***Documentation Packet [ 8 13 10 23 ] Oct 13th 2024***

|  |  |
| --- | --- |
| Student Name: |  |
| Goals:  1. Update Documentation Senior Projects 2. Practice Data Entry | Events:  1. PSATs, Oct 11th 2. pre-NOCTI, Oct 12th 3. DocPac Due Oct 13th 4. Field Trip, Oct 13th |
| Included Documentation  1. [S] Project Documentation 2. [J] Javascript Data Entry 3. Reflection | Required Documentation:  1. [S] Project Documentation 2. [J] Javascript Data Entry 3. Reflection |
| Changes/Notes:  1. None | |

# Personal Project Progress

What did you work on with computers and technology over the week(end)? In the box below, write where (specifically) the instructor can find proof of this work or test it.

|  |
| --- |
|  |

# [J] Javascript Data Entry

1. Fork the Github repository at [github.com/csmith1188/pokepucks](https://github.com/csmith1188/pokepucks).
2. Clone your fork of the repository to your local machine
3. Using the PDFs in the ‘sources’ folder, fill in the data in your assigned file in the ‘data’ folder
   1. If the data requires a description, you may create one. If you do not know much about Pokemon, you can get information from Bulbapedia.
   2. Follow the format and comments in the data files
   3. If input data is missing, contact the instructor

|  |  |  |  |
| --- | --- | --- | --- |
| Matthew B. | zones.js (cities) | Taysaun J. | connections.js |
| Antonio C. | zones.js (routes) | Tyler M. | pucks.js |
| Sergio D. | slammers.js (B-L) | Jordan S. | slammers.js (M-V) |
| Isabella F. | statuses.js | Amber U. | zones.js (locations) |

1. When finished
   1. commit your changes with a good Summary and Description
   2. Push your commit to your origin (GitHub Fork)
   3. Open a Pull Request, and merge your Fork’s main branch into the upstream main branch (csmith1188/pokepucks)

[S] Project Documentation

1. In your current project, coordinate with your team to update the existing documentation. The following must be documented:
   1. The README.MD of your Github repo must contain updated and accurate information:
      1. Description of project
      2. How to install the dependencies of the project
      3. How to install the project itself
      4. How to run the project
   2. The Github WIKI must be updated with accurate information about how the user uses each feature of the project
   3. Each code file must have: (search online for examples)
      1. A header comment
      2. A Docstring for each function and object
      3. Good process comments (a comment to explain complex lines of code
      4. Good ‘self-documenting’ variable, function, and object names
2. When complete, write the PR(s) or the link to the WIKI you changed below:

# Reflection

(If you can’t relate your answers to the question, class, or programming, you may use other classes or life circumstances instead. Just give your best answer every time.)

**Review your Reflection from last week. Did the problem or opportunity occur again, and/or did you successfully implement your solution? If so, what effect did it have? If not, why not?**

|  |
| --- |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |

**What is one mistake or missed opportunity from this week? What changes can you make to prevent this from happening/being missed in the future?**

|  |
| --- |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |

**Looking forward to next week, what is one problem or opportunity that is upcoming, and what can you do to mitigate/take advantage of it?**

|  |
| --- |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |

# A picture containing text, monitor, screen, clipart Description automatically generatedGrading

|  |  |  |
| --- | --- | --- |
| 10 | You went above and beyond expectations. You applied knowledge that was not taught in this class in addition to what was taught. Additional rewards are given | * All assignments start at 10/10 possible points * 1 point is deducted per infraction   + Lateness   + Mistakes   + Unprofessionalism   + Not following instructions * Outstanding submissions, or submissions on assignments not marked in “Required Documentation” can reward pogs |
| 10 | You performed as well as can be expected for this class. You show a complete understanding and made no mistakes. You have mastered the subject. |
| 8 | Assignment is complete. You show a good understanding of the subject, but there are mistakes or minor incorrect details. You are ready to move to new subjects. |
| 7 | You show and understanding of the subject, but there are serious errors, or there are pieces you can practically use without understanding them. Remediation needed. |
| 6 | Assignment is incomplete but/or you showed that you understand at least the fundamentals of the subject. Assignment is low effort. Serious need of remediation. |
| 5 | You show minimum effort, assignment is incomplete, or have serious mistakes. You did not demonstrate that you understand the content or purpose of the submission. |
| 0 | The work was not submitted, damaged, seriously incorrect, or unprofessional. The submission is rejected. |

# Personal Project Progress

[S] Project Documentation

# [J] Javascript Data Entry

# Reflection