Post-AP Game Presentation guideline: Name: \_Juan Jara\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Score \_\_\_\_\_\_\_\_\_\_\_/100

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| # | Questions | Answers |
| 1 | What is the name and purpose of your project? | To redesign the page that NCC students use to register for classes & view their degree |
| 2 | How many hours have you spent making the project outside the class? (5 points, be honest, 0 or 20 hours will result in the same 5 points) | Over 40h |
| 3 | What were the issues you had experienced in making the game? Please List TWO! (5 points) | 1. Passing in object variables as parameters for functions 2. populating the html with JavaScrip made code |
| 4 | How did you identify the two issues? (10 points **each**) | 1. using the chrome debugger 2. It was simply not showing up |
| 5 | How did you fix the two issues? Please be specific!  (15 points **each**) | 1. Experimenting with quotations 2. Online forms |
| 6 | Did you get help from others during the game development? Please list their names and how they helped you to show your appreciation (5 points) |  |
| 7 | What have you learned from designing this project? (It could be something you learned from your own mistakes/successes, or other’s mistakes/successes) (10 points) | I learned to debug and rearrange information better so that the user has a more positive experience |
| 8 | If you could get a chance to start all over again, what improvement would you add to your project? (10 points) | Add in SQL databse to facilitate a more complete course catalogue rather than manually insert the JS objects in JASON |
| 9 | Do you have anything else to share with the entire class? | - |
| 10 | On a scale of 10 points, how would you rate your project?  Why? (5 points) | 8.5 because it lacks good styling and Canvas /10 |