Mid-Mod 2 : Building Your First React Application

Unlimited Attempts

-/100 Points

Calculated by: Most Recent



∨ Details

Building Your First React Application

(https://git.generalassemb.ly/misteroh/SEIR-FLEX-

ADA/tree/master/unit_2/w12d2/homework/project_2#attendance)

_(https://git.generalassemb.ly/misteroh/SEIR-FLEX-

<u>ADA/tree/master/unit_2/w12d2/homework/project_2#technical-requirements</u>) Technical Requirements

For this project, you will be making a React app using the technologies outlined below. When thinking of an app idea, try to frame the project in terms of trying to solve a "problem" and think about the purpose of the app, who would use it, etc. The problem doesn't have to be anything intense and can be something small and simple! For example:

Problem: I have a huge enamel pin collection and want to organize it all in one place **General App Idea/Purpose:** An app that allows me to catalogue all my pins by category

Who Would Use It: Pin collectors

_(https://git.generalassemb.ly/misteroh/SEIR-FLEX-

ADA/tree/master/unit_2/w12d2/homework/project_2#-mandatory-to-pass)



(https://git.generalassemb.ly/misteroh/SEIR-FLEX-

<u>ADA/tree/master/unit_2/w12d2/homework/project_2#mvp---minimum-viable-product)</u> MVP - Minimum Viable Product

- A working built by you, using JSX
- A git repository **not inside the class repo**. You can use your pages repo from last class.
- At least 3 components
- The use of States & Props
- · At least one Github commit per day.
- **Be deployed online** and accessible to the public via **Heroku** We will go over the steps for deployment with Heroku during class.
- A README.md file with explanations of the technologies used, the approach was taken, unsolved problems, user stories, and notes to yourself so you can come back to your project later in the course and be able to pick up your train of thought, etc
- · Have a link to your hosted working app in the README.md file in your github repo

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<u>ADA/tree/master/unit_2/w12d2/homework/project_2#-stretch-goals-not-mandatory)</u> Stretch Goals (Not Mandatory):

_(https://git.generalassemb.ly/misteroh/SEIR-FLEX-

<u>ADA/tree/master/unit_2/w12d2/homework/project_2#recommended-features)</u> Recommended Features (https://git.generalassemb.ly/misteroh/SEIR-FLEX-

ADA/blob/master/unit_2/w12d2/instructor_notes/SECOND_MODEL.md)

- · Include portfolio-quality styling
- Use a CSS framework like Skeleton or Bootstrap
- Inside Your README.md:
 - Include User Stories
 - Include wireframes that you designed during the planning process

Make A New Repo & Setup for Heroku Deployment

Before you begin coding, we will walk you through creating a new github repo, setting up a basic express server, and deploying to Heroku after the project announcement!

REMEMBER: For all projects, you will be creating the new repo's on GitHub. (https://github.com/)

<u>(https://git.generalassemb.ly/misteroh/SEIR-FLEX-ADA/tree/master/unit_2/w12d2/homework/project_2#technical-demonstration)</u> Technical Demonstration

All projects will be presented to the class. Your presentation should be:

o Approximately 5-10 minutes in length

- *NOTE:* We will be using a timer to keep track and will cut you off at the 10 minute mark, so please prepare ahead of time to make sure your presentation does not go over!
- Shows off all features of the app
- Explains the technical details
- Explains the technical challenges
- Explains which improvements you might make
- Talk about one new thing you learned during this project (can be something technical, or even something more open ended like time management, etc.)

You will be sharing your app and your code. Be prepared to answer questions from the instructors and other students.

_(https://git.generalassemb.ly/misteroh/SEIR-FLEX-ADA/tree/master/unit_2/w12d2/homework/project_2#meetings-with-instructors)_Meetings with instructors

Your instructor will contact you to setup a meeting time to approve your project. You will meet with an instructor to get your app idea approved. Be sure to write out what features you will need to build in order to meet MVP and some stretch goal ideas.

<u>(https://git.generalassemb.ly/misteroh/SEIR-FLEX-ADA/tree/master/unit_2/w12d2/homework/project_2#how-to-submit-your-project)</u> How to Submit Your Project

You will present your project and show your code to classmates and instructors.

✓ Submit your project github link. (https://forms.gle/AA5ULrXjF5DZ3TSy6)

(https://git.generalassemb.ly/misteroh/SEIR-FLEX-

<u>ADA/tree/master/unit_2/w12d2/homework/project_2#where-to-go-for-help-during-project-week)</u> Where to go for help during project week

- 1. Seek out help online
- 2. Seek out help with your classmates
- 3. Seek out help with our class TA

IA Hours:

Will be held at the normal times unless stated otherwise.

Suggested Ways to Get Started

- Wireframe Make a drawing of what your app will look like in all of the stages of the app(what does it look like as soon as you log on to the site? What does it look like while the player is playing? What does it look like when the player wins / loses?).
- Break the project down into different components (data, presentation, views, style) and brainstorm each component individually.
- **Commit early, commit often.** Don't be afraid to break something because you can always go back in time to a previous version.
- Consult documentation resources (MDN, etc.) at home to better understand what you'll be getting
 into.

Think about...

Creativity

Did you add a personal spin or creative element into your project submission? Did you deliver something of value to the end user?

Code Quality

Did you follow code style guidance and best practices covered in class, such as spacing, indentation, modularity, and semantic naming? Did you comment your code as your instructors have in class?

Problem Solving

Are you able to defend why you implemented your solution in a certain way? Can you demonstrate that you thought through alternative implementations?

Useful Resources

- Heroku (http://www.heroku.com/)
- Writing Good User Stories (http://www.mariaemerson.com/user-stories/)
- <u>Presenting Information Architecture</u> (http://webstyleguide.com/wsg3/3-information-architecture/4-presenting-information.html)

(http://webstyleguide.com/wsg3/3-information-architecture/4-presenting-information.html)
(http://webstyleguide.com/wsg3/3-information-architecture/4-presenting-information.html)
(http://mongoosejs.com/docs/guide.html) (http://mongoosejs.com/docs/guide.html)

• (https://docs.mongodb.com/manual/)

