# Learning Plan

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| **Week** | **Content/Topic Description** | **Goal Progression** | **Resources** |
| Week 4  Jan. 25 - 29 | * Create Github repository * Installation and initial exploration of PhotoGap * Installation and exploration of the PhoneGap emulator * Installation and exploration of PhoneGap Build * 1st Blog posting due | Goals # 1, 3 | \* <http://phonegap.com/blog/build/getting-started-with-phonegap-and-phonegap-build/>  \* |
| Week 5  Feb. 1 - 5 | * Explore developing on iOS * Explore developing on Android * Select desired platform to further develop with and set up workstation accordingly * Prepare my workflow with the help of an online guide * Develop & design a hangman app using HTML, CSS & JavaScript * 2nd Blog posting due | Goals # 1, 3 | \*[**http://www.tricedesigns.com/2013/01/18/my-workflow-for-developing-phonegap-applications/**](http://www.tricedesigns.com/2013/01/18/my-workflow-for-developing-phonegap-applications/)  \* |
| Week 6  Feb. 8 – 12 | * Re-design a Java dice rolling app using HTML, CSS & JavaScript * Re-design a Java fraction adding app using HTML, CSS & JavaScript * **Progress meeting #1** * 3rd Blog posting due | Goals # 1, 3 | \* dice rolling app & fraction adder app developed in Java |
| Week 7  Feb. 15 – 19 | * Explore methods of storing data of applications * Create an app that saves user data using two types of storage * Design concept art for final project * 4th Blog posting due | Goals # 1, 3 | **\*** [**https://www.binpress.com/tutorial/local-storage/106**](https://www.binpress.com/tutorial/local-storage/106) |
| Week 8  Feb. 22 - 26 | * Create a zombie checklist app with the guide of an online tutorial * 5th Blog posting due | Goals # 1, 3 | **\***[**http://www.raywenderlich.com/30734/phonegap-tutorial-a-cross-platform-zombie-app**](http://www.raywenderlich.com/30734/phonegap-tutorial-a-cross-platform-zombie-app) |
| Week 9  Feb. 29 – Mar. 4 | * Develop a random compliment generator * 6th Blog posting due | Goals # 1, 3 |  |
| Week 10  Mar. 7 - 11 | * Begin visual design for final project – sprite sheets, animation design, etc. * **Progress meeting #2** * 7th Blog posting due | Goals # 2, 3 |  |
| Week 11  Mar. 14 - 18 | * Final Project work week {develop and design Ant class,   design Ant movement & functionality}   * 8th Blog posting due | Goals # 2, 3 |  |
| Week 12  Mar. 21 - 25 | * Final Project work week {develop coin collection and spending functionality, develop purchasing new ants and nest floors functionality} * 9th Blog posting due | Goals # 2, 3 |  |
| Week 13  Mar. 28 – Apr. 1 | * Final Project User Testing * Implement Changes/Fixes determined through User Testing * 10th Blog posting due | Goals # 2, 3 |  |
| Week 14  Apr. 4 – 8 | * Final Project finalization work week * 11th Blog posting due | Goals # 2, 3 |  |
| Week 15  Apr. 11 - 14 | * Final Presentation & Reflection * Final Blog posting due | Goals # 2, 3 |  |