



Coding Boot Camp

Module 23



Project Requirements

Project 3: Coding Requirements

Project 3 must meet the following coding requirements:



Use React for the front end.



Use GraphQL with a Node.js and Express.js server.



Use MongoDB and the Mongoose ODM for the database.



Use queries and mutations for retrieving, adding, updating, and deleting data.



Use a polished UI.



Be deployed using Render (with data).



Be interactive (i.e., accept and respond to user input)



Include authentication (JWT).

Project 3: Additional Requirements

Project 3 must meet the following additional requirements:



Protect sensitive API key information on the server.



Include a high-quality README (with unique name, description, technologies used, screenshot, and link to deployed application).



Have a clean repository that meets quality coding standards.



Look professional and be mobile-friendly.

CSS Styling (Optional)

Instead of using a CSS library like Bootstrap, consider one of the following suggestions:



Look into the concept of CSS-in-JS, which abstracts CSS to the component level. (Popular libraries include styled-components and Emotion).



Try using a component library, such as Semantic UI, Chakra UI, or Ant Design.



Create all the CSS for your application just using CSS.



Regardless of which of these options you choose—it must look professional and be mobile-friendly.



Payment Platform (Optional)

**Consider integrating the Stripe payment platform into your project.
If you don't create an e-commerce application, you could use
Stripe to set up your site to accept charitable donations.**

Bonus

Although this is not a requirement for your project, see if you can also implement functionality to meet the following minimum requirements of a PWA:



Uses a web manifest.



Uses a service worker for offline functionality.



Is installable.



Fulfilling all three requirements to turn your app into a PWA will add 10 points to your grade!

Presentations

Presentation Requirements

Your formal, 10-minute presentation must include the following:



Your application's overall concept



The motivation for your application's development



Your design process



Technologies used (and a brief description of how they work)



A demonstration of the application's functionality



Directions for future development



Sometimes, talking intelligently about tech > doing tech.

Metrics

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Project 3 will be assessed based on the following:

