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| **Learning Objectives** | * Build the Find Your Hat game from scratch. * Explain the steps behind building a JavaScript Application. |
| **Assessment** | * **Project**: Complete the assessment criteria in the project [rubric](https://docs.google.com/spreadsheets/d/1AfB57qqypyxnhsywQS6MF4CW2lirhvtsyxTAYRjygyY/edit?usp=sharing). |

Welcome to the course assessment for the JS module!

In this session, you will complete the Find Your Hat project on Codecademy.

By the end of this session, you will be able to:

* Build the Find Your Hat game from scratch.
* Explain the steps behind building a JavaScript Application.

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| **Codecademy Project: Find Your Hat (3 hours)** |

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| Put your JS skills to the test! Build the Find Your Hat game from scratch.  To demonstrate proficiency, the project must fulfill the following Technical Acceptance Criteria:   * The application accurately reflects the Codecademy interface specs. * The code is clean and well written (requires checking each participants’ Github repository) * The Application accurately reflects the Codeacademy functionality specs. * The code has good overall performance and correctly incorporates the concepts learned during the JavaScript Model.   And you should demonstrate the following non-technical criteria:   * Take ownership of the project. * Demonstrate good use of the time allotted for the task. * Thrive on your own OR use help from others to make progress. * Describe the rationale of decisions without being asked for them.   Remember to review the [assessment requirements](https://docs.google.com/spreadsheets/d/1AfB57qqypyxnhsywQS6MF4CW2lirhvtsyxTAYRjygyY/edit#gid=0) to know how you will be graded on this project.  This will take you approximately **3 hours 15 min** to complete.  After completing it, make sure you come back to complete a brief discussion on Canvas.   * [Find Your Hat Project](https://www.codecademy.com/paths/front-end-engineer-career-path/tracks/fecp-javascript-syntax-part-iii/modules/fecp-challenge-project-find-your-hat/projects/find-your-hat)   Happy coding!   |  | | --- | | **Note**: Please reach out to instructors asking for help if you get stuck with Codecademy’s content. | |

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| **Submission and Reflection Questions (10 min)** |

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| Now that you have completed the assessment, you are ready to show your instructor and your peers what you made!  **Directions:**   * **Send** a link to your repository to your instructor. * **Post** a link to your Github pageto your peers. * **Reflect on** the questions below   **Reflection Questions:**   |  | | --- | | **What did you like about this project?** | | * It is my first attempt to create a JavaScript game * Tried my best to code without referring to Codecademy sample solution code | | **What did you struggle with in this project?** | | * randomized field has no hat character, until I seek help from ChatGPT * cannot use imported module, until I asked Martin * had difficulty in refactoring similar codes for horizontal and vertical movement * some randomized fields are unsolvable, as I don’t know how to create field validator | | **What would make your experience with this assessment better?** | | If some additional skills required are taught & had sufficient practice before attempting this assessment   * refactor similar codes * creating solvable randomized fields | |

Note from Martin:

* Use class function
* Deadline: 30 Oct 2023