# JQUERY PROJECTS

The jQuery Project is an opportunity for bootcamp students to

- Begin to pull together many different things they've learned so far
- Work on a more extensive and more complicated case study than lab exercises as preludes to the AngularJS Project and Final Project
- Collaborate with teammates on a software project, experiencing the need for proper version control and project management

The majority of 3 days will be committed to the project (although outside work may still be required) and there will be multiple check-ins during those days to make sure groups are on-track.

The entire group will work together on one of the three projects. Take a little time to decide which one you want to tackle, because once you get started, you cannot move to another project.

Possible projects:
- Memory Game
- Point-Of-Sale Website
- Budget Buddy

See the following pages for more information on each project. Please recognize that the descriptions are minimum versions; it's hoped each group will go beyond these requirements and incorporate features of interest to them. **ALL CHOICES MUST BE MADE MOBILE FIRST AND MUST ALSO INCLUDE A DESKTOP LAYOUT.**

# MEMORY GAME

We all remember the classic memory game where we had to choose two cards at a time to see if they match, right? Good! You're building this. At a minimum, this game should include:

- A game board that displays all of the current cards face down in a random order.
- A start button that will initiate the game.
- Cards must "flip" or "turn" when the user clicks on them.
- If a pair of matching cards has been selected, remove the cards from the playing board after a short time.
- If a pair of cards does not match, they should flip back to being face down after a short time.
- Must include a reset button which will reset the game board.
- Display a timer that will notify the user how long it took them to complete the game.
- **Do not use a jQuery plugin to assist in the card turning/flipping.**

# POS WEBSITE

(That stands for Point-Of-Sale, but what you think of your project is up to you.)

Write a cash register or self-service application for some consumer-driven business. Obvious choices include a small store, a coffee shop, or a fast food restaurant. At a minimum, this should include:

- A list of products that have properties for name, category, description, and price.
- Present a menu to the user and let them choose an item or items to purchase.
  - The item(s) the user will buy will be added to a cart until they are ready for checkout.
- Provide a way for the user to check out and view their cart.
- Give the subtotal, sales tax, and the total.
- If the user is paying in cash, ask for the amount tendered and provide change.
- If the user is paying with a card, ask for the card number, expiration, and CVV.
- Provide a receipt for the payment which includes the item(s) bought, the subtotal, total, and anything else of interest.

# BUDGET BUDDY

Create an application that allows users to enter their weekly budget and track how much is left based on their purchases throughout the week. At a minimum, this should include:

- Displaying the user's weekly budget which will be updated every time a new item is added to the list of purchased items.
- Allow the user to choose between four categories for each purchase.
  - Entertainment
  - Food
  - Clothing
  - Bills
- Must indicate to the user how much money has been spent, which requires an easy-to-understand layout.
- The user should be able to see how much money is being spent on each of the four categories.
- If their budget is consumed within the week, they must be notified that they cannot purchase additional items.