



Codergirl – Frontend

Unit 2 – Catch up day 1

December 2, 2020

Agenda

- Guest Talk – Jimi Schuchmann
- Course Project
- Studio

Project ideas

Please submit a brief explanation of your project

- a working title
- features you intend to include
- goal you want the project to achieve
- who is the audience and
- what problem is it going to solve?

The purpose of your application is completely up to you.

Ideas: fictitious company, a real company, a cause, a hobby.... Anything.

<https://github.com/ellengreen/Sprout>

Creating the app

https://docs.google.com/document/d/1W3o35917j_T1qd8UIKgAkLz-23d07x90ayhXoKsRb0o/edit

Example projects from last year

<https://github.com/Michaella1982/music-app-final>

<https://github.com/CJ-4/generations>

<https://github.com/fspia-code/Cooking-Is-Fun>

<https://github.com/LexBay/pizzayeti-website>

<https://github.com/ellengreen/Plant-Tracker>

<https://github.com/maryhargadon/Unit-2-Final-Project>

Creating the app

Example projects from last year

<https://github.com/SamL0823/my-library-angular>

<https://github.com/SamL0823/rick-and-morty>

<https://github.com/daniellespencer/course-project>

Studio Instructions

Talk about your project ideas with your mentors and group – about 5 mins per student.

Wireframing Tutorial