SEIR: PROJECT ONE

JARED MORGAN

REQUIREMENTS

TECHNICAL REQUIREMENTS

- Render in a browser
- Include: HTML, CSS, & JavaScript files
- Utilizes Javascript for DOM manipulation
- Deployed online via Github Project pages and/or to a custom domain
- Use (best practice) semantic markup for HTML & CSS
- Good/frequent commit history (at least once a day)
- Use KISS (Keep It Stupid Simple) & DRY (Don't Repeat Yourself) principles

DELIVERABLES

- Github Pages hosted copy of game you built
- ▶ HTML/CSS should pass: HTML5 Validator & CSS Validator
- Github repository with frequent commits dating back to project start
- Link to hosted project in the URL section of your Github repo
- A readme.md file that includes:
 - Explanations of technologies used, approach taken, installation instructions, unsolved problems, etc.
 - Follow this mini-lesson on writing documentation for your project



WHO

Ages: 6–12, Parents, Teachers, Geeks

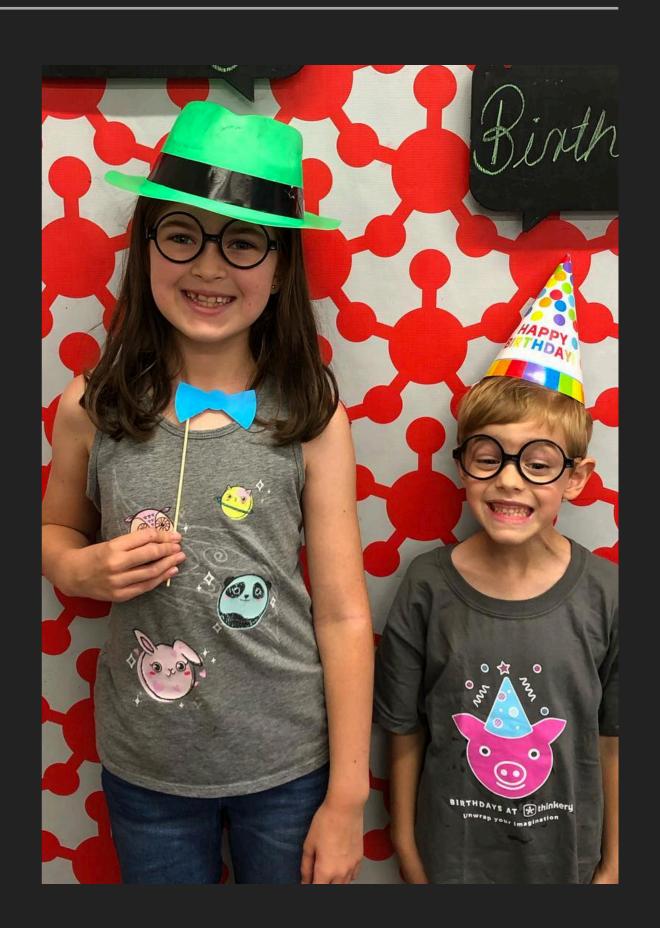
Gender: All

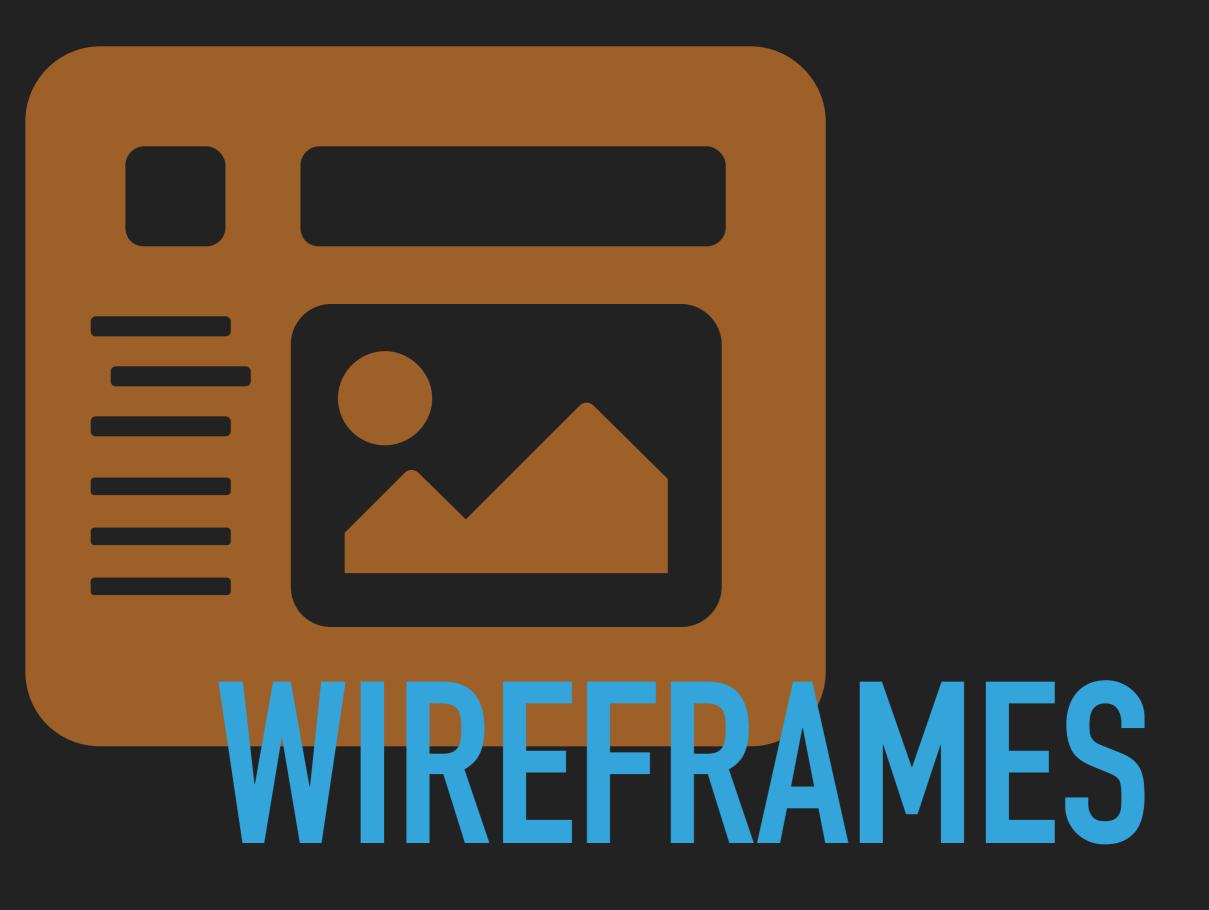
WHY

Make STEM fun and accessible while learning basic astronomy

WHAT

Fun & easy to play game of concentration based on basic astronomy including stars, planets, and fun facts about space



