**Prepare for Projects**

For this project, you will be summarizing all of the concepts you’ve learned and applied in labs up to this point of the course. Your instructional team will provide you with further specification regarding constraints and expectations for course-specific requirements.

At this point, you should have an idea as to what’s possible to create given what your course has covered so far and will cover before the start of the project. Use that knowledge to generate some ideas and discussion!

- tables- manipulation of the tables

- dom- creating elements in dom

- event listeners

- investigate sound tags

- imagery (images)

-css, js, html

-loops, functions

**Project Requirements**

Your instructor will provice the detailed requirements for your project, and team tasks.

**Brainstorming Ideas**

Grab a whiteboard and brainstorm ideas. During this phase, there is no comment or criticism of ideas. Ideas should be given in the form of titles or very short phrases. If an explanation is needed, save it for the pitch round.

**Pitching a Project**

Once a critical mass of ideas has been written down, the person who offered the idea will give a pitch. Each pitch may be no longer than 2 to 3 minutes. The purpose of a pitch is to sell the idea to your group mates. During this phase, questions may be asked, but the discussion should be limited. Keep it short and to the point.

At the end of the pitch, you should have formed a short list of favorites.

**Create your Pitch**

Once your team had decided on 1 or 2 favorites, prepare your pitches for submission.

***RADJS tbd***

1. Labyrinth with escape purpose.
2. What problem or pain point does it solve? a. Keep it high level without going into too much detail. (3-4 sentences is enough)
3. Minimum Viable Product (MVP) definition.
   * What is the **minimum** required for you to present on your demo day?

1. Browser game that generates a new maze level with each generation to work from entrance to exit.

2. Skill Building, Problem Solving, Brain-workout, Puzzle Solving

3. MVP = An Amaze-ing experience Making minimum viability- maze solving way out.

Character movement.

Monster chase.

Maze solve.