# M1 Project

Time to put into practice everything you've learned up to this point in the course!

# Content

Intro

Next steps

Typical day

Deployment

Presentation day

# Intro

Purpose

Scope

Examples

# Purpose

Practice and consolidate

HTML, CSS and JS

Learn by failing

Personal insights

Technical insights

IRON HACK

# Scope

Requirements:

Simple game

Best practices

Single page (Single html)

3 states (splash, game, gameover)

Able to restart

Required Technologies:

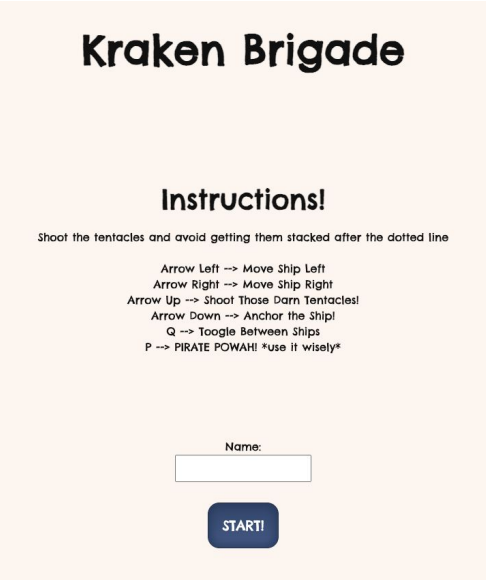
Basic HTML + CSS

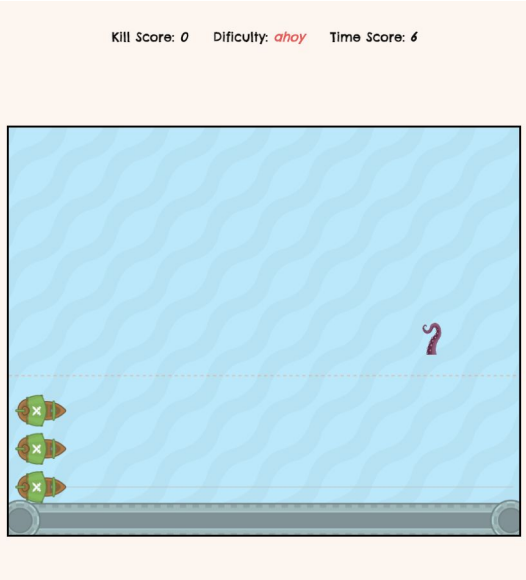
JavaScript (Canvas, DOM, Basic JS, Classes)

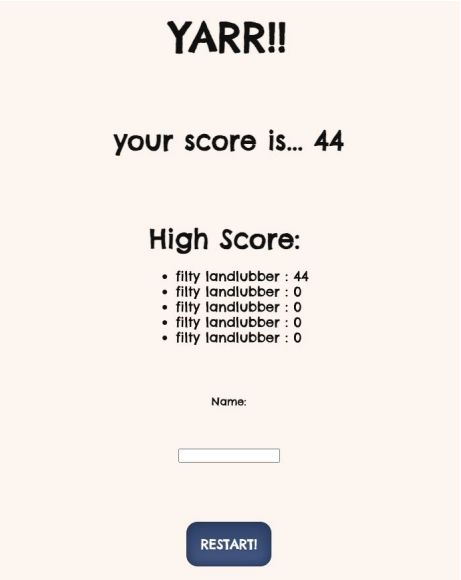
Version control tool (Git/Github)

Bonus: Local Storage, Audio, Mobile version...

