent), deleting the master node will return the user to the initialisation;
- drag'n drop nodes;
- Visually connect nodes using lines, arrows, or anything going from the parent to the child.

Other than that, you can implement the project the way you want as long as you respect the restrictions and you don't plagiarize (cheat).

Here's some feature you can implement as bonus:

- Create detached nodes.
- Nodes are created with a different color depending on ascendancy depth;
- Nodes can change parent or be detached;
- Nodes changing parents or being detached bring their children with them;
- Design it so the gecko's eyes won't bleed during the defense.