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2) For the web page itself (no javascript), it will take around 1-3 days to accomplish. The HTML portion will be the easiest parts of the project and it might even take the group less days than the original plan. Our next goal, which is the javascript, might take around a week and half. There will be parts of the code that we do not have a full grasp on, and it will take longer for us to finish the code. Parts of the javascript such as the calculation code, will be a road bump for the group and is one of the reasons of the amount time needed to accomplish this project.

3) The expected products we are expected to finish are the HTML and javascript of the project. The HTML portion of the project will most likely be done by Thursday and a chance on it being Friday. The javascript will take longer than the html so we expect to be done by the middle of next week (around wednesday). But since it there is Thanksgiving break, it will prolong our projects potential due date.

4) The timeline is already stated in step two. The basic HTML requirement need to be fulfilled before we can begin on the Javascript.

5)The potential pitfalls could a failure to meet deadlines and complications with Javascript. To limit the setbacks this could cost us we can have different members do different portions of the project. For example, one group member would work on Javascript from the start while the others implement the basic HTML Another thing we could do is have one group member look up certain functions the rest of the group does not understand so that not everyone is working on the same thing and wasting time.

Analysis:

1. The application will run on any technology with a browser, but may not function on mobile devices.
2. already answered this above.
3. The user will be required to click on the extra image on the left side
4. The user will be reacting with to the program. When it opens it it will tell it to try and pick it one that is different on the left when they pick the right image it will add more and put it in a new place, if they get it wrong it will prompt them GAME OVER then there will be a button to try again

Flow-Chart:

lowChart.png

ERD:

ntitled Diagram.png