

mini-project-connect-4-summary

Mini Project: Connect 4 Summary

In order to support and reinforce the concepts introduced in the first half of the course with hands-on experience, an individual, 6-week *mini project* is followed, where the learners are required to develop a JavaScript web application in the default programming language for the course, **JavaScript**. The premise or theme for the mini project is that of an interactive two-player game.

The learners are expected to incrementally improve their application by applying new techniques and tools as they're introduced to them, thus evolving it from a simple skeleton game (Noughts and Crosses) to a fully-featured game (Connect4).

The mini project requirements are incorporated into the weekly core goals documents, which contain a list of all the goals the learners should aim to complete by the end of the week. In order to ensure everyone has a chance to complete the coursework, regardless of their skill level, the goal list is divided into three difficulty tiers.

- Core goals: these goals are the bare minimum required to attain the key learning objectives for the week and progress the mini project to a point where it'll be possible to complete the core goals of the following week.
- Stretch goals: optional goals of harder difficulty meant for people who have completed all of the core goals. The completion of the stretch goals is not indispensable to progress with the course or achieve the core requirements of the mini project but provide an extra challenge for those who seek to learn more.
- Bonus stretch goals: optional goals of even higher complexity geared towards people with a decent amount of coding experience (or a lot of time in their hands). These may require independent research of tools and notions possibly beyond the scope of the course.

All weekly goals can be found in the [presentation](#)

