PARTY TIME FOR THOSE OFFLINE

EMMA MONTROSS

MATT WRIGHT

MICHAEL FELLER

ZACH WITHROW

METHODOLOGY: AGILE

- Pros: guidelines, sprints, meeting setup

- Cons: made for larger teams

TOOLS: TRELLO

- Project Tracker

- Pros: nice visuals, member features

- Cons: deadline handling, checklists, notifications

TOOLS: GITHUB

- VCS Repository

- Pros: mutli-person coding, local repository, tracking changes

- Cons: anti-intuitive for newbies

TOOLS: JASMINE

- Javascript testing framework

- Pros: visual results

- Cons: not for games

TOOLS: JSDOC 3

- Auto-Documentor for JavaScript
- Pros: visual HTML output
- Cons: only variables and functions

TOOLS: GOOGLE CHROME

- Deployment environment: Google Chrome Extension

- Pros: user accessibility, popup ability

- Cons: no in-line javascript, documentation lacking

CHALLENGES

- Limited web development experience

- No Google Chrome Extension knowledge

- No in-line JavaScript

- Online/Offline Status

PARTY TIME!