***Documentation Packet [ 07 14 10 22 ] Oct. 14th, 22***

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| Student Name: |  |
| Goals:  1. Design to Specification 2. Document Program Flow | Events:  1. Weekly Review, Oct. 3rd 2. Print DocPacs, Oct. 6th 3. DocPac Due Oct. 7th |
| Included Documentation  1. [S] Weekly Contribution 2. [J] JSFighter2 Specifications 3. [J] JSFighter2 Flow Chart 4. Reflection | Required Documentation:  1. [S] Weekly Contribution 2. [J] JSFighter2 Specifications 3. [J] JSFighter2 Flow Chart 4. Reflection |
| Changes/Notes: none | |

# [J] JSFighter2 Flow Chart

1. Create a Flow Chart using Visio that shows the program flow of the Game Setup, Page Setup, and Game Loop portions of the JSFighter2 Specifications.
2. Save this file as “FirstnameLastname.vsdx” in the JSFighter2 folder in this DocPac
3. Print this file as a PDF as “FirstnameLastname.pdf” in the JSFighter2 folder in this DocPac

# [J] JSFighter2 Specifications

1. Create a file called “FirstnameLastname.html” in the “JSFighter2” folder of this DocPac
2. Design a web page with Javascript that match the specifications outlined in the “DesignDox.docx” file in the JSFighter2 folder.
   1. There is a high likelihood of pseudocode errors in the document. Always defer to the intended purposed of the program in the Summary section in such cases.

# [S] Weekly Contribution

You must contribute for the csmith1188/formbar and document your contribution. A contribution is considered to be:

* Serious contribution to a issue, discussions, or documentation
* Advanced an issue that was stalled
* Fixed an issue (by solving)
* Completed a "section" or feature in documentation
* Detailed and ACCURATE comments on one module / file
* Expanded details on a "section" or feature
* Provide an idea in a discussion that is accepted as part of the project
* Performing an action that allows you to complete a card in a Project

In the box below, write the Issue #, Discussion #, PR #, or any relevant information that can easily point me to your work for grading

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# 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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| 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. |

# [S] Weekly Contribution

# [J] JSFighter2 Flow Chart

# [J] JSFighter2 Specifications

# DocPac/Reflection