**ProjectPlanning// Requirements**

**Project Plan Deliverables (Due at time of Presentation):**

* All source code is checked into GitHub
  + create a repo for your app and show that you've been commiting early and often while utilizing clear commit messages.
  + 30+ commits
* A README.md file containing:
  + A Project description
  + A Link to the Deployed App
  + A Link to the Trello Board
  + A Link to any Wirefames or Mockups (or inline photos / screenshots will work too!)
  + A list of technologies, libraries, and/or frameworks used in the project, such as Twitter Bootstrap, jQuery, or Animate.css
  + What you would like to add in version 2
* Wireframes or Mockups -- what does the app look like?
  + Simple: take a picture of a whiteboard drawing
  + Advanced: use a tool such as [Balsamiq](https://balsamiq.com/) or [Mockingbird](https://gomockingbird.com/home)
* User Stories in a PUBLIC [Trello](https://trello.com/) board
  + You should have a Trello board tracking your User Stories
  + Board lists should include:
    - Backlog
    - Todo
    - In Progress
    - Under Review
    - Done
    - Icebox

**Sample Project README.md files:**

* [Tic-Tac-Toe](https://github.com/iamsydsmith/tic-tac-toe)
* [FootUp](https://github.com/wschaeferiii/footup)

**Make a new repo!**

Before you begin, make a new github repo for your project. **Do not** begin your project within the class repo.

**Technical Requirements**

Your app must:

* Render a game in the browser
* Use Javascript or jQuery for DOM manipulation
* Switch turns between two players and/or use some A.I. to control the game.
* Design logic for winning & visually display which player won
* Include separate HTML / CSS / JavaScript files
* Write high quality code:
  + Follow accepted naming conventions
  + Consistent indentation
  + Well-structured and readable code
  + Semantic naming of variables, functions, CSS classes, etc.
  + Short and clear functions that *do one thing*
  + Efficient code- if you have your MVP, refactor
  + DRY (Don't Repeat Yourself) code
* Deploy your game online, where the rest of the world can access it.
* We suggest you deploy your project to [BitBalloon](https://www.bitballoon.com/).