

JS Assessment
2_Project: Find Your Hat - ASYNC (3 Hours 30 Minutes)

Learning Objectives	<ul style="list-style-type: none">• Build the Find Your Hat game from scratch.• Explain the steps behind building a JavaScript Application.
Assessment	<ul style="list-style-type: none">• Project: Complete the assessment criteria in the project rubric.

Welcome to the course assessment for the JS module!

In this session, you will complete the Find Your Hat project on Codecademy.

By the end of this session, you will be able to:

- Build the Find Your Hat game from scratch.
- Explain the steps behind building a JavaScript Application.

Codecademy Project: Find Your Hat (3 hours)

Put your JS skills to the test! Build the Find Your Hat game from scratch.

To demonstrate proficiency, the project must fulfill the following Technical Acceptance Criteria:

- The application accurately reflects the Codecademy interface specs.
- The code is clean and well written (requires checking each participants' Github repository)
- The Application accurately reflects the Codecademy functionality specs.
- The code has good overall performance and correctly incorporates the concepts learned during the JavaScript Model.

And you should demonstrate the following non-technical criteria:

- Take ownership of the project.
- Demonstrate good use of the time allotted for the task.

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- Thrive on your own OR use help from others to make progress.
- Describe the rationale of decisions without being asked for them.

Remember to review the [assessment requirements](#) to know how you will be graded on this project.

This will take you approximately **3 hours 15 min** to complete.

After completing it, make sure you come back to complete a brief discussion on Canvas.

- [Find Your Hat Project](#)

Happy coding!

Note: Please reach out to instructors asking for help if you get stuck with Codecademy's content.

Submission and Reflection Questions (10 min)

Now that you have completed the assessment, you are ready to show your instructor and your peers what you made!

Directions:

- **Send** a link to your repository to your instructor.
- **Post** a link to your Github page to your peers.
- **Reflect on** the questions below

Reflection Questions:

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- **What did you like about this project?**
- **What did you struggle with in this project?**
- **What would make your experience with this assessment better?**

References and inspirations to complete the assessment:

- <https://github.com/search?q=find+your+hat&type=repositories&s=updated&o=desc>
- <https://community.codecademy.com/c/start-here/>

1. URL to the file in github: https://github.com/b00nw33/jsexamples_v2

2. Reflections for the 3 questions above and that your document is placed in your Journal folder:

- **What did you like about this project?**

I really enjoyed the opportunity to practice JavaScript by building a simple game. It allowed me to apply core programming concepts in a creative and interactive way, which made learning more engaging. Seeing immediate feedback from user actions—like clicks or score updates—helped reinforce how JavaScript brings static web pages to life.

- **What did you struggle with in this project?**

My main challenges were with JavaScript syntax and object-oriented programming (OOP) principles. At times, I found it tricky to structure my code cleanly using classes and methods, especially when managing game state or handling interactions between different components. I occasionally mixed up syntax rules (like when to use `this`, how to bind methods, or the correct way to define constructors), which led to bugs that took time to debug.

- **What would make your experience with this assessment better?**

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Honestly, the experience was great as-is! The project struck a good balance between challenge and accessibility. It pushed me to deepen my understanding of JavaScript while staying within a manageable scope. If anything, having a few more annotated examples of OOP-based games or a quick reference guide for common JS patterns might have smoothed the learning curve—but overall, I appreciated the hands-on approach and the chance to learn by doing.