

# Friday: Independent Project.

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<b>Due</b>	No due date	<b>Points</b>	21	<b>Submitting</b>	a website url
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## Goal

The goal of this week's Independent Project is to help us practice and understand better the concepts that we have covered throughout this week. These include working with constructors, prototypes, objects, properties, and methods in Javascript as well as using jQuery and DOM manipulation & traversal.

## Overall Project Description

You own a pizza place and as a way of trying to widen your customer base, you decide to create a web application where your customers order different sizes of pizzas with one or more toppings.

Be sure to give your application a suitable catchy name.

## User Stories

As a customer, I would like to;

1. Choose the size of pizza I want e.g Small, Medium, Large
2. Choose what kind of crust I would like the pizza to have e.g Crispy, Stuffed, Gluten-free
3. Choose the topping(s) I want on my pizza.
4. Place an order for my Pizza and see the total charge for it.

5. Have an option to order as many pizzas as I want.
6. Have an option to have the pizza delivered or not. If delivered I want to be alerted how much the delivery charge will be.
7. If I want my pizza to be delivered, I want to be prompted to enter where the delivery should be made and an alert saying " your order will be delivered to your location"
8. See a checkout button that when clicked shows the total amount charged for the orders.

## Requirements

1. Determine the prices for each pizza size.
2. Each pizza topping should have a set value depending on the size of the pizza.
3. Determine the cost for the crust
4. The total cost of a pizza should constitute, the crust, topping(s) and size of the pizza.
5. On checkout, the application displays the orders' summary together with the total amount charged. For example, if the customer has made more than one pizza order, on checkout the application displays a summary of all the orders he/she has made and the total amount to pay for all his/her orders.

## Project Objectives

1. The project code uses constructors in Javascript.
2. The project makes use of prototypes in Javascript.
3. The project implements one or more Javascript functions.
4. The project separates the business logic code from the UI logic code.
5. The web app uses bootstrap and media queries to make it fully responsive.
6. The javascript code uses the correct syntax of camel case naming of variables. I.e var myVariable = "stores something"; instead of var my\_var = "stores something", or, var MyVar = "stores something" , or, var my-Var = "stores something"

## Technical Requirements

1. The project should contain a well-documented README markdown file.
2. The project should be visually appealing and polished in a portfolio quality state.
3. The project should contain regular git commits with appropriate commit messages associated with them.
4. The working project should be deployed and the link to the live site provided in the Github repository.
5. The project code should be pushed to Github.
6. The project code should be consistently indented, neat and easy to read through.

#### **Independent Project week 4**

Criteria	Ratings		Pts
The project contains a properly documented README markdown file.	<b>1.0 Pts</b> <b>The project contains a properly documented README file.</b> The project contains a README markdown file in the Github repository that is well structured and detailed. The readme file contains the project name, project description, author, technologies used, dependencies, setup & installation instructions, contact & license information.	<b>0.0 Pts</b> <b>The project does NOT contain a README file.</b> The Github repository does NOT contain any README markdown file.	1.0 pts
The project is polished in a Portfolio quality state.	<b>2.0 Pts</b> <b>The project is very well polished in a portfolio quality state.</b> The project is well designed, very visually appealing, easy to work through the website, shows a touch of creativity. The project uses Bootstrap classes and custom CSS to style elements. This also means it goes above the visual aspect with features like clearing form fields after an event and so much more.	<b>0.0 Pts</b> <b>The project is NOT polished.</b> The project looks clumsy & shows NO effort of styling to make it visually appealing.	2.0 pts

Criteria	Ratings		Pts
Code syntax & indentation	<b>1.0 Pts</b> <b>Consistent indentation and spacing has been used.</b> All the project JS, CSS & HTML code is consistently indented which means it is neat and easily readable.	<b>0.0 Pts</b> <b>Improper indentation and spacing used.</b> The project's HTML, CSS and JS code is not indented properly which means that the code is scattered all through and is hard to follow up and read.	1.0 pts
Use of Version Control.	<b>1.0 Pts</b> <b>The project contains 20+ commits.</b> i.e Project has more than 20 commits. Commits are feature based with appropriate and clear commit messages associated with them. For example, a commit message should read "navigation section complete, links clickable and redirecting to right pages".	<b>1.0 Pts</b> <b>The project has less than 20 commits.</b>	1.0 pts
Deployment	<b>1.0 Pts</b> <b>Project is deployed to Github Pages &amp; project description and live link are provided.</b> The project description and the link to the deployed site are present in the Github repository with the live link displaying the actual project.	<b>0.0 Pts</b> <b>Project is not deployed to Github Pages.</b> The project is NOT deployed to github pages and neither the project description nor URL to live site are provided on the Github repository.	1.0 pts

Criteria	Ratings		Pts
The project works as expected	<b>2.0 Pts</b> <b>Full marks</b> The application allows the user to choose the size of the pizza and each pizza size has an allocated price	<b>0.0 Pts</b> <b>No marks</b> A customer cannot choose the pizza size they want.	2.0 pts
The project works as expected	<b>2.0 Pts</b> <b>Full marks</b> The application allows the user to choose a crust and each crust has an allocated price	<b>0.0 Pts</b> <b>No marks</b> A customer cannot choose the crust they want.	2.0 pts
The project works as expected	<b>2.0 Pts</b> <b>Full marks</b> The application allows the user to choose any topping they want and each topping has an allocated price depending on the size of the pizza they chose earlier. The customer is also able to choose more than one topping.	<b>0.0 Pts</b> <b>No marks</b> A customer cannot choose any toppings they want. Also, they are unable to choose more than one topping	2.0 pts
The project works as expected	<b>2.0 Pts</b> <b>Full marks</b> The customer is able to place an order and get the full charge of the pizza ordered.	<b>0.0 Pts</b> <b>No marks</b> A customer cannot place an order and get the full charge for the single pizza order.	2.0 pts

Criteria	Ratings		Pts
The project works as expected	<b>2.0 Pts</b> <b>Full marks</b> The customer is able to order more than 1 pizza	<b>0.0 Pts</b> <b>No marks</b> A customer cannot place an order for more than 1 pizza	2.0 pts
The project works as expected	<b>1.0 Pts</b> <b>Full marks</b> The customer has an option for delivery and he/she is shown the price for delivery	<b>0.0 Pts</b> <b>No marks</b> A customer is not shown the option for delivery.	1.0 pts
The project works as expected	<b>2.0 Pts</b> <b>Full marks</b> If the pizza is to be delivered, the customer is prompted to enter their location and they get an alert that their order will be delivered to their location once they check out.	<b>0.0 Pts</b> <b>No marks</b> The customer is not prompted to enter their location if they want their pizza to be delivered.	2.0 pts
The project works as expected	<b>2.0 Pts</b> <b>Full marks</b> Upon Checkout, the customer is able to see the summary of all the orders they placed with their respective prices and finally the grand total charge	<b>0.0 Pts</b> <b>No marks</b> Upon checkout, the customer cannot see the summary of all the orders they placed.	2.0 pts
Total points: 21.0			