By the end of this week, you'll complete your weekly Challenge assignment by creating a timer-based coding quiz application that stores high scores using client-side storage.

In order to succeed in this challenge, you’ll apply the following skills:

* Create variables to store the quiz questions
* Use mouse-click events to start the quiz
* Write for loops to cycle through quiz questions
* Use key-press events to receive user input in the form of answers to quiz questions
* Create a time limit for the game using time functions
* Write conditional statements to determine wrong and right answers
* Use client-side storage to store high scores
* Use GitHub Pages to publish the page to the web

The online lessons in this week's module will teach you the skills you need to be successful by asking you to build an online project tracker that uses the Kanban approach, which is common in agile development. Put simply, a Kanban board lets team members move discrete chunks of work between columns that communicate a status, such as To Do, In Progress, or Complete.