1. Design and build one or more web applications to explore and apply the things you have learned thus far.

* Battle ship -
* Chess - Jason
* Tic tac toe
* Checkers -Alec
* Frogger - Matt
* Math quiz
* Bingo
* Connect 4

1. As this is the primary work you will do over weeks 10-14 you should plan on spending at least 30 hours on these challenges.  Work with the instructor to manage the scope for your ideas.
   * + GOALS
     + One game each
     + Point Tracker
     + Supporting Website
     + Stretch Goal: Line Rider Ripoff
2. Once you have settled on an idea or two write it up and submit it here. Because these should be more complex challenges, you should spend more time on this than you may have for the first block to produce a more formal proposal.  A sample outline might include the following sections:
   1. Purpose
      * 1. This project serves the purpose of expanding our own knowledge in programming games in HTML, CSS, and JavaScript and allow for others to have fun and benefit from our learning.
   2. Audience
      * 1. Anyone that likes simple games and wants to have a little fun.
   3. Data sources
3. We will store high scores of our games in either local storage or a database, depending on how hard using a database is
   1. Initial Module list
      * 1. Game specific organization file structure
   2. Wireframes for each view of your application
      * 1. See Images Below
   3. Colors/Typography/specific Element styling
      * 1. Checkers - Alec
           1. Black and Red
           2. Cool/interesting Board
           3. Sounds when moving tiles
        2. Chess
           1. Black and White
           2. Fancy fonts
           3. Sounds: Classical Music on a loop
        3. Frogger - Matt
           1. Retro Fonts
           2. Side of Road setting

Black, green, blue

* + - * 1. Sounds: cars
  1. Schedule to provide yourself mile markers along the way to help you stay on target.
     + 1. Week 1) Most or all of the homepage finished, Make database
       2. Week 2) Game Logic 85%, Visuals started
       3. Week 3) Games finished, some animation or sound, point system started
       4. Week 4) fixed all bugs, and finished product due
       5. Week 5) Turn it in by Tuesday 15th of Dec

