LET'S GET EVERYTHING SET UP!

- 1. In Schoology, go to: Courses(in the top menu) > FEWD CHI 1: Section 1
- 2. Then go to the Class Materials folder it's the pink one!
- 3. Navigate to the Week 7 (It's the yellow folder) > Lesson 11 folder
- 4. There you'll find all the materials for today's class
- 5. Download starter_code_lesson_11.zip
- 6. Move it from your Downloads folder to your Desktop
- 7. Double-click on starter_code_lesson_11.zip to unzip it
- 8. After you've unzipped, delete the original .zip to avoid confusion and make sure you don't unzip it again later!!!

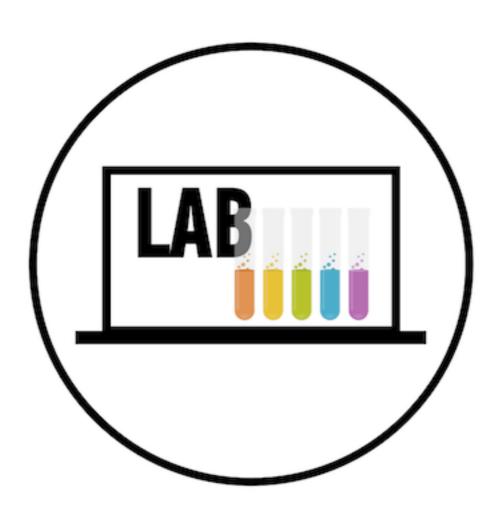


LAB

LEARNING OBJECTIVES

• Apply programming skills to plan and build a card matching game.

MATCHING GAME



ACTIVITY



KEY OBJECTIVE

Apply programming skills to plan and build a card matching game.

TIMING

20 min

- 1. Demo the site and try it out.
- 2. Write the HTML for the game (game container, game cards, reset buttons, etc).

30 min

3. Use CSS to style the game play area. Each card should use a "card" class and when "selected" should have a background image that shows the card as it would appear if turned over.

15 *min*

- 4. Write pseudo code for the site. Don't skip this step!!!
- 5. Write JS!

ACTIVITY



KEY OBJECTIVE

• Apply programming skills to plan and build a card matching game.

BONUS EXERCISES

- 1. Use the web to find a function to shuffle the cards.
- 2. Track number of moves it took to match all cards.
- 3. Add a "cheat" mode which shows the match for the currently selected card by making the matching card bigger.
- 4. Add more cards. (Demo the Full Version)

LAB

LEARNING OBJECTIVES

• Apply programming skills to plan and build a card matching game.

HOMEWORK

HOMEWORK

START ON MILESTONES 2 AND 3 FOR FINAL PROJECT:

Pseudo code for your final project will be due week 8. Start on it now!!! First draft for your final project will be due week 9. Start on it now!!!

REQUIRED VIDEOS/READING:

- ▶ Read Smashing Magazine's article "Responsive Web Design"
- ▶ Watch chapters 0-3 of GA Front Row's "Responsive Design vs Context"

OPTIONAL VIDEOS/READING:

- Watch chapters 3.7 and 3.8 of Jeffrey Way's 30 Days to Learn jQuery (the whole series is definitely worth watching)
- Keep practicing <u>Javascript track</u> on Codecademy
- Go back and look at ways to refactor previous assignments (We'll chat refactoring Wednesday)
- Continue practicing CSS, HTML and JavaScript in Dash

EXIT TICKETS