# States (with DOM)




IRON HACK

# Project Examples

**Space Doggo** - https://jaime-laureano.github.io/SpaceDoggo/

**Mission to Mars -** https://danicalvente.github.io/Mission-to-Mars/

**Rippin Brah!!!** - https://1travelintexan.github.io/Rippin-Brah-/

**Beers & Monsters** - https://luizfelipedossantos.github.io/Beers_and_Monsters/

**Heroes Sky Fight** - https://halokaya67.github.io/heroes-sky-fight/

**Blossom Chase** - https://jnmelio.github.io/Blossom-Chase/

Click here to see more examples

# Next steps

next 1 or 2 days

Idea

Validation

Sketches

Define MVP

Create Readme

Trello board

Sign-off

# Idea

Dig around the internet

Or your childhood

Or the 80s… some examples:

http://www.free80sarcade.com/index.php

https://www.retrogames.cz/play_267-Atari2600.php

**Simplify the idea to something you think you can build in 2 days**

IRON HACK

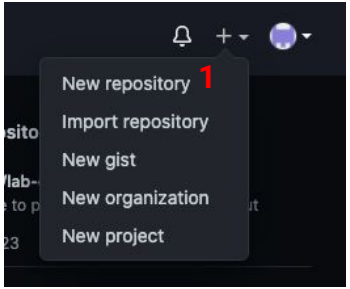
# Validation

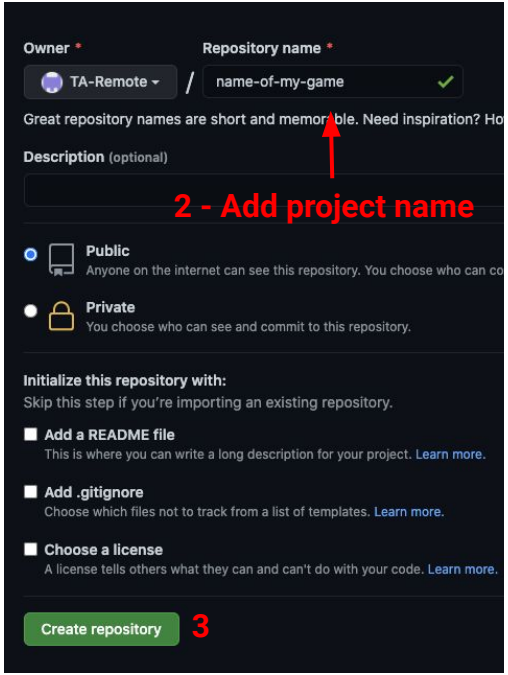
Run the idea(s) through your Team Lead so they can green light it

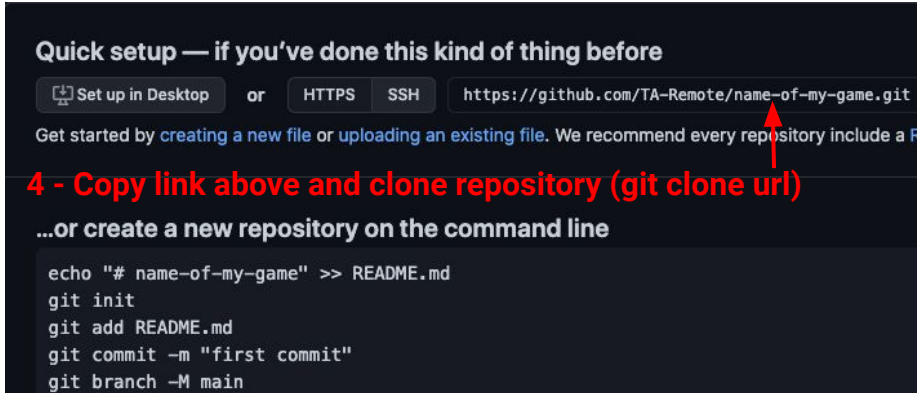
- What are the basic functionalities (MVP vs. backlog) ?
- What is the winning/losing logic ?
- How will the screens look like ?
- What is the name of your game ?