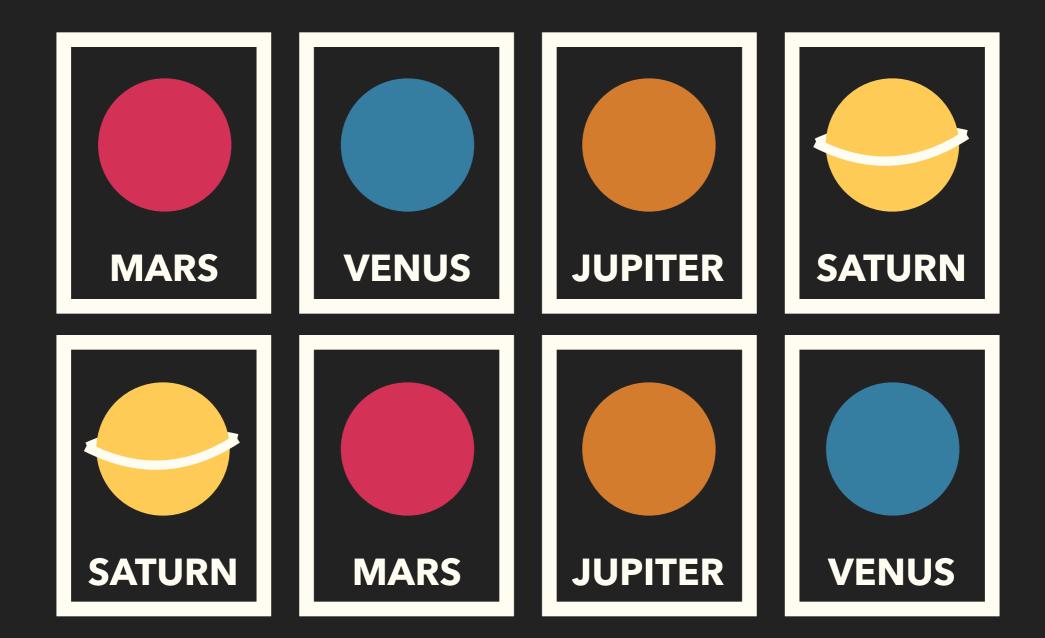


GALACTIC MEMORY MARS MARS

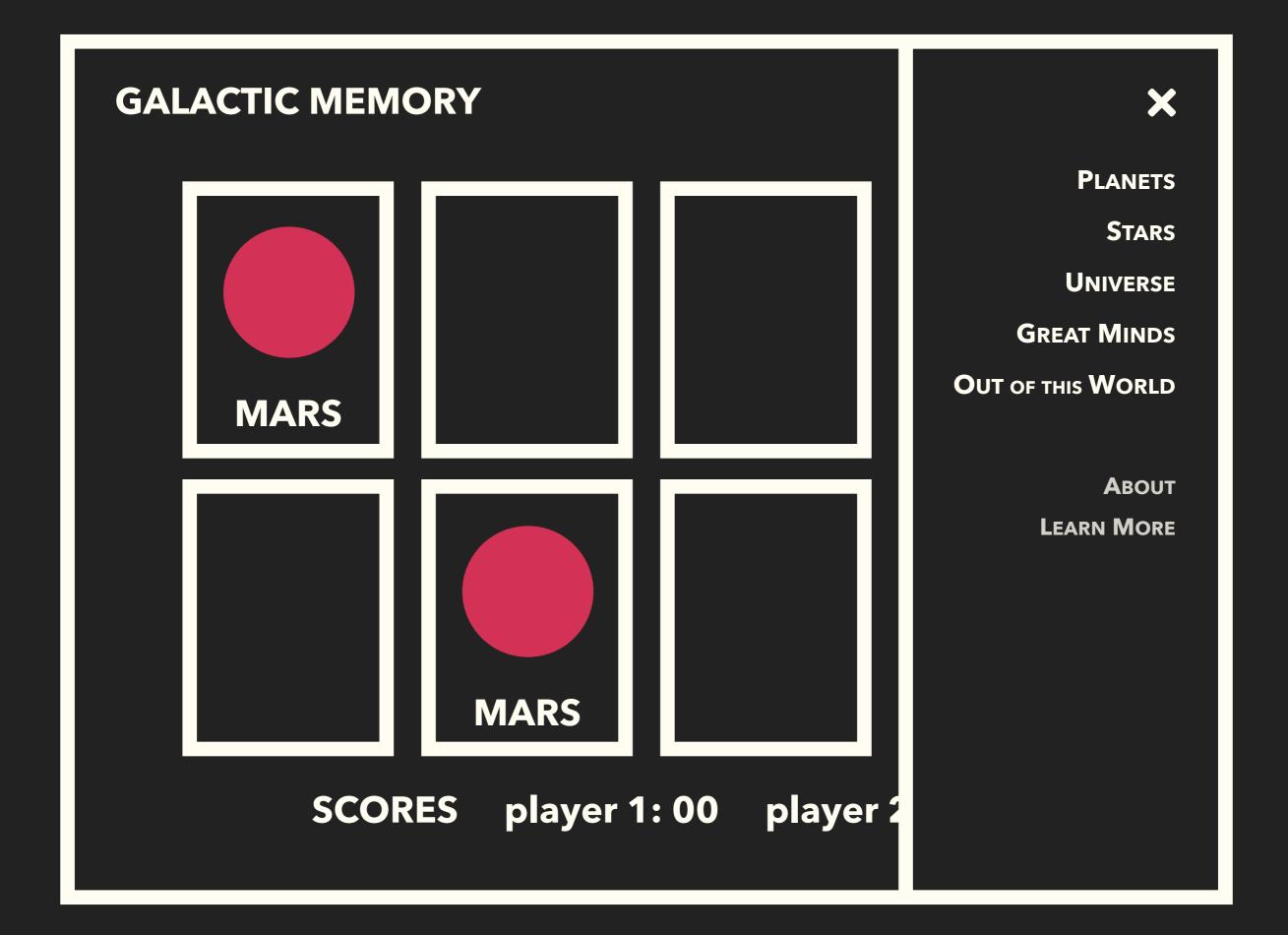
SCORES PLAYER 1: 00 PLAYER 2: 00

GALACTIC MEMORY





PLAYER 1 WON!



PROJECT PLAN

OVERVIEW

- Data: Arrays / Objects of Potential Game Sets
- Presentation: Simple sets of 4-8 cards
- Views
 - ★ Single page with changeable game board components depending on the data set
 - ★ Slide out drawer menu
- Style
 - ★ Simple vector based artwork
 - ★ Minimalistic design patterns
- DOM manipulation
 - ★ Slide out drawer menu
 - ★ Card flips

PROJECT EVALUATION

QUESTIONS TO ASK YOURSELF

- What would you do differently?
- What are you most proud of?
- What would you do next?
- How did you plan your project?
- What did you learn?