***Documentation Packet [ 11 11 11 22 ] Nov 11th, 22***

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| Student Name: |  |
| Goals:  1. Establish new class routine | Events:  1. Open House, Thursday @ 5pm |
| Included Documentation  1. Weekly [Contribution / Study] 2. Reflection | Required Documentation:  1. Weekly [Contribution / Study] 2. Reflection |
| Changes/Notes:  * Assignments in the DocPac not listed in “Required Documentation” will pay Pogs as rewards for completion. | |

# Weekly Study

Complete **SIX** chapters (must have lessons, quizzes, and/or projects) from any course in Codecademy. Must be 100% complete and quizzes must be 80% or higher.

Juniors are to work on the **Learn JavaScript** course. Seniors are to work on the **Learn Intermediate JavaScript** course. If these courses are complete, pick new courses.

In the box below, write the names of the chapters you completed:

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# [S] Weekly Contribution

You must contribute for the csmith1188/formbar and document your contribution.

* Pick an open issue and have the Project Manager assign you to it.
* Submit a Pull Request from your working branch to the formbar RC branch
  + If the issue is too large to be reasonably completed by one person in a week’s time, create new issues to break the problem into smaller steps, link them in the original issue, and have this change approved by the Project Manager immediately.
* Have the Pull Request reviews and merged (or closed with approval) by the Project Manager at the next Code Review.
* Submit additional Pull Requests for other issues in separate branches.

In the box below, write the identifying number of every Pull Request you wish to be reviewed and graded:

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# [J] Space Elves on Jetbikes Mod

Download a copy of the code from the csmith1188/csmith1188.github.io GitHub repo.

Familiarize yourself with the code and test it.

Add a new feature, modify an existing feature, or create a new game mode.

Add the files for this project to the “SpaceElves/<FirstnameLastname>” directory of this DocPac. If the directory does not exist, create it.

Create a new Pull Request to the DocPac repo. In the description, provide concise information on what you changed, and how to test it.

# [J] JS Canvas Game

Using Space Elves on Jetbikes or an online tutorial, create a new game that uses a game controller to move a character around a game field using Javascript <canvas>.

Add the files for this project to the “CanvasGame/<FirstnameLastname>” directory of this DocPac. If the directory does not exist, create it.

Create a new Pull Request to the DocPac repo. In the description, provide concise information on what you created, and how to test it.

# Reflection

**What is one technique you learned in your coding this week, and what kinds of things can you use it for (the more specifics the better) ?**

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**What was a challenge to your time management this week, and what can you do to avoid it in the future (specific plan) ?**

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**Why did you pick the specific Codecademy chapters or Project Issue that you did this week? How do you think it will benefit you in the future?**

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| 10 | You went above and beyond expectations. You applied knowledge that was not taught in this class in addition to what was taught. | * All assignments start at 9/10 possible points * 1 point is deducted per infraction   + Lateness   + Mistakes   + Unprofessionalism   + Not following instructions   + Etc. * Outstanding submission increase by 1 point and yield a pog. |
| 9 | 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. |

# Weekly Study

# DocPac/Reflection