

# Project 1

First of All...

# Congrats on Making it to Project 1!



# Overview

# The Great Push

---



Take Project Week seriously.



Use Project Week as an opportunity to push yourself and prove what you know.



Because you DO know!

---

# Project Week at a Glance: This Week

---

Day 2 (Friday DEC 13):

## Day 1 (Thursday DEC 12):



Guest Speaker on Project management



Brainstorm ideas



Outline project ideas.



Begin initial design work.



Git branching



Brainstorm



Manatee Tank Meetings

## Day 3&4 (Mon DEC 16 & Tue DEC 18):



Project work & Instructor 1:1s

## Day 5 ( Wednesday DEC 19):



Presentations & POTLUCK!!

# Potluck: A Coding Bootcamp Tradition



# Manatee Tank? What's that?

---

20 minute meetings, you team with instructional staff. What we want to see:



Project Pitch with wireframes



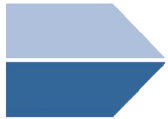
Role Breakdown



Kanban board with tasks assigned



Which new tech/APIs you will be using (make sure to test time first)



Rough schedule of tasks/milestones

---



# Instructor 1:1s: 15 minute meetings with me

---

We can discuss:



Your progress in class so far



Success strategies



Any sticky topics



Anything else you may want to talk about



Note: These meetings are entirely OPTIONAL

# Requirements

# Project Requirements

---

01

Must use at least two server-side APIs

02

Must use a CSS framework *other than* Bootstrap

03

Use at least one new third-party API

04

Must have a polished, mobile-first UI

05

Must meet good quality coding standards (indentation, scoping, naming, etc.)

06

Does NOT use alerts, confirms, or prompts (look into *modals*).

07

Must be deployed to GitHub Pages

08

Must be interactive (i.e: accept and respond to user input)

---

# Presentation Requirements

---

You will be responsible for preparing a formal, 10-minute presentation that covers the following:



**Elevator pitch:** a one minute description of your application



**Concept:** What is your user story? What was your motivation for development?



**Process:** What were the technologies used? How were tasks and roles broken down and assigned? What challenges did you encounter? What were your successes?



**Demo:** Show your stuff!



Directions for Future Development



Links to to the deployed application and the GitHub repository

---

# Metrics

# Project Metrics

---

Your project will be evaluated on the following:



Concept



Design



Functionality



Collaboration



Presentation

---

# Awards

---

Projects will receive awards in the following areas:



Best Functionality



Best UI/UX



Best Presentation



People's Choice



LET'S HAVE SOME FUN!

---

# Awards





Ideas

# API Suggestions

---

Stick to APIs that do all of the following:



Allow cross-origin resource sharing (CORS)



Require simple or no authentication



Return a JSON response



Are well documented



For a list of free APIs see: <https://github.com/public-apis/public-apis>

---

# Example Project 1 ideas:

---



Explor: A trip planning App (<https://rmjones112.github.io/Project1/#services>)



Where's Karma? A geography game (<https://okyfunoky.github.io/whereinseattleiscarmen/>)



ImageWow: a free image aggregator(<https://wenhaowu27.github.io/ImageAggregator/>)



GameChomp: Video Game search engine (<https://maxdavin.github.io/Project-One/>)



Send Care Meow: Care packages (<https://jandystephens.github.io/Send-Care-MEOW/>)

---

# Teams

# Groups:

Group 1		Group 2		Group 3		Group 4	
Alexa	Anthony	Jaque	Upton	Rafay	Khawar	Tasi	Pedro
Aidan	Willett	Aslan	Ghodsian	Christopher	Paradeise	Jennifer	Thurnau
Adam	Sabet	Gregory	Reneris	Sarah	Kwon	Jay	Little
Liam	Hayes	Nate	Ginn	Niles	Gunderson	Phillip	Dunham
Group 5		Group 6		Group 7			
Tyson	Beck	Austin	Finke	Henry	Lin		
Isabel	Uriarte	Robert	Cavallero	Jack	Sorensen		
Julie	Gran	Ari	Tserendavaa	Paolo	Torrado		
Nicholas	Seto						