Homework 4 (JS + DOM):
Browser App

Project Details:
Develop a client-side browser app with JavaScript. It should render graphics either with the Canvas API or DOM API. It must be Event-driven, and actively controlled by the end user.

Need Ideas? Project Prompts may be found here:
https://javascript30.com/
https://jsbeginners.com/javascript-projects-for-beginners/

Required Features:
- Your app must use the Local Storage API to save user data.
- Your app must render graphics (via Canvas) or DOM elements
- Your app must have user Controls/Inputs
- Your app must be linked to your portfolio page
- You must write a new blog posts detailing the features of your app, include screenshots
    - Inspirations for blog posts may be found on www.dev.to

Bonus Features:
- Showcase bonus for any browser app that is polished and novel.

Learning Objectives:
- Proficiency with JavaScript and Document Object Model API.
- Practice at designing & implementing specifications of your own devising
- Programming via a User story driven philosophy (UX focused)

Resources:
You may use **Labs** as reference. However, your final submission must be of your own design!

Showcases & Demos:
https://codepen.io/

Grading Rubric

Part 1:	[JavaScript]	View - Graphics or DOM	[**20%**]
Part 2:	[JavaScript]	Controller - User options	[**10%**]
Part 3:	[JavaScript]	Model - features & logic	[**30%**]
Part 4:	[JavaScript]	Data - local storage	[**10%**]
Part 5:	[Blog]	Explains the JS Features;	[**20%**]
Part 6:	[Submit]	Organize & Publish Content	[**10%**]
Part 7:	[Bonus]	Outstanding Submission;	[**0-20%**]

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Blog Article [Required]

Author a blog post defining the process of or detailing the implementation of the JavaScript features or app. Since this assignment is of your own design, this article provides the means to explain your development process or explain what you implemented.

Submission:

1. Deploy your project & accompanying blog article to github pages & showcase them on your portfolio page. Your project should go into its own separate git repo different from your portfolio repo.

2. Submit a zipped copy of your project code to Moodle including a text file that contains your name, your project's github.io hyperlink, and a summary of features that you implemented.

3. Request a Project Audit