IRON HACK

# Creating a repository




5
git add .
git commit -m “Initial commit”
git push origin main

IRON HACK

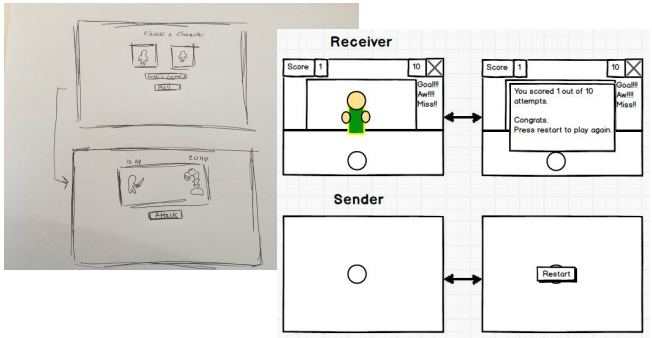
# Planning & documentation

## Sketches/Wireframes

Draw the app states

Know where the buttons are

Draw the flow between states




## Data Structures

Readme.md

Canvas & DOM

Organize files & classes

Describe the files & classes

## Task List

Break down your tasks

Small tasks

Order them by priority

IRON HACK

# Readme.md

**Always fill Readme.md from VScode (not from Github)**

Documentation is key for success

Use the template we provide

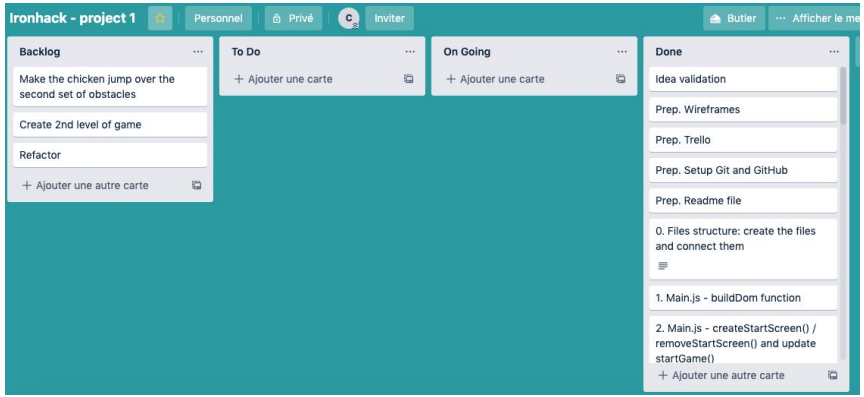
Keep track of your planning

Update plan if it changes

Link Template

Link Example

# Kanban Board




[Trello]

# Tools

https://gist.github.com/TA-Remote/0cfd3fa0408113c2615b396e23619e5f

# Planning Session

“Plagiarism is bad, please don’t do it”

-a very serious person

# Support

Resources + Research

Move freely between breakout rooms. Help each other!

Slack # 01-ask-the-class

Instructional Staff ** **Through the slack channels, no DMs and no Zoom help btn!** **

IRON HACK

# Deployment

**Web Devs > Localhost Devs**

First deploy (docs) Wednesday

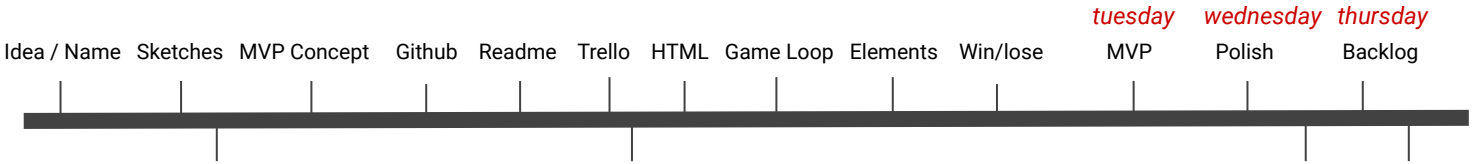
Deploy early

Deploy often

Test online

# Milestones

**Student**




*Code freeze*

Final Presentation

*friday*

**Team Lead**

Idea Validation
*friday*

Sign-off
*friday - monday*

Presentation Practice
*wednesday-thursday*

IRON HACK

# Presentation Day

## Code freeze

## Presentation time

# Code freeze

Sorry, No crazy features on Friday morning

Reserve some time to work on your presentation

Refactor small bits of your code and fix small bugs

# Presentation time

Presentation time TBC

Order of presentations is randomized

5 mins per presentation (Slides + Demo)

Presented by

# Questions?