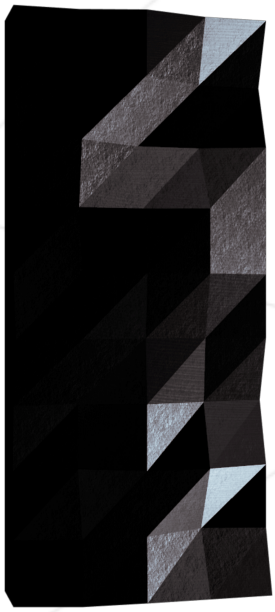

Wildcard

Set Yr Own Goals and Achieve the Fudge Outta Them

Kai kai@42.us.org

Summary:

Contents

Chapter I

Introduction

As a HackHighSchool mentor we want you to establish expertise in the same language and or framework that you will be mentoring.

Your mission is to build a side project of your own invention and make a nicely documented Github repository for the world to see. :)

Chapter II

General Instructions

Your side project should take about 50 hours to complete, including the README and figuring out Github stuff.

You should be cautious to choose a topic that is both challenging and reasonable. Before you start, think about what prerequisite topics you know already; what technologies you are craving to learn; what end product would be fun to build; and what the minimum viable version of that product would be.

Go ahead and scout out some lessons or tutorials that will help get you started in the right direction. Consider applying the 80/20 rule and plan on following 10 hours of lessons, before branching out to develop your project creatively. The remaining 40 hours should involve thinking of something you want to do, researching how to do it, making attempts, debugging, and "AHA!" moments.

Here's one list of ideas...!

Chapter III

Mandatory Part

- The project code should run without errors and perform an interesting or useful task. It should handle bad input gracefully.
- The user interaction part of your program should be well explained or easy to understand.
- Your README should explain the purpose and/or use of the program, and include screenshots of it running.
- Your README should contain full instructions for installing and running the program on a blank MacOS system. Use a guest account on the HackHighSchool check-in computers for testing.
- Your Github repo should specify the license that clarifies what permissions you give for others to modify and reuse your work.
- There should be no unnecessary files in your Github repo that distract from the real content, or any that reveal secrets such as API keys.
- Each file containing code should start with a header block that introduces the origin and purpose of the code.
- Your code should be nicely formatted, and code/function/class/filenames should contribute to its overall readability.
- You should make multiple commits to your Github repository over the course of the project, and your commit messages should be dignified and descriptive.
- You should work socially to some extent by discussing your project with other cadets, whether it be to ask for advice or to show off your work.

Chapter IV

Bonus Part

- Create a new git branch every time you start working on a new feature, and then merge it into the master branch when done.
- Make the program look beautiful with great front-end design or terminal colors and formatting.
- For maximum credit, add 5 additional "features" or improvements on top of the bare mininum functioning program.
- Use the gaming computers at the back of Zone 3 to ensure that your setup instructions also work on a guest account of a Windows operating system.

Chapter V

Turn-in and Peer Evaluation

Upload to Vogsphere a link to your public facing Github repository. This project requires four corrections. You should invite your correctors to log into a blank guest account on the H2S Check-in Computers to test the setup instructions as they would work for computers outside our network. If you think you qualify for the Windows bonus, also test the setup instructions on one of the gaming section Windows computers.

