

Code Immersives Term 2 Project: 120 points - 20 item checklist

Counts 60% of grade for Course05 Advanced Javascript and is in lieu of Midterm and Final exams. The other 40% of grade is attendance.

Build a Javascript-based OOP application of EITHER:

- Jukebox (assets provided: images, mp3 files)
- Anything you choose: a voting app, a survey, a quiz, a game, a learning interaction, a slideshow, a to-do list, a chat box — or anything else

Project should not be a full-fledged website — a single app, living on one page, with a narrow purpose is most appropriate. You can base your project on existing class projects.

You definitely do NOT have to implement all 20 items on this list to get an “A” :

- 90 points out of 120 points (75%) earns an A-
- 95 points (79%) is an A
- 100 points (83%) earns an A+

The application does not have to be very sophisticated or advanced... just needs to hit items on the checklist, look and perform decently and make sense as a thing for the user to interact with. *Less is more!* A simple app that works will score higher than a complicated or ambitious one that does not work and cannot be demonstrated properly. Max point values itemized. Partial credit.

1. OOP Application with class and constructor(), constructor takes at least one argument : +25
2. Use of map, filter, reduce (any two) : +5
3. AJAX-JSON to load data into app : +5
4. Dynamic HTML elements using document.createElement('div'), etc. for min 5 elements : + 5
5. Use of dynamic image(s) with new Image() instantiation : +5
6. Use of dynamic audio with new Audio() or document.getElementById('audio') : + 5
7. Use at least two Math methods, Math.random(), Math.floor(), etc. : +5
8. Use of at least 3 array methods: splice(), slice(), push(), pop(), join(), shift(), unshift() : +5
9. Use of at least 1 string method : charAt(), indexOf(), split() : +5
10. Use of Object Sorting by Property Key : + 5
11. Use of setTimeout() or setInterval() / clearInterval() : +5
12. Distribution: FTP to Website : + 5
13. Distribution: Push to Github : + 5
14. CRUD call to Database using PHP-MySQL : +5
15. CRUD call that saves result of user interaction (vote, score, etc) : +5
16. Frontend: use of CSS Grid or Flexbox : + 5
17. Frontend: Overall appearance and use of styles / CSS : +5
18. Technical communication: ReadMe.txt file that describes app: +5
19. Technical communication: pseudo-code algorithm : + 5
20. Technical communication: public presentation of project (10 minutes) : + 5